Usenet Newsgroup Archive: comp.sys.atari.st.tech

1995

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Date span: 1995-01-01 through 1995-12-31

Source text: comp.sys.atari.st.tech.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,014

Message records with no readable body available in the source text: 14

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Bad Sector Entering

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 06:49:02 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3e5j8u$i23@cxc1.cl.msu.edu>
Source record: 28270

kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>Is there a prog out there that will let me enter the addresses of known
>bad sectors on my hard drive ? I have plenty of progs that will tell me
>which sectors are bad, but none that will let me mark them as bad in the
>FAT or SCSI.

Seems I recall that Atari's hard drive utilities had a MARKBAD option in
the HDX program. I use ICD software myself, so I haven't had need to look
at Atari's stuff in quite some time therefore this may be mere hallucination
on my part. Worth a look, tho...

ICD's software can do it, but I believe it loses everything on the drive
in the process. This may or may not be true with Atari's software. Hence
I suggest a dependable backup.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2. Re: MintNet & slip & inetd, talk, finger, X questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 13:18:40 UTC
From: knarf@nasim.cube.net
Message-ID: <3e6a3g$238@nasim.nasim.cube.net>
Source record: 28271

Ben Bell (bjb@bigbox.demon.co.uk) wrote:

> > > <27> Dec 27 23:07:52 talkd[67]: chdir: /dev: file not found
> > This looks more troublesome - though its 2.45am here and I'm not about to
> > speculate what the problem is! ;-)
> In your mint.cnf do you cd u:\? I think it is just looking at the wrong drive
> for some reason.

UNIXMODE set to "rU" should help, too. Or you have a slash/backslash
problem, then try to add "/" to your UNIXMODE.

Anyway, running MiNTNet without init is not the way to go.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 16:06:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cFzUS20Q&Qo@semprini.waterloo-rdp.on.ca>
Source record: 28283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3e2u1c$922@mark.ucdavis.edu>, Eric Hays writes:
>[some text deleted]
>
>: For example, my Uni uses Word/PC - As a scientist, I publish data in
>: Journals. A requisite of many Journals is a written copy AND and copy on
>: floppy, of the article. I just don't think they'd accept Papyrus docs.
>: (in fact I know they don't!).
>
>: BUT - If the Papyrus system works for you then use it.
>
>: Steven
>
>Papyrus does export Rich Text Format files, a Microsoft standard that
>their product "Word" should be able to load just fine. Maybe you too
>could make use of Papyrus on projects for your University.

Unfortunately, Microsoft can't even properly implement their own
"standards"; there's no guarentee your RTF document will be loadable by
any Microsoft product.

Literally anything under NEXTSTEP will be able to handle it though,
probably without any loss of formatting. Strange, isn't it?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4. CD-Recorder on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 17:35:56 UTC
From: lnonvei@public.srce.hr
Message-ID: <3e6p5s$5kr@nippur.irb.hr>
Source record: 28272

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Does anyone have CD-Recorder?
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Well, I want to upgrade a FALCON 030 because of sound capabilities he has.
But I am interested in recording CDs with CD ROM RECORDER/PLAYER. Is it
possible with Falcon? Are there any programmes to communicate with this
device? How much does it cost, and where to ask?
Wich CD Recorder is the best? I heared about Philips CDD 521 and Sony
CDW-900E about two years ago....
I also saw some adds about Audio master (Digital audio workstation - S/PDIF
Interface) for Falcon with coaxial in/out, optical in/out and port for
Falcon DSP. This interface is for DAT Recorder.
Is it of any use, 'cause Philips and Sony have SCSI-2 port, and this
interface doesn't (but Falcon has it).

Thanx in advance.

Loris

+------------------------------+
e-mail: lnonvei@aixesa.srce.hr
+------------------------------+
```

5. Falcon info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 19:08:52 UTC
From: chris@cydrome.demon.co.uk
Message-ID: <788987332snz@cydrome.demon.co.uk>
Source record: 28273

Hi,

I wonder if anyone can tell me the following :-

As far as I know the Falcon is ment to have eight 16bit sound channels, can all these be driven separately and can their outputs be tapped of separately. I.e. can you play eight different sounds simultaneously tapping them off at separate ports?

Also has it got an unrestricted expansion bus (not like the ST with no write line and 'Address error' problems)? With all the address and data lines available.

What type of hard disk and memory chips does it use ?
How flexiable is the 'Apple Talk' from a programming point of view?

I've been unable to find any technical specs. and manuals for this machine, could anyone tell me of any good books (E.g. Atari ST Internals was okay) for the machine, or an FTP site where I can get some information.

Many thanks.

--
Tim Mann

6. Falcon in a Tower...How?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 20:49:11 UTC
From: Rob <robo28@delphi.com>
Message-ID: <Ry364Y-.robo28@delphi.com>
Source record: 28274

I would like to put my falcon in a tower case for all the obvious reasons.
But, I plan on doing this myself and I would like to know where I can get some
basic istructions on how to get the ports to extend to the exterior of the
box. I've never seen a Falcon in a box so I have no reference to go from
so if anyone has seen how it's done or know where there is an existing
document detailing placeing a Falcon in a tower then PLEASE let me know...
Muchas Gracias in advance!!!!!
Rob

7. MiNT and UNIX and Falcons...The basics..

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 20:56:19 UTC
From: Rob <robo28@delphi.com>
Message-ID: <R04aowz.robo28@delphi.com>
Source record: 28275

I would like to know where I can get a hold of information regarding what is neccessary to setup a "UNIX-like" OS on my Falcon 4mg w/o FPU.. Is this possible with just MiNT? What's X-windows? Where can I get the programs to do 'ls' and other standard stuff with tsch? Someone could make a few bucks if they compiled all this info together and sold it... I'd buy it!!!

What I have so far is the latest MiNT binary and tsch.. I want to do this to help me learn about UNIX and related stuff... Thanks!!

Rob

8. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 22:00:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D1qyH4.32I@cix.compulink.co.uk>
Source record: 28276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>I was implying that many organisations, such as Universities, probably would not
>find this kind of word processing platform as stable or powerful as,
>say, Word on Mac/PC.
>
>With a more common platform such as Word or WPerfect, data is just som
>much more compatible between institutions.
>
>For example, my Uni uses Word/PC - As a scientist, I publish data in
>Journals. A requisite of many Journals is a written copy AND and copy on
>floppy, of the article. I just don't think they'd accept Papyrus docs.
>(in fact I know they don't!).
>
>BUT - If the Papyrus system works for you then use it.

All the magazines me or my wife write for accept pure ASCII text. That
includes non-Atari publications like Professional Photographer.

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Ofir ogal@cix.compulink.co.uk
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```

9. atari1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-01 23:05:38 UTC
From: jjohnson@pen.k12.va.us
Message-ID: <D1r1HE.2BBu@pen.k12.va.us>
Source record: 28277

Does anyone have any suggestions as to the best use foran Atari
1040 St system. My son has " moved on" to the IBM world and
has a working system and about 50 games/programs. ?????
Jean
Chesapeake, VA

10. Re: MintNet & slip & inetd, talk, finger, X questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 01:14:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1r7G0.GCH@cix.compulink.co.uk>
Source record: 28278

In message <788814590snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:

> It is. You can get syslog as part of the MiNTOS package. I have been
> meaning to try linking /pipe/log to /dev/null to see whether it
> removes the errors and saves memory (for when I try X :-)

I've been meaning to get MiNTOS for a while, OTOH I just use:

bg.ttp -o /dev/aux ksh < /dev/aux

instead of login - and I couldn't care less about security! ;-)

The link idea is worth trying though.

> Its a good idea to put all MiNT stuff on minixfs. And its faster too.

This is what I'm moving towards. I have a 60Mb MiNT partition with most
things on. the only TOS directly used by my MiNT setup now is c:\bin linked
as /bin. This is going to change soon.

> > Also has anybody got the ping in pin-00.tgz to work? All I get is:
> > ping: unknown protocol icmp
>
> If thats the one on a.a. yes. IIRC I just used it straight away. Maybe
> your inetd/protocols/services or one of the many other config files
> is wrong?

It was my protocols file. As it had been on a TOS partition the name had
been truncated to protocol. I didn't notice ;-) I wouldn't be surprised
if my remaining NFS problems are due to the same sort of thing.

:-)

Roland.

@CiX

11. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 01:14:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1r7G4.GDB@cix.compulink.co.uk>
Source record: 28279

In message <788870770snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:

> It worked, and its fun, but you really need something faster than SLIP
> (19200). I was going to grab some instructions for building an
> EtherNet card from a.a. in Network/EtherNet/... but the files have
> disappeared! Anyone know where I can get them?

That would be fun. What I'm waiting for is drivers for PC style pocket LAN adaptors for MiNT-Net. D-link and various other companies do cheapish solutions. OTOH I will probably get a faster serial card for the PC which will allow at least a 38400 link.

> > My PC running Linux isn't really up to running an X server as it
> > has only 4Mb RAM and a 14" VDU.
>
> Surely that's enough for just the server?

Yes its enough for a server - but not really for the server and clients. Also I'd prefer to run the server on the machine with the bigger screen - even though its only mono.

> I think so - it can cope with overscanned STFM screens.

Thanks - glad to here this :-)

> It is a fairly large archive to download every time a little bug gets
> fixed. Hopefully bugfixes and so on will mean distribution of the
> fixed programs separately...

Hopefully.

:-)

Roland.

@CiX

12. Re: TCP/IP where can i find one?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 05:20:14 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.eloeK4I9vJA@albemuth.equinox.gen.nz>
Source record: 28280

martin@gw6hva.demon.co.uk (Martin Vernon) writes:
> No, there's more....
>
> Depends what you want to do with the code really, I use PE1CHL NET here
> which is handling 10 ports (6 x 1200Bd, 2 x 9600Bd, 1 x 31250Bd and 1 x
> 38400), along wih others on development systems.
>
> I have a range of packages from early 87 onwards.
>
> PE1CHL NET:
> Very good indeed (in my opinion the best - unbeatable at high speed).
> Has intrinsic drivers for SCC and ESCC chips, faster SLIP speeds (mine
> does 38,400 SLIP on the standard MFP) and the PACSAT protocols. I'm
> beta testing the latest version with ethernet drivers as well.
>
> GeMNOS:
> Full featured NOS based on GRI specs, currently at beta.4
>
> KA9Q-9410xx for OS-9/68000
> Rather natty version I'm working with at present, for full
> multi-tasking - but needs more work (and ISP/NFS in the kernel).

Can you tell us where these (at least the first two) are available
from??

--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

13. Re: Falcon:Drive I/O

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 12:20:18 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3e8r22$77e@btmplq.god.bel.alcatel.be>
Source record: 28281

Lodge@ferndown.Ate.Slb.Co,
In a message on 19 December, wrote :

lo>
lo> The major problem with asynchronous disk I/O (which is what you
lo> describe) is error reporting. If the program makes a "write" call
lo> which takes place some time later, how does it let the program know
lo> if the write fails? The original calling program has moved on and is
lo> now doing something else. There are various ways around this, but
lo> most involve a degree of "assume all the writes work".

I remeber doing something like this on HP mini's back in the 70's; not
for the disk but for other periherals. You issue the i/o request as
soon as you know you need it, go and do something else, and when you
need to know the status of the i/o request then you ask. Maybe it's
completed, maybe it's still going on, maybe it failed. Normally you
do NOT just assume it worked.

We used to call this sort of thing Real Programming, and of course we
used FORTRAN. 8-(8->)

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

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14. Re: Falcon info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 13:21:06 UTC
From: contacts@mits.mdata.fi
Message-ID: <3e8uk2$sr6@prime.mdata.fi>
Source record: 28282

In article <788987332snz@cydrome.demon.co.uk>,
Tim Mann <tim@cydrome.demon.co.uk> wrote:
>Hi,
>
>I wonder if anyone can tell me the following :-
>
>As far as I know the Falcon is ment to have eight 16bit sound channels, can
>all these be driven separately and can their outputs be tapped of
>separately. I.e. can you play eight different sounds simultaneously
>tapping them off at separate ports?

You have 8 or 16 separate channels of audio (like having 8 or 16-voice
sampler), in basic Falcon these are mixed to a stereo output, but
you can get a box (Steinberg/Soundpool FA-8) which gives you 8 separare
analog outputs (so you'll have 8 + 2). There's also a box coming, which
gives you 8 inputs to a Falcon. FDI (Falcon Digital Interface) gives
you optical and coaxial digital (S/PDIF) inputs and outputs, which
let you move data digitally between a DAT or a CD-player and Falcon.
You can also use a DAT as a data streamer if you have FDI and DataDat-
software (AIFF-file streamer software comes with every FDI).
These add-ons work so far only with Cubase Audio Falcon.

>Also has it got an unrestricted expansion bus (not like the ST with no
>write line and 'Address error' problems)? With all the address and data
>lines available.
>
>What type of hard disk and memory chips does it use ?

IDE (2.5") and SCSI (external). You can use 70ns SIMMs if you get
a card for it.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

15. >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 20:14:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f08b3af0_Lars.Reynold@ct.se>
Source record: 28284

Steve Wells wrote in a message to All:

SW> From: wells_s@ix.wcc.govt.nz (Steve Wells)

] >I've never seen any problems. I downloaded a 1.2meg ZIP-file with a
] >28.8K connect, (speed of around 4600cps average), without any problems
] >at all. (On a PC obviously)
SW>]
SW>] I'd say this CPS-rate is bogus. With well _pre-packed_
SW> stuff one should hav] max. of about 3350 cps. With
SW> _unpacked_ files one should get in access of 7] cps.

SW> It was set to 115200. As it was a 486/66 with a 16550C UART
SW> chip on the modem, it could handle this (as long as Windows
SW> wasn't in memory anywhere, which dropped the maximum speed
SW> to 57600).

What communications software? I know by experience that some PC comms have a cheat mode cps rate, that you of course can disconnect if you don't want it. Terminate has +5% as default! I have a USR V34 and have NEVER come up over 3400 CPS.

/Lars

16. Problems with my 1040STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 20:46:17 UTC
From: npetrlik@public.srce.hr
Message-ID: <3e9omp$fth@nippur.irb.hr>
Source record: 28285

Hi To All!

Weird things are happening to my STE. One day, whe I switched my STE on, all looks normal - booting, loading the program etc ... But, after 2 hours of work, the bombs appeared. Maybe some bug in the program, or some acc mess the memory ... i thought ... I simply pushed the reset button, and then (to be sure) <Ctrl>+<Alt>+<Right Shift>+<Del> for cold reset. Then, it happened again! (20, 30, and once 80 bombs !!). I switched the computer off for 30-40 seconds, then on ... and then ... no picture, nothing ... i panicked ... and switch him off for couple of hours. Next day, i worked 2-3 hours, and all worked normally (no bombs). As I mainly use a hard disc than a floppy, this "worked normally" is a very relative notion. I needed to format one floppy disc (I'm using FcopyPro and E-Copy). I've set the parameters (in FcopyPro) - nr of tracks: 80 (0-79), nr of sectors: 9. Fcopy starts to format a disc, 79,78,77,76,75... 31,30,29,28,27... and then the message appears: The Floppy Disc Head Has Reached Track 0! I repeated the formatting procedure, but it happens again on the other track. E-Copy do the same thing. (floppy head has reached track 0 ... etc). This 'reaching track 0' happening occasionally (usually after a 1-2 hours of work).
Friend of mine told me that MAYBE the MCU/GLUE chip have some 'bug'. I've look into the computer and discovered that MCU/GLUE chip is soldered (or glued)..
Where is the problem ?
Predator says that the disc drive is good (max. nr of tracks is 84 (00-83), max. step rate 2 ms).
Floppy drive type is Epson.
Also, when I'm scanning a perfectly good disc, Fcopy gives me an error message (on track>75, sometimes 77,78).. off course disc was formatted on this drive.
As I mentioned, this thing with floppy happening from time to time, and the 'bombing' happened 2 days ago (several times) - not program fault for sure ... it happening in every prg ..

Where might be the error ?

Many Thanks.

+--------------------------------+
|E-mail: npetrlik@aixesa.srce.hr |
+--------------------------------+

17. Cannon printers.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-02 23:40:16 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3ea2t0$dd5@scapa.cs.ualberta.ca>
Source record: 28286

Does anyon out there have information on how to attain speedo drivers for the
Cannon BJ200e printer?

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

18. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 00:09:04 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <789100796.0@mettav.exnet>
Source record: 28289

It was none other than Thorsten Guenther that wrote on 29 Dec 94 that .....
>> I have had the exact same problem, although a more common occurance
>> a lockup during a file copy or move. This only happens with my
>> external SCSI drives.......a reset, like you said, is then
>> One thing I can't understand, however, is why if I run a totally clean
>> (no BlowUp software running, but the hardware still in place) do my
>> HDs exhibit the same problems?

Well I think I can safely say that with me the problem completely disappears with Blowup absent and indeed does not appear to be happening to me in 16 colour mode WITH blowup ,at least as far as conditions that would cause lockup in 256 colour at same res. Maybe It could still if I pushed it a bit harder.Would happen everytime in 256 col if I compress my mail areas but seems to be 'safe' in 16 colour. I hope this doesn't mean I have already had the talked about mods done and they don't cure it completely :-(

TG> Yes, they do, esp. in High Colour modes on an RGB monitor. But
TG> these problems do also occur in 256 colours.
>> I too would like an explanation or fix for this problem. I was going
>> crazy trying to find out what the problem was with my setup....
TG> Timing probs in the SDMA of the F030, Atari's fault. A fix has been
TG> posted in Mausnet by Michael_Ruge@wi2.maus.de in German :-/. Anyone
TG> got an English version available?

I would love to see this posted ..in English OR German here please ,or at least an idea exactly what the fix is .Hardware or software ?

MHYG
Graham Irvine

<graham@grin.mettav.exnet.com>

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

19. Re: atari1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 01:34:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1t31v.Ht7@cix.compulink.co.uk>
Source record: 28288

In message <D1r1HE.2BBu@pen.k12.va.us>, jjohnson@pen.k12.va.us said:
> Does anyone have any suggestions as to the best use foran Atari 1040
> St system. My son has " moved on" to the IBM world and has a working
> system and about 50 games/programs. ?????

Well with a decent modem they make quite good email/internet terminals - providing of course you are not interested in World Wide Webb.

They also make quite good midi controllers, printer spoolers and dumb terminals.

Alternatively you could try selling it, but the world is awash with 2md hand 1040s. Many people are still using them to great effect - but not many people are *buying* them.

:-)

Roland.

@CiX

20. printer problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 03:02:23 UTC
From: bseburn@vaxxine.com
Message-ID: <D1t73z.DsG@vaxxine.com>
Source record: 28287

I have what seems to be a wierd problem. I have connected a 4 port auto switching printer switch (got that? :-)) Anyway, whats happening, is I can print from all 4 computers to one BJ200, but after awhile my BBS computer won't print through the auto switcher. All three other computers work fine, but the BBS keeps stopping. The only way to get to print again is to switch ports on the switcher, or re-boot the computer. Switching ports solves the problem, only for a short time, then its back. I thought it was a distance problem, but have it close to this computer, and quite a distance from the others that are working fine. No other computers act this way at anytime. Any ideas???

This set up was working great on a 2 port auto switcher, using the BBS system in question, and one of the others.

Computers used are: 2 1040STe's (4 megs each)
1 Mega2 ST (2 megs)
1 286 clone

I have just tried changing computers to see what happens... but I'm not expecting much of a change.

Thanks in advance Brian

___ Mountain Reader II - #00000039

--
this is where my .sig file will be... when I'm done!

21. HD diskdrive for atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 08:41:31 UTC
From: bellers@prl.philips.nl
Message-ID: <bellers.789122491@dvss2>
Source record: 28193

Does anyone know whether there exist a high density disk drive for an atari st computer? What are the costs for it?

Thanks in advance

Erwin Bellers

22. JV-1080 patch editor available!!! (Repost)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 08:56:20 UTC
From: ethami@duna.ericsson.se
Message-ID: <9501030756.AA00706@duna40.danubius>
Source record: 28194
Cross-posted to: rec.music.makers.synth,alt.binaries.sounds.midi,comp.sys.atari.st.tech

In case you have not read this:

I wrote a patch editor for the Roland JV-1080 which I'd like to share
with you. It runs on all Atari computers, and has a very nice 3d user
interface on the Falcon.
Send me a mail if you want it (it is free, of course :)

Attila Mezei
ethami@duna.ericsson.se
Budapest, Hungary

23. Re: Atari Web Page Update!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 09:15:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3eb4ik$9t5@percy.cs.bham.ac.uk>
Source record: 28290

msh@mserv1.dl.ac.uk writes:
> Atari Web Pages Latest News
[lots of lines deleted]

Can we keep this in the announce group, please?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

24. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 09:32:10 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3eb5iq$a8f@percy.cs.bham.ac.uk>
Source record: 28191

rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>In message <788537562snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:
> > This is what I had assumed, but a lot of programs (Emacs, X11, less
> > etc) need UNIXMODE correctly set or they don't work.
>
>So they make specific checks for UNIXMODE? In that case I don't know. I'll
>see if I can find the documention.

The Mintlibs startup code reads the UNIXMODE variable. Only a few bits
of UNIXMODE are implemented, notably the 'root' directory concept (so
you can say '/' is really U:\) but check the startup code source for
more details.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

25. Re: Combo-boxes in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 09:44:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3eb697$acb@percy.cs.bham.ac.uk>
Source record: 28192

cherborth@semprini.waterloo-rdp.on.ca writes:
>I posted this to comp.sys.atari.programmer, and didn't get any
>responses; I suppose I should just email it to the GEM-list, but I'm at
>home...
>
>Has anyone got code to handle a CUA-style "combo-box"? I'd be
>especially interested if someone had implemented it as a GEM++ object...
>
>A combo-box is a object like this:
[deletia]
>The text field is a static text field or a text entry field, it doesn't
>matter. The button is selectable and exits the dialog. When you click
>the button, a window pops up, with 7 selectable objects in it, and the
>only gadets on the window are the vertical scroller objects. As soon as
>one of the selectable objects is clicked, the window goes away, and the
>"text field" is replaced by the selection.
>
>Now that I'm thinking about it, the "text object" would just be a GEM
>OBJECT, and the things in the list box would be GEM OBJECTs too... then
>you can put _anything_ in the combo-box. (This is all really, really
>easy to handle with GEM++.)

Sounds like the right approach - forget about opening an AES window
though, they are too slow, you could run out of windows, and the combo
box is modal anyway.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

26. Re: MintNet & slip & inetd, talk, finger, X questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 14:51:56 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <t150315.789144290@proffa>
Source record: 28195

>UNIXMODE set to "rU" should help, too. Or you have a slash/backslash
>problem, then try to add "/" to your UNIXMODE.

Has anybody else had problems with lharc and stzip when using this
unixmode? They seem to need *all* access to be done through u: drive
if this unixmode is set. Ie. if my current directory is c:/test/
(eg. when using lha/zip with something that isn't 100% MiNT / Unix)
and I try eg. 'lha a test.lzh *.c', lha doesn't find the files...

>Anyway, running MiNTNet without init is not the way to go.

Well, what if I just want to use sockets locally... After all,
they are supposed to be faster than pipes :-).

- Eero -

27. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 15:56:52 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950103165035.17757D-100000@bull.mimuw.edu.pl>
Source record: 28196

On Tue, 27 Dec 1994, Roland Givan wrote:

> In message <788473340snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:
> > I am having problems with running X Windows (MiNT version). I have
> > a Mega STE 4 (mono monitor). I am using MiNT 1.12, MiNTOS 1.4b,
> > MiNTnet 0.55.
> Running in just 4Mb? Thats insteresting. I've tried installing X on my 4Mb
> PC and the notes warn that it will thrash the disk crazy doing VM.

It works fine on my F030 either with or without virtual memory...

> In all honesty though I would advise selling your MSTE and buying a TT.
> A TT is much more suitable for X than an upgraded MSTE. How do I know this?
> Well I was in *exactly* the same situation as you and spent weeks sorting
> out how much a decent upgrade to do VM was going to cost. In the end I
> bought a second hand TT which has 8Mb RAM and a 18" 1290x960 paper white
> monitor. Excellent for X (though I must admit I've been sidetracked by
> Linux on the PC).

So what about 1280*1024*16 under blowup on F030 or 1024*768*256 (I know,
that someone have written drivers for color modes, and they will works
under blowup since mono version works).

Regards.

Simon

28. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 16:08:03 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl>
Source record: 28199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 23 Dec 1994, Chris Herborth wrote:
> In <Pine.BUL.3.90.941221142746.1924E-100000@bull.mimuw.edu.pl>, Szymon Stasik writes:
> >So what about the PPC?
>
> I've said it before and I'll say it again... Making a PowerPC-based TOS
> computer would be a stupid way to commit suicide for the company
> building it.
>
> Why, you ask? Observe:
>
> 1) *All* software would run in emulation, probably about as fast as a TT

Mac has the same problem, however F030 is quite new product so the
applications for it are new too. Then what would be a problem to
recompile it to PPC?!?

> 2) ST-compatible video (ie, like the ST, STe, TT, Falcon) would slow
> the processor to a crawl; if you use incompatible video, you lose all
> those annoying programs that try to hit the video directly

Its not a problem at all. Almost all new stuff on F030 uses video
correctly becouse of some new modes so there could be brand new modes
with the old ones for compatibility like on F030.

> 3) Linux would be the only native PowerPC software available; there are
> almost *no* Atari developers left to recompile their commercial apps
>
> #1 is the kicker though... why spend at least $2k US on a system to run
> slightly faster than a TT?

The answer is the same as for 1)

regards,

Simon.

29. Re: Problems with my 1040STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 16:14:26 UTC
From: jonaeson@algonet.se
Message-ID: <3ebt52$rbr@aristotle.algonet.se>
Source record: 28198

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: Hi To All!

Hi!

<snip>
: Friend of mine told me that MAYBE the MCU/GLUE chip have some
: 'bug'. I've look into the computer and discovered that MCU/GLUE
: chip is soldered (or glued)..
: Where is the problem ?
<snip>
: As I mentioned, this thing with floppy happening from time to
: time, and the 'bombing' happened 2 days ago (several times) - not
: program fault for sure ... it happening in every prg ..

: Where might be the error ?

The first thing to do when you have a problem that occurs in that way is
to make sure all chips are properly socketed, and all cables
are connected.
A friend of mine, who by the way worked as a serviceman at Atari, almost
always started "repairing" atari-computers by simply lifting it up a few
centimeters above the table, and let it go.
The chock from the impact usually corrected the problem.
So, open up your computer again, and push all socketed chips back in place.
(Will also have the effect that oxide on the pins will wear off, and that
is really the most likely reason for your problem)

Good luck!

Regards, Tommy

30. Music on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 17:10:00 UTC
From: magnus.kollberg@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2f0984fe_Magnus.Kollberg@ct.se>
Source record: 28203

Hello all Falcon users!!

I know that many out there are loking for some good music programs for their Falcons. It have been some talk about a program from Griff (T.D.S.M) that would be able to play midi files. I just wanted to make you aware of that it already exist a similar program that can a hole lot more!! The program is called EPSS and is from UNIT 17 from Sweden (you may have heard of the from the ST(E) demo scene). This little marvellous program can play midi (*.MID) files with sampled sounds on any ATARI computer with DMA sound (STE, TT and Falcon computers). The only thing now is that it dosn't use 16 bit sound on the Falcon or the DSP. I have been in contact to the distributer (Copson DATA) of the program and he says that if there is enough interest, there may be a Falcon specific version that would use the DSP and have 16 bit sound. So what are we waiting for? Say what you want and we maybe get it!

I havn't said the best part yet! If you are a Cubase user or Notator, you can use the program in the backround of the sequenser and it will work like a sample module!! Yes, you don't need to buy this expensive sound modules or samplers to make music. Your computer will do all the work (sequensing and sample playing) it self!!

All we have to do now is to make them do a Falcon specific version! (I think that some of the coders are the same who did ZERO-X so they sure know how to do it).

If they don't maybe Griff can! I'm not sure what his T.D.S.M. can do, but I don't think that it is going to be able to work in conjunction with a sequenser and to use your own sounds, or maybe it will!?

I take on my self to take some from the readme file and place it here.
A demo version is avalible on most BBS and have in mind that this is on a standard 8 MHz STE!

EPSS and Atomic Man by Unit Seventeen and Copson DATA

Release 2

In a somewhat different way than our other sound-demos, Unit Seventeen presents you EPSS and the song Atomic Man.

This demo is allowed to be freely spread as long as all the files listed in the end of this text are included on the disk or in the

archive.

The song is made by Gem Two of Unit Seventeen and uses a betaversion
of our own sound system EPSS which features following:

* 8 channel polyphony (depends on loaded sounddriver, 16 on the TT)
* 25 kHz effective replay frequency (depends on loaded sounddriver)
* Independent volumes and pitch on each sound
* Independent stereo-panning of each sound
* Variable looping of each sound
* Unlimited samplelength
* Maximum 256 sounds in one patch
* Maximum 128 different sounds on every MIDI-channel
* Velocity Variant Filter Emulation, VVFE, to achive filereffects
* Subtones, make new sounds of existing samples with different parameters
* Used integrated with your favourite sequencer
* EPSS Export Driver for MROS(R) to be used with all MROS(R) based sequencers
* Uses external sound-drivers which can support different hardware
* Use the drivers in your own programs or demos for playing the songs
* MIDI-In, Out and Thru
* Replay possible from MID-files without any sequencer loaded
* Integrated sample and sound editor
* Direct loading of samples from Roland S-50-discs
* GEM Multi-Window environment compatible with MultiTOS and Falcon
* Runs both as Program or ACCessory

...and much more...

--------- Some stuff deleted --------

If you have more interest in the product please contact:

Conny Pettersson
Copson DATA
Hovetorpsgatan 66
S-582 64 Linkoeping, Sweden
Fax: +46 (0)19 244005
E-mail: Conny_Pettersson@p5.f419.n204.z2.fidonet.cd.chalmers.se

or

call Unit Seventeen HQ:

Red Dwarf BBS
24h, 300-14400 bps, MNP5, v42bis
Phone +46 (0)21 552 39

Enjoy the program!

Copson of Unit Seventeen
Copson DATA
* (QW|{ 2.6 *

31. Memory Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 18:25:58 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ec4rm$rbb@nippur.irb.hr>
Source record: 28200

Hi !

My friend have an STE with 1MB,
and one day his STE recognised only 1/2 MB.
The diagnose was that the other 1/2 MB
(two 256K SIMMs) are burned..
What is the cause of that ?
Is this because of overheating, is
the transformer board bad ?
Any other possibilities ?

And one more question: Is it possible
to put PC SIMMs into 1040STE, and how ?

Thanx.

32. Motorola 68000 User guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 19:59:15 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D1uI6s.I7q@bath.ac.uk>
Source record: 28201
Cross-posted to: comp.sys.m68k,comp.sys.amiga.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know the email address of Motorola, or the availablility of
any 68000 instruction set documentation around on the net?
I'm doing some reading up for my project, which is to write a 68000
assembler, and need as much relevant information about the 68000 chip and
instruction codes as possible. I've heard that the 68000 User Guide is a
good bet.

Can anyone please email me with any advice?

Thanks

33. Re: Another BUGed JPEG5 Binary...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 21:38:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <524@stork.ukc.ac.uk>
Source record: 28205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3dov66$s47@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
:>Well The New Port of JPEG5 on A.A. is very very buged,
:>the file that I used with JPEG 4, comes out OK a 250k GIF
:>File, but the file from JPEG5 doses not work and comes
:>out as a 10meg file..??

Sorry I, cross-compiled that one and didn't test it before uploading...
>Or is it the source code that is buged...??

(it gave me no errors when I compiled it, and the code had an Atari configuration..... so it might be that code is bugged, then again it works fine on this
Sun.)

Griff
--

34. Orchestre de Jazz

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 22:04:54 UTC
From: lavallee@musical.fdn.org
Message-ID: <D1uo07.FFL@musical.fdn.org>
Source record: 28197

Re,

Pour parler d'autres choses, j'ai monte une formation de jazz
l'annee derniere et ca marche pas mal, j'en suis content.
Je decouvre les joies de l'organisation (archivage et direction
des repetitions).

On fait d'ailleurs un concert de mise en train le 8 janvier
prochain a tremblay en france en comite restreint (la salle n'est
pas tres grande). C'est un peu comme un pari - Il nous faut montrer
qu'on n'est pas des touristes a ceux qui sont septiques!

Le plus flippant c'est qu'avec les vacances, les musicos vont se
pointer pour la balance en debut d'apres-midi sans avoir pu repeter
pendant les vacances scolaires.... Bref de la haute voltige!

Et toi, toujours dans l'enseignement ?

A plus

... "Experience comes from bad judgment" - Mark Twain
___ Mountain Reader II - #Demo 001

35. Mountain Reader II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-03 22:05:03 UTC
From: lavallee@musical.fdn.org
Message-ID: <D1uo0F.FGw@musical.fdn.org>
Source record: 28217

Hello and happy new year,

I've just discovered your software Mountain reader II for the ATARI. I used it this week-end and I remarked that it suits my needs very closely!

So, I would like to register. This is why I am sending a mail to you in order to have your postal address and the exact registration fee amount confirmed so that I will be able to send you a money order.

I'm in France on the fidonet NetWork. My Email address if you do not have it is lavallee@musical.fdn.org (the BBS fidonet address is f320.n102.z0).

Hope to hear from you soon.

Rgds

Philippe

(My Job FAX # is +33 1 53.34.53.33)

... Unable to locate Coffee -- Operator Halted!

... Backup not found ? (A)bort,(R)etry,(P)anic
___ Mountain Reader II - #Demo 001

36. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 00:02:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAEADGVCUP@galaxy.owl.de>
Source record: 28213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:

>Mac has the same problem, however F030 is quite new product so the
>applications for it are new too. Then what would be a problem to
>recompile it to PPC?!?

Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
naively believe, why are so little applications available as PPC-native
binary? 68k's and PPC's are not binary compatible. A simple re-compilation
wouldn't be enough.

The 68k-series used in MAC's and Atari's are compatible on the cpu-part. The
difference is in the hardware (bus, video, sound) around it. These differences
can be worked around, using OS-calls properly.

>> 3) Linux would be the only native PowerPC software available; there are
>> almost *no* Atari developers left to recompile their commercial apps
>>
>> #1 is the kicker though... why spend at least $2k US on a system to run
>> slightly faster than a TT?
>
>The answer is the same as for 1)

From what I've heard, the folx doing the Linux-PPC port do have all sorts of
problems. This version is far from running. And Linux 68k-binaries are not
compatible to PPC-Linux as well.

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/
This one is for U, Chris :-)

37. Re: Atari Web Page Update!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 00:29:27 UTC
From: paul@xciv.demon.co.uk
Message-ID: <789179367snz@xciv.demon.co.uk>
Source record: 28206

In article <3eb4ik$9t5@percy.cs.bham.ac.uk>
C.J.Ridd@cs.bham.ac.uk "Chris Ridd" writes:

> > Atari Web Pages Latest News
> [lots of lines deleted]
>
> Can we keep this in the announce group, please?

If not then learn how to crosspost properly. <sigh>

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white */
/* Owner gets under way" - U2, New Year's Day. */

38. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 00:32:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1uuu2.LFE@cix.compulink.co.uk>
Source record: 28207

In message <Pine.BUL.3.90.950103165035.17757D-100000@bull.mimuw.edu.pl>,
stasik@bull.mimuw.edu.pl said:

> > In all honesty though I would advise selling your MSTE and buying
> > a TT. A TT is much more suitable for X than an upgraded MSTE. How
> > do I know this? Well I was in *exactly* the same situation as you
> > and spent weeks sorting out how much a decent upgrade to do VM was
> > going to cost. In the end I bought a second hand TT which has 8Mb
> > RAM and a 18" 1290x960 paper white monitor. Excellent for X (though
> > I must admit I've been sidetracked by Linux on the PC).
>
> So what about 1280*1024*16 under blowup on F030 or 1024*768*256 (I
> know, that someone have written drivers for color modes, and they
> will works under blowup since mono version works).

In a word - performance.

A Falcon running in either mode you suggest absolutly *crawls* in
comparison to a TT, even running in TT-Hi.

Also as people have mentioned around here - there can be SCSI timing
problems when running in very hi res blowup modes on a Falcon.

IMHO the Falcon is seriously underpowered for this sort of work. The main
thing its got going for it is features. There is not much a Falcon *can't*
do, its just that it can't do all that many things *really* well.

If you need hires colour modes then a TT can only do 640x480x16colour before
you need to buy a video card for it. OTOH I think I can live with
X in mono only. I can always use my PC if I *really* need colour.

:-)

Roland.

@CiX

39. MiNTOS 1.41 (or whatever is the latest) - where to find?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 00:32:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1uuu8.LGv@cix.compulink.co.uk>
Source record: 28208

I can't seem to a find the latest binary version of MiNTOS anywhere.
Anybody know where I can get it?

Thanks

Roland.

@CiX

40. ICD Boot Delay Removed...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 01:24:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ectcb$jk1@golem.wcc.govt.nz>
Source record: 28220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well now I have found the delay fix...

To get rid of the 3 second ICD boot delay with ICD booter 6.5.5.
set this veriable to a small number..

Make a copy of the ICDBOOT.SYS file, and have a look
at bytes at offset B4-B5 ie, at the start of the file, they are 02 58,
this is = to 3 seconds, they use the 200hz system counter, change this
to say 00 01 will give you no delay, don't put a 00 00 as this could cause
problems and very long delays, as the counter could have just ticked over,
and there is no checking for this...

For 1/2 second delay use 00 64, a count of one = .005 seconds....

This feature is not in the 6.2.0 version of the booter, but there is a patch
program to fix that called ICD_PSU....

ICD Booter 6.5.5. is I think the current version....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

41. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 02:57:29 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <5y0YQIB.jmillar@delphi.com>
Source record: 28209

Graham Irvine <Graham.Irvine@mettav.exnet.com> writes:

>I would love to see this posted ..in English OR German here please ,or at least
>an idea exactly what the fix is .Hardware or software ?

Me too! I'm trying to install Linux/680x0 on my Falcon using my external
SCSI drives and the timeout problems are driving my nuts.

Maybe it's just the current version of Linux I'm running, but it's definitely
NOT happy communicating to my external drives.

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------ ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

42. WWW Browser.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 03:47:58 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD1v3vz.ACv@netcom.com>
Source record: 28202

Is there any WWW browsers out there other than Lynx (for use with
mint)? I only have one meg and to tell ya truth mint is hard to set up,
at least for me. Is there anything out there that i can use straight
from the desktop ? somebody help me before i rip all my hair out!

thanks
Derek---\

vlestat@netcom.com

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

43. Use of gem16 library?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 05:06:32 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <3edaco$ak0@news.CCIT.Arizona.EDU>
Source record: 28210

I'm doing a little graphics using gcc. I'm using coordinates defined by 16-bit (normally "short int") numbers. But the "gem" library has all the vdi calls using "int"s (ie, 32-bit). The "gem16" library, I suppose, has all the calls using 16-bit values (as is "normal" for the vdi calls). Thus, it seemed to me, I should send my short ints to the gem16 library. However, I get the following problems: (1) I get lots of "incompatible type" errors, since all the header files have ints and not short ints. (2) Nothing works; vdi calls produce no resuls (while calls to the gem library using full ints all over do work).

So what am I doing wrong? I'm pretty sure I sould be using gem16, but I apparently don't know how.

Thanks!

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

44. dipswitch on Atari SMM 804 printer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 07:53:59 UTC
From: janssen@ph.tn.tudelft.nl
Message-ID: <janssen.789206039@galaxy>
Source record: 28204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Recently, I obtained a Atari SMM 804 matrix printer without manuals.
Does anyone know about the settings of the dipswitches of this printer?

Thanks a lot,

Rik Janssen.
janssen@ph.tn.tudelft.nl

45. Re: Use of gem16 library?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 10:03:34 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Jan4110335@issan.informatik.uni-dortmund.de>
Source record: 28212

In article <3edaco$ak0@news.CCIT.Arizona.EDU>, paul@vega.ame.arizona.edu (Paul Harris) writes:

|> I'm doing a little graphics using gcc. I'm using coordinates defined
|> by 16-bit (normally "short int") numbers. But the "gem" library has
|> all the vdi calls using "int"s (ie, 32-bit). The "gem16" library, I
|> suppose, has all the calls using 16-bit values (as is "normal" for the
|> vdi calls). Thus, it seemed to me, I should send my short ints to the
|> gem16 library. However, I get the following problems: (1) I get lots
|> of "incompatible type" errors, since all the header files have ints
|> and not short ints. (2) Nothing works; vdi calls produce no resuls
|> (while calls to the gem library using full ints all over do work).

If you want to use the 16 bit version of a library you must compile
your program with -mshort so that `int' is assumed to have 16 bits.
Otherwise all parameters are passed with at least 32 bits, even those
of type short int, but the called function expect them to be passed on
16 bit boundary.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

46. Re: MiNTOS 1.41 (or whatever is the latest) - where to find?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 11:16:28 UTC
From: Markus Vicari <vicari@chemie.fu-berlin.de>
Message-ID: <TRZVBN9K@math.fu-berlin.de>
Source record: 28211

rgivan@cix.compulink.co.uk ("Roland Givan") wrote:
>
> I can't seem to a find the latest binary version of MiNTOS anywhere.
> Anybody know where I can get it?
>
> Thanks
>
> Roland.
>
> @CiX
>
Hi,

you can find binaries and sources of MINTOS V1.4.1 on the ftp-server
ftp.fu-berlin.de in /pub/atari/mint/mintos. These Version is the
last release.

So long, Markus vicari@chemie.fu-berlin.de

47. GEM++

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 13:51:56 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950104144847.16419B-100000@bull.mimuw.edu.pl>
Source record: 28214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

Can anyone tells me what is the newest version of GEM++ library and where
I can get it?

THX

Simon.

48. **Dave Small is back!**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 15:15:58 UTC
From: mora@sirius.mop.ibm.com
Message-ID: <3eee3e$jfl@monterosa.zurich.ibm.com>
Source record: 28215

```
An article by Dave Small appears in the latest Current Notes.
(It's an interesting programming contest, BTW).

It's quite good for the Atari community to see him back again.
Many people, including me, were wondering wether he was still
alive or he had been hired to write payroll apps in COBOL. :-)
--
Frederic Mora - IBM France, Montpellier - Software engineer | I don't speak
AIX Application Development - mora@vnet.ibm.com | for IBM
```

49. Re: dipswitch on Atari SMM 804 printer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 15:16:22 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3eee46$dbi@netnews.upenn.edu>
Source record: 28216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rik Janssen (janssen@ph.tn.tudelft.nl) wrote:

: Recently, I obtained a Atari SMM 804 matrix printer without manuals.

Atari just MIGHT have one around to sell you. Failing that,
I've still got mine. It just keeps going and going and going...

: Does anyone know about the settings of the dipswitches of this printer?

Actually, I've flipped all the way through the manual twice,
and couldn't find even the WORDs "dip switch." I can't remember
the issue ever arising. For what it's worth, the printer is
compatible with the following ribbons:

My Atari SMM-804 printer uses the same ribbons
as the following printers:
Atari XMM 801
Blue Chip Electr M120-10
Blue Chip Electr M150-10
BMC International BX80
BMC International 80Plus,130
Commodore 1516, 1521, 1526
Commodore 4023
Commodore MPS 802
Legend 800, 808, 880, 1080, 1380
Tally Sprit 80
Fullmark FM 80
Mannesman Tally MT 80/81
Shinwa CPA/CPB 80
The Pelikan product number is #P116,
The Ultra product number #001915.

: Thanks a lot,

You're certainly welcome.

: Rik Janssen.
: janssen@ph.tn.tudelft.nl

Rob S. Rice
rrice@ccat.sas.upenn.edu

50. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 19:49:48 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAETFJVI@ttgk.textlitho.nl>
Source record: 28224

In <5y0YQlB.jmillar@delphi.com> Jay T Millar wrote :

>Me too! I'm trying to install Linux/680x0 on my Falcon using my external
>SCSI drives and the timeout problems are driving my nuts.
>
>Maybe it's just the current version of Linux I'm running, but it's definitely
>NOT happy communicating to my external drives.

On my TT it gives no timeout problems, maybe you can set the Falcon back to
the 'no-Blowup' mode or make it switchable ?

BTW, do you know how to use a CD-ROM with Linux ? It detects the drive at
Linux bootup (calls it 'sr0') but afterwards there is no /dev/sr0

I also noticed (and used...) that you can even mount BGM partitions as
'msdos' under Linux, that made things a lot easier in 'un-tar-ing'.

Gert

--

-- --
Atari TT-Point
-- --

51. MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 19:51:39 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <D1wCI3.Dzr@info.bris.ac.uk>
Source record: 28221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings, and happy new year.

We're clearing out our lab at present. We've had a MicroVitec Cub 895 colour monitor knocking around for years (it was bought for use with a VME graphics card years ago). Unfortunately the manual has gone awol. I'd like to know if its possible to get this monitor to work, either in medium of hi-res, on my STFM. It has what looks like a standard PC graphics connector (9-pin D-type).

Is anyone using one of these on an ST? Any harm in trying to connect it to my Ladbroke ST-VGA convertor box?

Cheers, e-mail or a CC when following up would be appreciated.

--

```
-------------------------------------------------------+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
-------------------------------------------------------+------------------+
```

52. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-04 21:41:55 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <D1wHLv.G6B@info.bris.ac.uk>
Source record: 28218
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D1wCI3.Dzr@info.bris.ac.uk>, tjl@siva.bris.ac.uk (Tim Llewellyn) writes:
(yeah this is me again).
>
>We're clearing out our lab at present. We've had a MicroVitec Cub 895 colour
>monitor knocking around for years (it was bought for use with a VME graphics
>card years ago). Unfortunately the manual has gone awol. I'd like to know
>if its possible to get this monitor to work, either in medium of hi-res,
>on my STFM. It has what looks like a standard PC graphics connector
>(9-pin D-type).

I just got home and noticed my SVGA to ST adaptor has a 15-pin connector
at the monitor end. Anyway, I have an ST to 9-pin D-type of the correct sex
so I'll bring the monitor home and try it later in the week, unless someone
tells me its a waste of time in the meantime.
>
>Cheers, e-mail or a CC when following up would be appreciated.
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
---+------------------+

53. Re: Use of gem16 library?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 00:12:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1woLD.M7x@cix.compulink.co.uk>
Source record: 28225

In message <3edaco$ak0@news.CCIT.Arizona.EDU>, paul@vega.ame.arizona.edu
said:
> I'm doing a little graphics using gcc. I'm using coordinates defined
> by 16-bit (normally "short int") numbers. But the "gem" library has
> all the vdi calls using "int"s (ie, 32-bit). The "gem16" library,
> I suppose, has all the calls using 16-bit values (as is "normal" for
> the vdi calls). Thus, it seemed to me, I should send my short ints
> to the gem16 library. However, I get the following problems: (1)
> I get lots of "incompatible type" errors, since all the header files
> have ints and not short ints. (2) Nothing works; vdi calls produce
> no resuls (while calls to the gem library using full ints all over
> do work).
>
> So what am I doing wrong? I'm pretty sure I sould be using gem16,
> but I apparently don't know how.

When I ported CBZONE I ran into this problem.

I was using 32bit INTs for almost everything (no -mshort). Now despite my
GEM documentation saying that all parameters should be WORDS (16bit), the
GEM libraries seem to be 32bit. So what I did was to define a label GEMSIZE
which gets set to 'int' for GCC and 'short' for Lattice. I then defined
all GEM parameters as type GEMSIZE.

Anyway it was *something* like that! If you want to look at the code I did,
its at:

micros.hensa.ac.uk
micros/atari/tos/p/p002/cbzone10.zip

Now the *other* thing you could try is put a -mshort on your compile line.
This will make all references to int be 16bit (like short) and should link
in GEM16 as well. This didn't wrk for me as the code assumed 32bit ints.

:-)

Roland.

@CiX

54. Re: MiNTOS 1.41 (or whatever is the latest) - where to find?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 00:12:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1woLG.M8M@cix.compulink.co.uk>
Source record: 28226

In message <TRZVBN9K@math.fu-berlin.de>, vicari@chemie.fu-berlin.de said:

> you can find binaries and sources of MINTOS V1.4.1 on the ftp-server

Thanks - I'll have a look there.

:-)

Roland.

@CiX

55. I am completely unable to use MinixFS! Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 00:48:04 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FAFADCUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 28219

```
Can anyone help me with my current dilemma? I have a Falcon030,
and I am unable to get MinixFS to run for me. Would anyone be
willing to supply me with good instructions on how to install it?
Also, does anyone have Linux compiled, and can it be transferred via
bbs if it is?

Many thanks to any who can help.

Leslie

--
-- --
leslieh@warpcon.ersys.edmonton.ab.ca
Anyone know where I can get concise intructions on setting MinixFS?
Moo, eh?
-- --
```

56. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 02:43:03 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <pkzaYTX.jmillar@delphi.com>
Source record: 28229

Gert van der Knokke <gert@ttgk.textlitho.nl> writes:

>On my TT it gives no timeout problems, maybe you can set the Falcon back to
>the 'no-Blowup' mode or make it switchable ?

I did that, and even went so far as to remove the hardware for BlowUp!
No such luck.

>BTW, do you know how to use a CD-ROM with Linux ? It detects the drive at

No. I really don't know if there is support for CD-ROM drivers in the
kernel as of yet.

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

57. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 02:57:44 UTC
From: daryl@elf.adept.ih.att.com
Message-ID: <DARYL.95Jan4205744@elf.adept.ih.att.com>
Source record: 28222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAEADGVCUP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:

>Mac has the same problem, however F030 is quite new product so the
>applications for it are new too. Then what would be a problem to
>recompile it to PPC?!?

Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
naively believe, why are so little applications available as PPC-native
binary? 68k's and PPC's are not binary compatible. A simple re-compilation
wouldn't be enough.

In theory, you are wrong. A recompile should be the only thing required.
In practice, you are correct. Mostly this is due to developers doing
clever things that violate good programming rules and to the OS provider
for making incompatiblities in the "toolbox" library support.

If you gave me a GEM/AES/BIOS etc. set of libraries and a PPC Atari, I
should be able to recompile with a PPC compiler and run Atari code.
In theory :-)

Several years past I routinely wrote code that compiled and executed
unchanged on VAX, SUN, IBM, and AT&T 3B machines. It is possible.

I assume that the reason it takes time to get PPC native software out
is logistical. Buy a machine, learn a new compiler, establish another
development environment, test, test, test, test, test...

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

58. GFA BASIC: digitized sound samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 03:33:25 UTC
From: jeremy@inukshuk.gov.nt.ca
Message-ID: <1995Jan5.033325.7088@gov.nt.ca>
Source record: 28223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all, a friend of mine was wondering if there was a way to play digitized sound samples in GFA BASIC version 2.0. His Atari ST has no DMA chip. Any help would be appreciated.

Jeremy Petrisor

59. Atari System & Accessories $250

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 04:53:56 UTC
From: STEPANSKI@saturn.rowan.edu
Message-ID: <3efu14$d8b@gboro.rowan.edu>
Source record: 28227

```
FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
All for $250
Call Karen at 609-953-1987
or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language
```

60. having probs uploading tomy acct.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 07:20:05 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD1x8DI.5KA@netcom.com>
Source record: 28228

I recently tried to upload a file to my acct to mail to a friend
and the actual transfer started fine then about half way through it says
"repositioning file at ofset ****" what in the hell does that mean? I was
using Zmodem with XYZ.TTP from starfall if any one knows what causes
this and, more importantly , how to fix the problem please tell me

thanks

Derek--

vlestat@netcom.com

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

61. Re: having probs uploading tomy acct.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 10:25:28 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.72.000A6CFA@lobby.ti.com>
Source record: 28236

In article <vlestatD1x8DI.5KA@netcom.com> vlestat@netcom.com (Derek Rayla) writes:
> I recently tried to upload a file to my acct to mail to a friend
>and the actual transfer started fine then about half way through it says
>"repositioning file at ofset ****" what in the hell does that mean? I was
>using Zmodem with XYZ.TTP from starfall if any one knows what causes
>this and, more importantly , how to fix the problem please tell me

Zmodem can continue transfering from a interrupted upload. Say if the upload
was interrupted halfway, you have half the file at the destination. Now if you
try to upload the same file again, it knows that half of it been done, and so
it will transfer from where it stop with a message like "repositioning file at
ofset ****". The **** is the offset to begin appending the file. This is
suppose to save time. To avoid this just delete the half transfered file or
rename the file to transfer.

HTH.

Regards
William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

62. Re: Motorola 68000 User guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 12:59:21 UTC
From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
Message-ID: <3egqf9$4la@whitbeck.ncl.ac.uk>
Source record: 28230
Cross-posted to: comp.sys.m68k,comp.sys.amiga.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

J S W Chan (ma2jswc@bath.ac.uk) wrote:
: Does anyone know the email address of Motorola, or the availablility of
: any 68000 instruction set documentation around on the net?
: I'm doing some reading up for my project, which is to write a 68000
: assembler, and need as much relevant information about the 68000 chip and
: instruction codes as possible. I've heard that the 68000 User Guide is a
: good bet.

I have a book published by Motorola, called the 'Programmer's Reference Manual' (M68000P/AD REV.1). It covers the 68000, 68008, 68010, 68020, 68030, 68040, 68881, 68882 & 68851 chips. I've appended a summary, taken from the preface [(c) Motorola 1992].

I bought this book from HiSoft several years ago. I think it was #20 or less. It doesn't have an ISBN, but you might be able to get it through a large book seller. There are addresses on the back (no phone/fax numbers though) -

Motorola Literature Distribution Centers:
USA: Motorola Literature Distribution; P.O. Box 20912, Pheonix, Arizona 85036.
EUROPE: Motorola Ltd; European Literature Center; 88 Tanners Drive, Blakelands, Milton Keynes, MK14 5BP, England.
JAPAN: Nippon Motorola Ltd; 4-32-1, Nishi-Gotanda, Shinagawa, Tokyo 141 Japan.
ASIA-PACIFIC: Motorola Semiconductors H.K. Ltd; Silicon Harbour Center, No. 2 Dai King street, Tai Po Industrial Estate, Tai Po, N.T., Hong Kong.

Sorry, I don't know of anything available on the Net.

J

PS. I've trimmed your followups line to just comp.sys.atari.st.tech

--
-- Julian Coleman, Computing Service, | j.d.coleman@ncl.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Tel +44-191-222-8068 Fax +44-191-222-8765 | Be wery, wery careful Wabbit

---8<---------- Cut here ----------->8---

Section 1 Introduction - This section contains information on the M68000 family programming model, register description, integer and floating-point data formats and data types as well as information on format organization

in registers and memory. Also included is a table of notational conventions used throughout this manual.

Section 2 Addressing Capabilities - This section presents detailed information on the format of instructions and their various bit field definitions and possible encodings. Also included are descriptions of addressing modes and other data structuress used by the M68000 family.

Section 3 Instruction Set Summary - This section includes extensive information on the instruction set (grouped by operational category), descriptions of the operands used by instructions, and guidelines on how to use the instructions.

Section 4 Integer Instructions - This section provides all integer instruction (non-privileged) operations described in detail and organized alphabetically.

Section 5 Floating-Point Instructions - This section provides all non-privileged floating-point instruction operations described in detailed and organized alphabetically.

Section 6 Supervisor (Privileged) Instructions - This section provides all privileged instruction operationss described in detail and organised alphabetically.

Section 7 CPU32 Instructions - This section provides alll CPU32 instruction operations described in detail and organized alphabetically.

Section 8 Instruction Format Summary - This section contains all the M68000 instruction formats (binary), arranged by opcode.

Appendix A Processor Instruction Summary - This section contains a table listing of all the M68000 family instructions arranged alphabetically and cross-referenced to show which instructions are applicable to which processors. Each processor is also listed with a table of the instructions and the addressing modes that apply to that processor.

Appendix B Exception Processing Reference - This section presents information on exception vector assignments for the M68000 family and illustrations of exception stack frames and floating-point stack frames.

Appendix C S-Record Format - This section provides detailed information on the S-Record format.

63. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 13:56:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFOFFURUP@galaxy.owl.de>
Source record: 28233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D1wCI3.Dzr@info.bris.ac.uk> Tim Llewellyn wrote:

>card years ago). Unfortunately the manual has gone awol. I'd like to know
>if its possible to get this monitor to work, either in medium of hi-res,

That depends on the horizontal and vertical frequencies the monitor is capable
of. The sync is the problem here.

Some older monitors (e. g. NEC 3D) were able to do that. Newer models don't
even sync to ST-high.

I don't have the exact ST-frequencies handy at the moment, sorry.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

64. Re: Motorola 68000 User guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 15:18:51 UTC
From: y91osken@isy.liu.se
Message-ID: <3eh2kr$a1p@newsy.ifm.liu.se>
Source record: 28235

Sometimes the hardware manufacturers give away reference books for free if
you mention that you are a student :-) Call motorola and give it a try.

/Oskar

65. homebrew ST hardware hacks ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 15:28:59 UTC
From: scastro@dcc.uchile.cl
Message-ID: <D1xv0B.DuF@dcc.uchile.cl>
Source record: 28231

Hi ....
are there homebrew hardware hacks that could be made on an old ST in orde to
fix/update it ???
I need hacks such as replacing th diskdrive with a PC one ...
hooking a 1.44 drive ... CPU upgrades ... memory upgrades ... etc ...
Is theresome ftp site where I could get this hacks ????

Seba.

66. DSP and/or sampler for ST??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 15:52:09 UTC
From: scastro@dcc.uchile.cl
Message-ID: <D1xw2y.M1B@dcc.uchile.cl>
Source record: 28232

Hi .. is there some kind of audio sampler or DSP kit avaliable for
using with and old STF ??? ... where can I find them ... ???
how much do they cost ???
.. I need some stuff like that which comes with some developer facilities like
C libraries ... source for drivers and such things ...

Seba.

Sebastian Castro M.
Universidad de Chile

67. announce

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 16:40:03 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.75.000BAB47@cfcsc.dnd.ca>
Source record: 28144

msh@mserv1.dl.ac.uk writes:
>> Atari Web Pages Latest News
>[lots of lines deleted]

>Can we keep this in the announce group, please?

>--
>--Chris
>Other email addresses:
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix

Chris: I understand your desire to keep info like this in a "more" appropriate gropu, but since I don't have access to "announce" this would be the only place, or atari.st for me to get info such as this. thanks
-ken

68. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 18:14:31 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1995Jan5.181431.4522@ultb.isc.rit.edu>
Source record: 28145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAEADGVCUP@galaxy.owl.de> neptune@galaxy.owl.de writes:
>In <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:
>
>>Mac has the same problem, however F030 is quite new product so the
>>applications for it are new too. Then what would be a problem to
>>recompile it to PPC?!?
>
>Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
>naively believe, why are so little applications available as PPC-native
>binary? 68k's and PPC's are not binary compatible. A simple re-compilation
>wouldn't be enough.

Unless the file makes extensive use of 680x0 assembly, there is no reason
why a re-compile won't work (assuming the same OS calls on both processors)
Esp. if it's code written in C. Sure, maybe there are some optimization
issues and sometimes system calls don't work exactly they way they used
to but problems like this can be fixed easily (or at least *mostly* easily :)

Ex:
FAT Binary mac programs. Most of these are just the same code recompiled
in two versions and plopped into the same application file.

>The 68k-series used in MAC's and Atari's are compatible on the cpu-part. The
>difference is in the hardware (bus, video, sound) around it. These differences
>can be worked around, using OS-calls properly.
[snip]
>
>From what I've heard, the folx doing the Linux-PPC port do have all sorts of
>problems. This version is far from running. And Linux 68k-binaries are not
>compatible to PPC-Linux as well.

When you're talking about UNIX ports like Linux, the kernal is usually
just recompiled for the machine you're on (mostly because of the cpu).
All the other junk in the machine (sound, video, etc.) is all handled
through drivers. Porting a kernal is not hard, it's writing the drivers
that takes most of the programming time (at least that's what the
guys in the MacBSD docs said :)

The idea is that if you're running Linux on a Mac, Falcon, PC Box, etc.
that when you distribute programs they run on all of them so long as
what you're doing doesn't involve special hardware. How do you accomplish
this? You distribute source and it gets compiled on those machines.
Alot of stuff is distributed this way. Although, I will say that I have
seen commecial stuff and that is often times distributed in binary format
but more often than not you'll find these are for the "big boys" SUNs or DECs

running "regular" versions of UNIX.

I don't know what the future of a PPC Falcon would be but it seems to me
that if it's going to be running only Linux then it would just be one
of many different UNIX boxes with alot of interesting hardware.

Just my $0.02

--

____
Michael Zucca - mrz5149@ultb.isc.rit.edu - Rochester Institute Of Technology
"It must have a natural cause." "It must have a supernatural cause."
^ Let these two asses be set to grind corn ^

69. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 22:09:18 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <irwqq0i20ua@moacs11>
Source record: 28234

In <Up-FAETFJVI@ttgk.textlitho.nl>, Gert van der Knokke wrote:

> BTW, do you know how to use a CD-ROM with Linux ? It detects the drive at
> Linux bootup (calls it 'sr0') but afterwards there is no /dev/sr0

The kernel doesn't create any entries in /dev automagically. Use mknod to
create the ones you need, or run the /dev/MAKEDEV script. It is possible
that you already have a /dev/scd0 with the correct major and minor numbers
(the name can be chosen arbitrarily, but under Linux scd? or sr? are by
convention used for CD-ROM drivers).

> I also noticed (and used...) that you can even mount BGM partitions as
> 'msdos' under Linux, that made things a lot easier in 'un-tar-ing'.

M68k-linux can support (depending on your kernel-configuration) filesystems
of type affs, ext2, minix, msdos and iso9660.

Waldi

70. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 23:16:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1yGnG.EIE@cix.compulink.co.uk>
Source record: 28146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <D1wCI3.Dzr@info.bris.ac.uk>, tjl@siva.bris.ac.uk said:
>
> We're clearing out our lab at present. We've had a MicroVitec Cub 895
> colour monitor knocking around for years (it was bought for use with
> a VME graphics card years ago). Unfortunately the manual has gone
> awol. I'd like to know if its possible to get this monitor to work,
> either in medium of hi-res, on my STFM. It has what looks like a
> standard PC graphics connector (9-pin D-type).

Its probably either an analogue or digital RGB monitor. The former will
be fine for low/medium - whereas the latter has a limitied number of
colours.

> Is anyone using one of these on an ST? Any harm in trying to connect
> it to my Ladbroke ST-VGA convertor box?

Probably not - though surely your box will have 15pin mini D connectors?

BTW MicroVitec are on 0274 390011

:-)

Roland.

@CiX

71. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-05 23:38:38 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3ehvtu$l98@nyheter.chalmers.se>
Source record: 28147

In article <789100796.0@mettav.exnet>,
Graham Irvine <Graham.Irvine@mettav.exnet.com> wrote:
>Well I think I can safely say that with me the problem completely disappears
>with Blowup absent and indeed does not appear to be happening to me in 16
>colour mode WITH blowup ,at least as far as conditions that would cause lockup

I get the errors even in 16 colour mode with BlowUP, but then the
resolution is 1008x608, which might have something to do with it...
I've been running in a BlowUP monochrome mode now for a couple of months
and I've experienced problems a couple of times anyway.

My computer has never locked up during a file copy, but I've lost a few
files and sometimes programs have been corrupted while loading.

If anyone wants to see how common the error really is, I can email the
code for the short test program I wrote.

What is happening when a file is read is that the SCSI DMA skips a word
here and there, presumably because of clashes with the video DMA.
The fault frequency would go down drastically if every file was loaded
twice in the same place, since the errors are very unlikely to occur
at the same addresses.
If anyone has the source code for a HD device driver, this could easily
be implemented and we could use that until we get our machines fixed.

Write errors probably occur in the same way, but I've not tested that.

>an idea exactly what the fix is .Hardware or software ?

I've seen a simple hardware schematic somewhere.
Are there really different switches for different board revisions?
It won't be easy to find a knowledgable Atari repair center in Sweden. :-(
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

72. Re: WWW Browser.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 00:28:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1yJzn.6K@cix.compulink.co.uk>
Source record: 28148

In message <vlestatD1v3vz.ACv@netcom.com>, vlestat@netcom.com said:
> Is there any WWW browsers out there other than Lynx (for use with
> mint)? I only have one meg and to tell ya truth mint is hard to set
> up, at least for me. Is there anything out there that i can use
> straight from the desktop ? somebody help me before i rip all my hair
> out!

The short answer is no.

The long answer is:

Maybe if you are lucky in a few months time. Until then MiNT, MiNT-Net and Lynx is the only Atari WWW solution that I know of. I agree its hard to set up - I haven't achieved it yet.

:-(

Roland.

PS WWW isn't going to be much fun on an ST anyway.

73. [Falcon] Timing of sound DMA interrupts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 05:11:18 UTC
From: mpark@u.washington.edu
Message-ID: <3eijdm$ltd@nntp1.u.washington.edu>
Source record: 28237

I am trying to use the interrupt (Timer A) that the Falcon030
can generate when playing sounds via DMA. According to both
the Falcon docs and the _Compendium_, the interrupt should
occur at the *end* of the frame; however, my experience is
that it occurs at the *beginning* of the frame. To all Falcon
programmers out there, I ask: When does the interrupt occur
on your machine? Am I doing something wrong? (Interrupts at
the end of frames would be a lot more convenient for my purposes)

--m

74. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 05:59:48 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0501952203180001@tsa-44.ucsc.edu>
Source record: 28239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAEADGVCUP@galaxy.owl.de>, neptune@galaxy.owl.de wrote:

> Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
> naively believe, why are so little applications available as PPC-native
> binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> wouldn't be enough.

Uh - actually, yes, it would. Re-compilation = different binary. If you have a C program that runs on 68K machines, you can re-compile it with a PowerPC compiler and then it runs on a PowerPC machine.

Now, the PowerMac is not quite that simple. In order to allow PowerPC code to run concurrently with 68K code in emulation, including having much of the OS still written in 68K code, Apple had to make a number of changes in the way that PowerPC programs do function calls. Thus, if you want to recompile your old Mac program to be PowerMac native, it's often more of a job than a simple recompilation - some modification of code is usually necessary. (Especially if you have to switch which compiler you're using.)

> From what I've heard, the folx doing the Linux-PPC port do have all sorts of
> problems. This version is far from running. And Linux 68k-binaries are not
> compatible to PPC-Linux as well.

The people doing the Linux-PPC port are having problems getting information on the low-level hardware of the current PowerMac line, as I understand it. They will probably have an easier job writing it for CHRP and/or PREP (the two standardized PowerPC platform specs, with CHRP being the descendant of PREP and more likely to be the long-term standard).

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

75. Help! CGA for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 06:22:16 UTC
From: galen@maple.circa.ufl.edu
Message-ID: <3einio$b2j@no-names.nerdc.ufl.edu>
Source record: 28238

I've recently accuired an IBM CGA color monitor, and if it's possible, I would
like to hook it up to my 1040 ST so that I can see if it even works! (If it doe
s'nt, I'll fix it, because I really want to use it.) Now, the 1040 ST has that w
eird monitor port, with the round 13 pin DIN plug, and I need either an adapter
to hook the monitor up, or, an ATARI 1040 ST Owners' Manual (not a user's guide,
as I already have one.), or, a schematic of the 1040 ST. Download or tell me we
re to get it. If someone even knows what the pinning of that monitor port is, would be more
than I could ask for. I'm new to newsgroups so could you send me an Email and or title your
response "Jay!" if possible. Thanks alot...
Have a great New Year......

76. problem with gdb

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 09:11:56 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 28143
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

My gdb cannot correctly debug c++ programs compiled with gcc. It writes
that it can't understand multiple inheritance. So the problem is while
inspecting classes with multiple inheritances - only the first
inheritance is visible then for gdb. Is there anybody, who know abot any
newer version of gdb (without this problem)?

thanx for any help,

Simon.

77. Re: [Falcon] Timing of sound DMA interrupts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 09:32:43 UTC
From: hofman@alcatel.nl
Message-ID: <3ej2nr$pv9@btmplq.god.bel.alcatel.be>
Source record: 28142

```
In article <3eijdm$ltd@nntp1.u.washington.edu>, mpark@u.washington.edu
(Michael Park) writes:
>I am trying to use the interrupt (Timer A) that the Falcon030
>can generate when playing sounds via DMA. According to both
>the Falcon docs and the _Compendium_, the interrupt should
>occur at the *end* of the frame; however, my experience is
>that it occurs at the *beginning* of the frame. To all Falcon
>programmers out there, I ask: When does the interrupt occur
>on your machine? Am I doing something wrong? (Interrupts at
>the end of frames would be a lot more convenient for my purposes)
>
>
>--m
>
You can also program the edge. There is a register somewhere.
But I do not have my documentation here, so maybe next week.

Regards, Peter
--
------------------------------------------------------------------------
-----
That will be all
------------------------------------------------------------------------
-----
```

78. Re: problem with gdb

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 11:59:50 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Jan6125951@issan.informatik.uni-dortmund.de>
Source record: 28240
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article
<Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>, Szymon
Stasik <stasik@bull.mimuw.edu.pl> writes:

|> My gdb cannot correctly debug c++ programs compiled with gcc. It writes
|> that it can't understand multiple inheritance. So the problem is while
|> inspecting classes with multiple inheritances - only the first
|> inheritance is visible then for gdb. Is there anybody, who know abot any
|> newer version of gdb (without this problem)?

Newer version of gdb (since 4.0) use the BFD (Binary File Description)
library as an interface to the executable format. But nobody has yet
written the support for the native GEMDOS (st-out) format, which would
be required for gdb to read the executable (even if there is a
separate symbol file in a.out format). The changes to gdb 3.6 (which
is the base for the current gdb for atari) to support the st-out
format are a gross hack that does not work for BFD. That's why we
currently must live with the limitations of gdb for atari.

Andreas.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

79. Re: Motorola 68000 User guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 12:01:22 UTC
From: csstsme@brunel.ac.uk
Message-ID: <3ejbei$48f@izar.brunel.ac.uk>
Source record: 28141

The 68000 User Mannual is much more useful than the 68000 Programmers Reference Manual if you're programming the original chip (not the 68030 say). It covers all sorts of low level stuff like instruction times and bus timing which are handy if you're writing time critical code (if you're not why are you using asm???). It has a very comprehensive coverage of the instructions set and details oddities such as extra "unnecessary" bus cycles used by some instructions.

It's actually published by one of the big academic publishers; I bought my copy from Dillons - you should be able to order a copy from your college bookshop.

Steven

80. Re: Falcon in a Tower...How?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 13:45:35 UTC
From: amsler@nevada.edu
Message-ID: <3ejhhv$1vh@news.nevada.edu>
Source record: 28149

Rob (robo28@delphi.com) wrote:
: I would like to put my falcon in a tower case for all the obvious reasons.
: But, I plan on doing this myself and I would like to know where I can get
some
: basic istructions on how to get the ports to extend to the exterior of the
: box. I've never seen a Falcon in a box so I have no reference to go from
: so if anyone has seen how it's done or know where there is an existing
: document detailing placeing a Falcon in a tower then PLEASE let me know...
: Muchas Gracias in advance!!!!!
: Rob

Rob:

Here's something that Simon Churchill graciously posted on Compuserve for the benefit of the ever-dwindling Atari community. I found out about it when he responded to a question I had asked about the same topic.

If this proves useful to you, please post a thank-you note to:

100126.2777@compuserve.com

to let him know that his efforts have proven beneficial.

- John J. Amsler

[100126,2777]
TOWER2.TXT/Text Bytes: 10639, Count: 46, 22-Nov-94

Title : The LightHouse Tower - STFM upgrade by a user
Keywords: TOWER UPGRADE HARDWARE ST FALCON

The Light House Tower - a user's do it yourself upgrade for the STFM. This article has been written to show what your system can be made into with the aid of the LIGHTHOUSE Tower case and keyboard kit. Available for STFM, STE, Mega and Falcon computers.

The Light House Tower - A User's Do it yourself upgrade!
^^
This article has been written to show what your system could be made into with the aid of the LIGHTHOUSE Towersystem.

What is it?
^^^^^^^^^^^
I will assume here you all know what a tower case is. The main tower comprises of three metal component's, The first is the internal frame. Imagine a suitcase with it's lid turned over and the front removed. You have a top and bottom, hinged at the back. The mother board fit's into the base section while

floppies, Hard Drives, Extra PSU's and interfaces go in the top section. Next we have the two outer Metal shell's. These give the tower it's 'case' and makes it look like a proper tower. Lastly is the front plastic pannel which contain's the holes for the floppy drive cover's, which are cut to the required size. There is also a hole for the Power switch and reset button. Other bit's include a multi-board which control's the floppies, reset switch and thermo sensor. A replacement power switch and reset button are included along with a keyboard connection socket. A bag of nut's, bolt's and other such item's is included along with the tower's own rubber feet. Also included is the keyboard kit, this comprises of a metal base shell for the computers original keyboard to sit into, a small curcuit board, a plastic cover and the essential rubber feet!. Also included is a cable to connect the keyboard to the tower system.

Who's it from and how much.
^^^^^^^^^^^^^^^^^^^^^^^^^^^

In England the Tower is available from:
System Solutions, Windsor Business Centre, Building 2,
Vansittart Estate, Vansittart Road, Windsor, Berkshire, SL4 1SE,
UK.
TEL: 01753 832212 FAX: 01753 830344 (U.K. Dialing Codes!!!)

The manufacturer:
LIGHTHOUSE, A&G Sexton GMBH, Riedstr. 2, 7100 Heilbronn.
TEL: 071 31/9 57 20 FAX: 95 72 34
(If the above mean's nothing to you then join the club.)

The Price's vary for each system's requirements.
The STFM Tower Cost's L200, but a Falcon Tower is slightly less.

The Clause and comment's.
^^^^^^^^^^^^^^^^^^^^^^^^^

This is not an instruction manual or in any part designed to help in the construction of the above tower. The writer takes no responsibility and is not liable for anyone attempting to follow these documents. This is for information only and no part herein may be published as instruction's or a guide for assemble. I am a qualified electrical engineer and have used standard static provention to ensure the long life of my I.C's.

There is one MAJOR problem with the Tower kit. It's the Manual, What can I say realy, It's in German (I think!). I can't read another language so the manual was no use to me. You will probably find the same. However there are plenty of drawing's included and these help a great deal in the assembly of the tower. System solution's will give telephone help or will make your system if you send you computer to them. (Cost's more!)

I could not afford the expense of sending them my ST and also I had a few of my own item's to fit, so took a few day's off work

and built the system with music and solitude. It took me 5 day's to build the complete system and a few week's to iron out all the bug's in the sound system. Find out more about that later.

The Original STFM. (Before dissassembly.)
^^

Inside the STFM we have the mother board, Tos 1.02/2.06, 4Mb Memory, High density controller module, one High density drive, T28 accelerator board, my personal mono/stereo bit's, PSU and the keyboard. An external high density drive was connected and took it's power and HD signal from the ST. (Added power port)

The Dissassembly.
^^^^^^^^^^^^^^^^^

My first task was to check I had all the bit's with the new tower case. Then a hour or so looking at the diagram's in the manual, the text was no good to me. Once I had and idea of what went were and how, I started to dissassemble my STFM......
...... O.k. we have all the internal's of the ST safely on the table ready for reassembly.

The Keyboard.
^^^^^^^^^^^^

The original keyboard is used to give a PC like free moving keyboard. The mouse and joystick still connect to it. The keyboard metal base had a interface PCB put into it for the connecting cable from the tower. The keyboard was pluged into the PCB and the plastic cover placed over the top. This was screwed together and the feet stuck on. This is the easy part of the kit.

The Main Tower.
^^^^^^^^^^^^^^^ (M-B = Multi-Board.)

First the stand off bolt's were put into the base of the tower system and the mother board mounted on to these. Once the mother board was securely in place other connection's could be made.

The M-B was screwed into place where the internal floppy would normally sit. The power and ribbon cable were connected to this. The reset button was fitted at the front (The old one is left on the mother board.) It's wires were lead back to the M-B at the back. A wire was soldered near the original reset switch and was lead back to the M-B. The M-B can hold the computer for an extended reset on power up to enable a hard disk to start up.

The power supply was fitted into it's normal place after having the power switch removed and some connection block's attacked to the wires. The new power switch was inserted at the front of the case and the wires lead back to the connector block's and connected accordingly. A new metal cover was bolted above the PSU. The thermo sensor was attached to the metal above the PSU and it's wires lead back to the M-B. It's accompanying LED was wired across to the front and fitted. The M-B had all the wires

connected to it. The thermo sensor not only light's the LED when the system get's to hot, but will also switch on up to 4 fan's to cool the system down and will then switch them off again. Like the reset this is variable.

The floppy Drives were mounted in the Top of the case on stand off mount's and a power cable and ribbon cable connected between each and the M-B. To get drive B working I needed to solder a wire onto the Yamaha chip. However I could not do this as I have the high density driver module attached, but I did get the connection in the end. This wire connect's to the M-B. If you do add two drives make shore BOTH drives have the jumper set to '0'.

The keyboard socket was bolted into place next to the cartridge slot and it's wires taken across the mother board to the keyboard plug on the mother board. An earth wire was attached under a bolt holding the mother board down.

The T28 and Tos 2.06 have a switching capablility, one for 28Mhz/8Mhz, one for the cache and the Tos for 1.02 and 2.06. An LED was wired from the T28 to the front pannel to see when we are operating in 28Mhz mode, the cache work's on the fly so can be switched at will. As the front panel comes off I needed a way of connecting the switched with the ability of separating them from the system. Also I have my extra special sound system.

The Sound System.
^^^^^^^^^^^^^^^^
What is it? Well, what I did was:
I removed all three sound channel's from the mother board and connected them to some ribbon cable. The switches were also connected to this ribbon cable. I used 25 way ribbon cable and a male and female low profile 25 way 'D' connector's. This mean's the mother board and front plastic panel could be disconnected easily.

The three channel's were wired to the front panel and through a switch, resistor and capacitor network which takes all three channel's and makes them mono for sampled sound's and put's channel A on the left, B on both and C on the right. This makes a faked stereo and chip music sound's great! The switch makes the change from mono to stereo and stereo to mono.

So in my boxes of bit's I found an old walkman PCB and 3 band graphic equalizer. The sensitive input's had to be grounded and the left and right were connected in the next stage of the amplifier. The output was connected to a large stereo jack on the front panel. (A lot of cutting to get the volume control, 3 band graphic, switch and jack was needed in the 3rd spare bay cover. The jack is a switching type. If you plug into it, it will disconnect the next stage. The next stage went back down the

ribbon cable and terminated in a left and right speaker din. Two 2Watt speaker's were connected and the ground lines and +5Volt's for the amp were wired accordingly.

There we have it a sound system that gives mono digital samples and stereo chip music. There is one hell of a difference when playing games, the music sound's alive and the graphic enables me to wind up the bass in those MOD files. Let's groove!!!!!!!!!

Finishing the system.
^^^^^^^^^^^^^^^^^^^^

The mother board is in place, all extra's have been connected, the front panel can be connected at will and the power supply and floppies are installed. Let's make it look like a tower. First I had the fun of putting about 20 little sprung nut's into square holes in the side of the internal frame. Once done the outer base section was found and the internal frame lowered into it and bolted together. A check to see that all was well was done and testing could start.

Connecting the power, video and keyboard left me fealing like I had missed a cable or two. Power up time. Apart from drive B not wanting to worked all was well. The High density module worked, the Toses worked, The T28 changed modes. Getting the sound system just right did take me a few week's.

To finish the system the top shell was bolted on (After I powered it down.) then the front panel was connected and slotted into place. Last of all was to stick on it's feet and there we have it a completed tower system. Plenty of room inside for a hard disk of two and other extras. An expensive upgrade? Yes, But worth every penny in my view. Hope you have enjoyed reading this and hay, get a tower get some space!

(C) S J Churchill 1994

81. ATARI ST emulator for MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 15:18:11 UTC
From: dsnjaro@ericsson.se
Message-ID: <3ejmvj$j2d@erinews.ericsson.se>
Source record: 28150

Hi,

Is there a good ATARI ST emulator for MSDOS on an anonymous FTP site.

My configuration : 486DX2 66 / 4 MB
510 HD
SVGA

Thanks
Jan Rooijackers

82. Re: ATARI ST emulator for MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 16:23:07 UTC
From: denis_r@epita.fr
Message-ID: <3ejqpb$h12@boson.epita.fr>
Source record: 28151

In article <3ejmvj$j2d@erinews.ericsson.se>, dsnjaro@ericsson.se (Jan Rooijackers,7126,9741) writes:

-=)> Is there a good ATARI ST emulator for MSDOS on an anonymous FTP site.

I've never heard about a freeware one, but I'd also be interested in it.
Anyway you can order GEMULATOR (I can't remind who's selling it) that sounds really great and compatible, with some interesting improvements such as using (S)VGA resolutions with Atari GEM.

Despite it's a software emulation, it runs as fast as a Mega STE on Dx2-66, but I heard there were some troubles with hard disk management.
--
-=- Frank DENIS aka JEDI from SECTOR ONE (HP48, PC, Atari, Unix Code&Music) -=-

Ring now : THE 0NE BBS (+33) 149 887 691 / No ratio for long distance callers
Serveur Minitel : RTC-ONE (1) 48 70 10 29 & (1) 48 58 46 17 (HP/Atari/PC stuff)
"Programming will never feature your machine. Learn coding."

83. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 16:25:37 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ejqu1$42k@whitbeck.ncl.ac.uk>
Source record: 28152
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1995Jan5.181431.4522@ultb.isc.rit.edu>, mrz5149@ultb.isc.rit.edu (M.R. Zucca) writes:
>>From what I've heard, the folx doing the Linux-PPC port do have all sorts of
>>problems. This version is far from running. And Linux 68k-binaries are not
>>compatible to PPC-Linux as well.
>
>The idea is that if you're running Linux on a Mac, Falcon, PC Box, etc.
>that when you distribute programs they run on all of them so long as
>what you're doing doesn't involve special hardware. How do you accomplish

Actually, slight mistake above.....

All flavours of Linux68K are supposed to be binary compatible - a binary compiled on a Falcon should run on the Mac, or the Amiga without any need to re-compile, so no requirement for a source distribution if you don't mind restricting your program to Linux68K users.

Small point, but important.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

84. Xvt terminal for MiNT+X11R5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 16:34:50 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ejrfa$48b@whitbeck.ncl.ac.uk>
Source record: 28153
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I've ported the Xvt xterm replacement to X11R5 for MiNT.

It's up & running, and you can run one copy (it takes about 1/3 of the memory an xterm requires) but I still have a few problems:

1) You can only start xvt from an xterm window, if you start it direct from twm, the Xserver hangs.

2) You can only run one copy of xvt, when you try to run another you get a 'cann't get a pty' message.

But, it does work to an extent & is very stable (the problems above are the only ones).

Any suggestions to fix the above appreciated (I'll be uploading a source/ binary distribution RSN).

Thanks to Andreas Kirschbaum <ank@rbg.informatik.th-darmstadt.de> for telling me about the stack size fix, all the problems I had with xvt crashing went away as soon as I ran 'fixstk 10000' over the executable....

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o --------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7
```

85. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-06 19:47:51 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <789421671snz@tauzero.demon.co.uk>
Source record: 28154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAFOFFURUP@galaxy.owl.de>
neptune@galaxy.owl.de "Hendrik Mylius" writes:

> In <D1wCI3.Dzr@info.bris.ac.uk> Tim Llewellyn wrote:
>
> >card years ago). Unfortunately the manual has gone awol. I'd like to know
> >if its possible to get this monitor to work, either in medium of hi-res,
>
> That depends on the horizontal and vertical frequencies the monitor is capable
> of. The sync is the problem here.
>
> Some older monitors (e. g. NEC 3D) were able to do that. Newer models don't
> even sync to ST-high.
>
> I don't have the exact ST-frequencies handy at the moment, sorry.

You need a horizontal freq that will go down to 15kHz to do low-res. Mid-res
and hi-res are both 30kHz horizontal. Vertical needs to be from 50Hz (lo + mid)
to 72Hz (hi-res).

I had one SVGA monitor working fine on my ST, but haven't been so successful
with my current one - partly because it won't sync down to 15kHz.

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my ex-employer are my own.

86. Problems With Floppy Drive

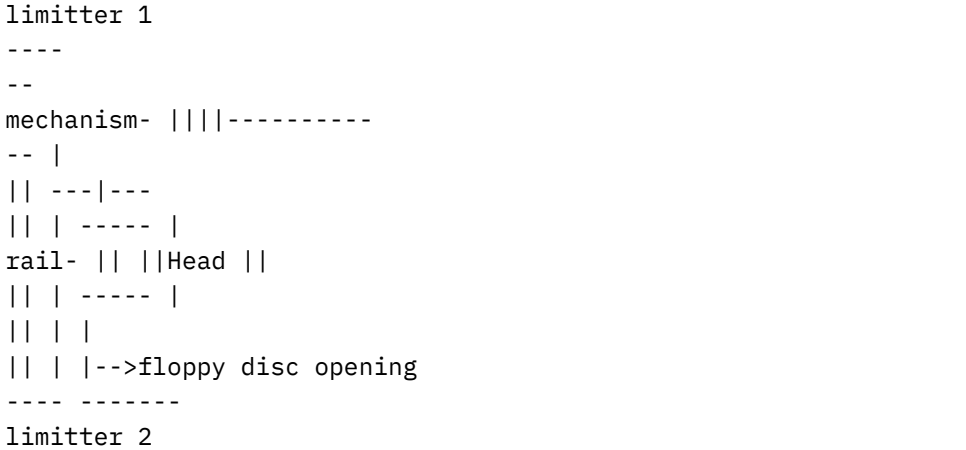
Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 02:34:49 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ekuk9$kif@nippur.irb.hr>
Source record: 28155

Hi To All !

I'll try to explain my problem:

My floppy drive acts a little bit strange. When I want to format floppy disc with for expl. Fcopy (80 tracks, 9 sectors) it happens this:
-Fcopy, like the other popular formatters format a disc from the last track to the first track - backwards (in my example from track 79 to track 0)
-Fcopy starts formatting: 79,78,77...10,9,8,7,6...and then Alert Box appears: "Floppy Head Has Reached Track 0"
-My drive can physically format a disc to max. 84 tracks (00-83)
-Now, I've set format parameters to 84 tracks (00-83), 9 sectors. Before that, I've opened the floppy drive completely, and start to watch the head moving. The head's normal position is on track 0. The head mechanism is moving along small rail (I don't know the exact word for this) which have two limitters. First limitter (limitter 1) is for track 0, and the second (limitter 2) is for the last track (track 83).

The Ilustration:



-when Fcopy starts formatting (with parameters 84 tracks (00-83), 9 sectors) the mechanism darts forward to limitter 2. As I say, the limitter 2 should be limitting the mechanism position for the last track (83). Logically, the mechanism must drive to the track 83 (to the position where, actually, is the limitter 2). But, the mechanism drives to the position few tracks before limitter 2, and HERE IS THE PROBLEM.

Floppy head started on a wrong track!

Is this is a mistake of a floppy disc, or a controller's mistake?
...or could be something worse ?

87. GCC cross-comp on Solaris 5.3 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 06:28:05 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <3elc9l$qqh@news.CCIT.Arizona.EDU>
Source record: 28156

A few months ago I compiled a cross-compiler for Atari on a Sun Sparc ELC
running SunOS 4.1.3, using gcc 2.2.2 (with the gcc258s.zoo diffs, etc).
This works fine.

Since then we compiled gcc 2.5.8 on our Sparc 10 running Solaris 5.3, so
I thought I'd put the cross compiler on that machine. But following the
same procedure, it goes only this far:

```
vega> make -f Makefile.cross
/usr/local/bin/gcc -DCROSSDIR=\"/home/usr/paul/gcc_tt\" -O -g -DCROSSATARI=1 -I./config
-I. -c -DSTANDARD_EXEC_PREFIX=\"/home/usr/paul/gcc_tt/lib/gcc-\" \
-DDEFAULT_TARGET_MACHINE=\"atariST\" gcc.c
gcc.c: In function `do_spec_1':
gcc.c:2885: warning: assignment makes pointer from integer without a cast
/usr/local/bin/gcc -DCROSSDIR=\"/home/usr/paul/gcc_tt\" -O -g -DCROSSATARI=1 -I./config
-I. -c version.c
/usr/local/bin/gcc -DCROSSDIR=\"/home/usr/paul/gcc_tt\" -O -g -DCROSSATARI=1 -I./config
-I. -c obstack.c
/usr/local/bin/gcc -DCROSSDIR=\"/home/usr/paul/gcc_tt\" -O -g -DCROSSATARI=1 -I./config
-I. -o gccnew gcc.o version.o obstack.o
Undefined first referenced
symbol in file
bzero gcc.o
bcopy gcc.o
index gcc.o
ld: fatal: Symbol referencing errors. No output written to gccnew
*** Error code 1
make: Fatal error: Command failed for target `gcc'
```

But it still compiles fine on the ELC. bzero and bcopy and "old, non-ansi"
functions that I could substitute for, but I don't know about index.
These are in the -lc library on the ELC, but I can't find them anywhere
on the Sparc 10. But since gcc compiled there in the first place, there
must be some way to get around this.

Has anyone else had (or not had) this problem on a simlar machine?
Has anyone got it to work?

-thanks

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

88. Re: ATARI ST emulator for MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 12:27:40 UTC
From: amsler@nevada.edu
Message-ID: <3em1bs$sko@news.nevada.edu>
Source record: 28161

Jedi/Sector One (denis_r@epita.fr) wrote:

: In article <3ejmvj$j2d@erinews.ericsson.se>, dsnjaro@ericsson.se
: (Jan Rooijackers,7126,9741) writes:

: -=)> Is there a good ATARI ST emulator for MSDOS on an anonymous FTP site.

: I've never heard about a freeware one, but I'd also be interested in it.
: Anyway you can order GEMULATOR (I can't remind who's selling it) that sounds
: really great and compatible, with some interesting improvements such as
: using (S)VGA resolutions with Atari GEM.

The GEMulator is manufactured and sold by:

Branch Always Software
14150 NE 20th St, #302
Bellevue, WA 98007
U.S.A.
Darek Mihocka. net: darekm@microsoft

A new version (4.0) was recently mentioned on CompuServe. This version
allegedly provides MIDI support(!!)

: Despite it's a software emulation, it runs as fast as a Mega STE on Dx2-66,

Someone -- it may have been Ralph Mariano, editor of ST Report magazine --
said the same thing.

I'd like to see a GEMulator in a 486DX4-100!

: but I heard there were some troubles with hard disk management.
: --
: -=- Frank DENIS aka JEDI from SECTOR ONE (HP48, PC, Atari, Unix Code&Music) -=-

: Ring now : THE 0NE BBS (+33) 149 887 691 / No ratio for long distance callers
: Serveur Minitel : RTC-ONE (1) 48 70 10 29 & (1) 48 58 46 17 (HP/Atari/PC stuff)
: "Programming will never feature your machine. Learn coding."

- John J. Amsler

1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040?

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LLLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLLL Atari: LLLLLLLLLLLLL
LLLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLLL Motorola Inside!! LLLLLLLLLLLLL
LLLLLLLLLLLLLL ======== LLLLLLLLLLLLL
```

89. Re: ATARI ST emulator for MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 12:31:12 UTC
From: amsler@nevada.edu
Message-ID: <3em1ig$sko@news.nevada.edu>
Source record: 28162

Jan Rooijackers,7126,9741 (dsnjaro@ericsson.se) wrote:
: Hi,

: Is there a good ATARI ST emulator for MSDOS on an anonymous FTP site.

: My configuration : 486DX2 66 / 4 MB
: 510 HD
: SVGA
:

: Thanks
: Jan Rooijackers
:
:

Jan:

I think it's legal for me to post this; it's not copyrighted to my knowledge.

[73657,2714] Lib:16
GEM99.TXT/Text Bytes: 9856, Count: 39, 05-Jul-94

Title : New Branch Always price list, Gemulator $99.95!
Keywords: XFORMER GEMULATOR EMULATOR BRANCH ALWAYS MIHOCKA PRICES DEALERS

This is the current price list for Branch Always Software, effective July 1, 1994. Contains an international dealer list of Gemulator 3.02 dealers, new $99.95 Gemulator pricing, and product information on Gemulator 3.02, PC Xformer 2.0, and PC Xformer 3.0. Atari 8-bit and Atari ST emulation for MS-DOS and Windows has never been so easy or so inexpensive!

For immediate release. July 1, 1994.

THE COMPLETE ATARI EMULATOR LINE FOR MS-DOS, WINDOWS, AND OS/2 BASED PCs

- Gemulator 3.02 - 32-bit Atari ST Emulator

- PC Xformer 2.0 - 16-bit Atari 400/800 Emulator

- PC Xformer 3.0 - 32-bit Atari 800XL/130XE Emulator

- updated dealer list and prices

For years, Branch Always Software has been developing Atari 8-bit and Atari ST related software and hardware that has been both innovative and inexpensive. 5 years ago this summer we released Quick ST, the

screen accelerator that made the Atari ST faster for thousands of users. 6 years ago today we released ST Xformer II, the Atari 8-bit emulator for the Atari ST that was the grand daddy of our new PC Xformer, and 10 summers ago founder Darek Mihocka published his first Atari 8-bit program in Antic magazine. How time flies!

So to celebrate, Branch Always Software today announces the release of our FREE "PC Xformer 2.0" Atari 8-bit emulator for DOS compatible PCs, and a new $99.95 price on our "Gemulator" Atari ST emulator, almost a 50% savings.

Through these emulators, Atari users can reliably keep using their Atari software into the next century, without worrying about finding replacement parts or expensive hardware upgrades to keep their machines operating, while at the same time being able to use popular PC software, all on the same computer!

This once and for all answers the question "Why would I spend $200 on an Atari ST emulator when I can buy a used Atari ST for $100?" (Answer: it runs faster, gives you more memory, more disk space, and better graphics than a used ST, runs Atari 8-bit programs as well, and now costs only $99.95!)

Price and dealer list

Our current price list, effective July 1, 1994 and valid through September 30, 1994, is below. All prices are in U.S. dollars. Prices outside of the U.S. may be slightly higher due to higher shipping costs and duties.

Gemulator 3.02 - 32-bit Atari ST emulator card (without TOS ROMs) $99.95
Gemulator 3.02 - upgrade from Gemulator 3.00 ..... $12.00
Gemulator 3.02 - upgrade from Gemulator 1.0, 2.0, or 2.1 ..... $30.00

PC Xformer 2.0 - 16-bit Atari 400/800 emulator ..... free
PC Xformer 3.0 - 32-bit Atari 800XL/130XE emulator upgrade $29.95

The PC Xformer 2.0 program can be downloaded by modem free of charge from most bulletin boards. If you do not have a modem you can order a disk directly from us for $12 to cover shipping and materials costs. Look for the file XF2.ZIP on most BBSes. On Compuserve, type GO ATARI and go into the GAMING section and then go to library 6. On GEnie, type IBMPC, and download file #35783.

PC Xformer 3.0 and Gemulator 3.02 upgrades can be ordered directly from us, Branch Always Software. Personal checks, VISA, and MasterCard accepted.

Gemulator cards are available through Atari dealers, including the ones listed below. Dealers also sells the TOS ROMs required by Gemulator, so call around for best prices as each dealer charges differently for TOS ROMs and shipping.

North America

Toad Computers
570-F Ritchie Highway, Severna Park, MD 21146
phone: 800-448-8623, fax: 410-544-1329

Rising Star Computers
Box 20038, Dayton, OH 45420
phone: 800-252-2787, fax: 513-254-7970

Hobbytown U.S.A.
5930 South 58th Street, Lincoln, NE 68516
phone: 402-434-5066

Run PC
524 West Laurel #2, Fort Collins, CO 80521
phone: 800-326-2344, fax: 303-493-5571

Mid Cities Computers
9406 Flower Street, Bellflower, CA 90706
phone: 310-867-0626, fax: 310-920-8933

Xanth Computers
14100 NE 20th Street, Suite 105, Bellevue, WA 98007
phone: 206-643-9697

United Kingdom

FaST Club
7 Musters Road, Nottingham, N2G 7PP
phone: +44 0602 455250, fax: +44 0602 455305

France

Ordosoft
11, rue de la Gatine, 37390 Notre Dame d'Oe, France
phone: +33 47.54.79.42, fax: +33 47.51.37.26

The Netherlands

ACN
Postbus 5011, 2000 CA Haarlem, The Netherlands
phone: +31 23 351100, fax: +31 23 361444

Germany and central Europe

call ACN and ask for a list of dealers in your country

Australia

Paragon Computers
17 Piccadilly Square, 5 Short Street, Perth 6000, Western Australia

phone: +61 09 221 3216, fax: +61 09 325 8251

Gemulator 3.02

So what can Gemulator make your PC do? If you have a 386, 486, or Pentium based PC with at least 4 megabytes of RAM, and an 8-bit card slot, you can install and run Gemulator. With it you can then boot the Atari ST desktop, insert your Atari ST disks, and run Atari ST software! From major DTP packages like Calamus SL and Pagestream 2, to word processors like Word Write ST and First Word Plus, to drawing programs like Degas Elite and Prism Paint, to computer languages like GFA Basic and Laser C, to utilities like Warp 9 and Neodesk.

Gemulator lets you use the 1.44 megabyte floppy disks available for the PC, as well letting GEM based programs take advantage of the 800x600 color graphics capabilities of most VGA cards. And did we mention that it blows away the Atari ST's 4 megabyte memory limitation?

Gemulator runs full speed on a 25 Mhz 486SX. Double that speed on a 50 Mhz 486. Double that speed again on a 66 Mhz Pentium - faster than a Falcon. Although we have not benchmarked the new 90 Mhz and 100 Mhz Pentium machines, expect about 6 times the speed of an Atari ST - faster than even a TT!

Gemulator supports all Atari ST TOS versions from 1.00 to 2.06 and up to four versions of TOS can be plugged into each Gemulator card simultaneously. Please note that due to the various prices of different versions of TOS ROMs, we are no longer listing a combined price for Gemulator with TOS ROMs. Most dealers carry TOS 1.04 and TOS 2.06 ROMs and prices range anywhere from about $30 to $70 a set, depending on the dealer. If you have your own set of TOS ROMs from a dead ST or a TOS upgrade, you can use those and save yourself some money.

PC Xformer 2.0

6 years after releasing the Atari ST version of the Atari 8-bit emulator to Compuserve and GEnie, we released PC Xformer 2.0 the same way - free of charge and available on Compuserve, GEnie, the Internet, and most Atari BBSs.

PC Xformer 2.0 is a 16-bit implementation of an Atari 400/800 emulator. That means that it can run on any 16-bit Intel compatible PC, include those using the 286, 386, 486, and Pentium chips, as well as PCs that can emulate the 286.

PC Xformer 2.0 also requires a VGA compatible display, and about 200K of RAM.

PC Xformer 2.0 is the first and only Atari 8-bit emulator for either the ST or PC that supports all these features:

- 48K RAM with built-in Atari 400/800 operating system and Atari BASIC
- displays all ANTIC text and graphics modes, including GTIA modes
- displays player missile graphics (no collision detection)
- handles display list interrupts, IRQ, and NMI interrupts
- 256 color GTIA palette
- reads and writes to ST Xformer and SIO2PC generated disk images
- reads MS-DOS files directly
- switches Atari BASIC on/off with one keystroke
- joystick emulation using the keyboard
- slow and fast modes of emulation for faster PCs

The speed of Atari 800 emulation is proportional to the speed of your PC, with a 33 Mhz 386 approximately giving the normal speed of an Atari 800. Twice the speed on an Atari 800 when running on a 486/33, and faster yet on faster PCs.

486 and Pentium users can use the slow/fast option to slow down the emulator to normal speed to make games playable, or speed it up to allow graphics and mathematical programs to run as fast as possible.

If you do not have a modem or access to the Internet, send $12 directly to Branch Always Software and we will mail you out a disk. The $12 covers the cost of shipping and materials, so you can't use that towards the 3.0 upgrade.

PC Xformer 3.0

PC Xformer 3.0 is a 32-bit implementation of an Atari 800XL/130XE emulator. It does not run on the 286 processor, and thus requires a 386 or faster. By using 32-bit features of the 386 chip (the same reason why Windows NT and OS/2 2.1 also do not run on a 286), PC Xformer 3.0 adds these additional features which truly make it a complete 130XE replacement:

- 800XL/130XE memory bank switching

- player missile graphics collision detection

- sound card, joystick port, modem port, and printer port support

PC Xformer 3.0 runs on any 386, 486, or Pentium based PC with at least 640K of RAM and a VGA compatible display, so only a small number of PC users will be unable to run PC Xformer 3.0. A Sound Blaster card and game card are optional.

PC Xformer 3.0 will being shipping in September. Users of PC Xformer 2.0 can upgrade to version 3.0 for only $29.95. See your local Atari dealer when it becomes available, or order the upgrade directly from Branch Always Software.

Order our free newsletter

If you are not yet on our mailing list and receiving our regular product announcements and upgrade notices, what are you waiting for? Send your name and address to us and request the latest newsletter

which gives additional information about these products,

Our address

For additional information or to place an order write to:

Branch Always Software
14150 N.E. 20th Street
Suite 302
Bellevue, WA 98007
United States Of America

or fax to: 206-885-5893.

I hope this helps answer some of your questions about Atari emulators for
the PC. Best wishes.

- John J. Amsler

1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040?

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LLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLL Atari: LLLLLLLLLLLLL
LLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLL Motorola Inside!! LLLLLLLLLLLLL
LLLLLLLLLLLLL ======== LLLLLLLLLLLLL
```

90. Re: Problems With Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 12:31:58 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3em1ju$5dk$1@perth.DIALix.oz.au>
Source record: 28163

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: My floppy drive acts a little bit strange. When I want to format
: floppy disc with for expl. Fcopy (80 tracks, 9 sectors) it
: happens this:
<snip, snip>
: Box appears: "Floppy Head Has Reached Track 0"
<snip, snip>
: Is this is a mistake of a floppy disc, or a controller's mistake?
: ...or could be something worse ?

G'day Neven, you don't advise if this ONLY a problem with FCopy..OR
what computer? what TOS ?? and what version of FCopy ???

I had the same problem with FCopy III on my MSTE when running at 16Mhz but
was OK at 8Mhz... All was fixed with FCopy Pro (not a shareware prg)

I believe though that even FCopy Pro is UNusable on the Falcon

Does the TOS format work OK ?? if so, I'd say it's not hardware problem. Try
another format program..

Hope this is of help..
TTFN fezzy

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

91. Re: Use of gem16 library?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 16:44:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.YBUKoWm0UUo@semprini.waterloo-rdp.on.ca>
Source record: 28157

In <3edaco$ak0@news.CCIT.Arizona.EDU>, Paul Harris writes:
>I'm doing a little graphics using gcc. I'm using coordinates defined
>by 16-bit (normally "short int") numbers. But the "gem" library has
>all the vdi calls using "int"s (ie, 32-bit). The "gem16" library, I
>suppose, has all the calls using 16-bit values (as is "normal" for the
>vdi calls). Thus, it seemed to me, I should send my short ints to the
>gem16 library. However, I get the following problems: (1) I get lots
>of "incompatible type" errors, since all the header files have ints
>and not short ints. (2) Nothing works; vdi calls produce no resuls
>(while calls to the gem library using full ints all over do work).
>
>So what am I doing wrong? I'm pretty sure I sould be using gem16, but
>I apparently don't know how.

You have to add -mshort to the command-line if you want to use
gem16.olb; like this:

gcc -mshort foo.c -o foo.app -lgem16

gem.olb is set up properly to use 32-bit ints, and 16-bit ints where
necessary, so you could use:

gcc foo.c -o foo.app -lgem

instead. Assuming your program used 'short' instead of just 'int' where
you meant '16-bit value'...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

92. Re: Problems With Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 19:04:51 UTC
From: npetrlik@public.srce.hr
Message-ID: <3emokj$aqc@nippur.irb.hr>
Source record: 28158

Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: Neven Petrlik (npetrlik@public.srce.hr) wrote:

: : My floppy drive acts a little bit strange. When I want to format
: : floppy disc with for expl. Fcopy (80 tracks, 9 sectors) it
: : happens this:
: <snip, snip>
: : Box appears: "Floppy Head Has Reached Track 0"
: <snip, snip>
: : Is this is a mistake of a floppy disc, or a controller's mistake?
: : ...or could be something worse ?

: G'day Neven, you don't advise if this ONLY a problem with FCopy..OR
: what computer? what TOS ?? and what version of FCopy ???

This is not a result of program or my TOS version, for sure !
I have 1040STE with TOS 1.06.
And I've try formatting with Fcopy, E-Copy , and other programs,
all of them gives me the same message: "Floppy Head Has Reach
Track 0".
My Fcopy version is FcopyPro 1.1a .

93. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 19:33:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lIlX_yP6J0M@semprini.waterloo-rdp.on.ca>
Source record: 28159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <DARYL.95Jan4205744@elf.adept.ih.att.com>, 55000-Daryl Monge(ih1439 writes:
>In article <FAEADGVCUP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:
>
>
> >Mac has the same problem, however F030 is quite new product so the
> >applications for it are new too. Then what would be a problem to
> >recompile it to PPC?!?
>
> Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
> naively believe, why are so little applications available as PPC-native
> binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> wouldn't be enough.
>
>In theory, you are wrong. A recompile should be the only thing required.
>In practice, you are correct. Mostly this is due to developers doing
>clever things that violate good programming rules and to the OS provider
>for making incompatiblities in the "toolbox" library support.

Unfortunately, you're overlooking one other problem... all of the
developers are gone. Who'd recompile Atari apps to be PowerPC-native?
I'll bet the source code for things like WordWriter II and other older
Atari apps have disappeared.

Newer apps like Papyrus could be recompiled, but who'd be buying the
systems?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

94. Hardware Tek Query: ICD Host Adapters

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-07 21:06:30 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3emvom$9jr@gumby.cc.wmich.edu>
Source record: 28160

Does anyone know enough about ICD host adapters at the hardware level to be able to figure out if there is some signal on the board that I can tap into (and pull up or ground) that will inhibit the board from responding to or generating any activity on the SCSI-bus side?

I'm in the process of putting my Mega ST4 into a tower, with a stack of SCSI devices. Several of them are removable media (CD-ROM, SyQuest, and TEAC tape backup), and I'd like to be able to access them (not simultaneously) from another system outside the box (Mac or Falcon).

I have all the SCSI ID and termination issues resolved, but the problem is that the ICD host (an AdSCSI+) does not expect to see (and isn't a good citizen in the presence of) another bus master. There's no bus arbitration, and the ICD host reacts by asserting conflicting signals, which prevent proper operation.

My first thought was to simply power off the ICD host, but in this state it grounds its outputs to the SCSI bus (actually ~200 ohms for the driver chips). Since most of the signals are active low, this totally locks up the SCSI bus.

I called ICD and asked about the possibility of tri-stateing the bus lines, but no one who is left there has sufficient hardware knowledge to tell me if this is possible (I suspect not). Howard suggested I reach in and pull the plug on the board (pretty inconvenient when it's inside a tower), or rig a switch to disconnect it (bulky, expensive, and possibly unreliable).

What I'd like to do is find a signal point that I could use to inhibit the ICD host board from responding to or generating any bus activity. If I had the schematics, there is a possibility I might be able to locate it myself. But I can't follow the traces on the board well enough to figure out what's going on.

If anyone has any experience or suggestions, I'd appreciate hearing anything you might contribute. Thanks.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

95. Re: Interlink

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-08 00:59:48 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Z+56gZ0.johnhechtman@delphi.com>
Source record: 28164

Random Radio <dmunyon@nyx.cs.du.edu> writes:

>Can anyone please tell me how (if it is possible) to reset date and time
>within Interlink? Please e-mail...Thank you.

The answer is yes - just use the Control Panel or Xcontrol Panel to set the
time/date. Interlink itself has no means to do so, but _will_ reflect the
changes made by the accessory.

96. Re: Help! CGA for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-08 01:13:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D22BF2.4IF@cix.compulink.co.uk>
Source record: 28165

In message <3einio$b2j@no-names.nerdc.ufl.edu>, galen@maple.circa.ufl.edu
said:
> I've recently accuired an IBM CGA color monitor, and if it's possible,
> I would
> like to hook it up to my 1040 ST so that I can see if it even works!

Well I've been told it won't work - but watch this space. There have been
a few posts and counter-posts here about what exactly consistutes an Atari
compatible monitor - and whether the IBM CGA counts.

:-)

Roland.

@CiX

97. Mega/STe & BBS (mainly Ratsfot)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-08 06:21:52 UTC
From: kfason@csn.net
Message-ID: <3eo0a0$1es@news-2.csn.net>
Source record: 28166

Anyone out there running a BBS on a Mega/STe and are using Modem2? A friend has one and is running RatSoft. the only catch is that the Modem2 is a problem. here it is.

WHen a call comes in, RatSoft picks up (v2.1a, latest), but after the connect, it switches to 4800. If my friend goes to the control panel and changes from 4800 back to 38400 (or 57600) things work fine and the BBS is cool. The author of Ratsoft (steve I recall) has made a version specially for this BBS with all the port stuff removed, it still does it.

We've tried various combos of HSMODEM (4), FSER, etc... but no luck. any help is appreciated! with auto programs, etc... On the control panel changes, they where done with Fser .96, some of our other responses are no pickup, to pickup and nothing but garbage being sent (same speed apparently...)

The Mega/STE has TOS 2.06. I know the Modem2 (all ports actually) work fine as it used to be MY machine, and using STalker or Connect, it works fine if the Mega/STE picks up the line in those two programs. Steve says that he is using legit calls that he got from atari...

thank you! any help is VASTLY appreciated. The BBS (Ringworld 303-699-0402) has 1.5gigs online AND 3 CD-ROMS, it is mostly Atari, so you can see why we would like it to get going at greater then 19200...

--

- Kevin Fason "kfason@csn.net"
I would love to sit here and watch my brain cells die one by one, but I CANT!

Go RAMMIES! AIESEC CSU
Atari Falcon030 14/1.5gig|USR Courier D.S. v.34|Atari Jaguar

98. MSTE data tran > 19200

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-08 16:01:52 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3ep29grmp1@perth.DIALix.oz.au>
Source record: 28167

Can anybody out there in "Net land" give me some pointers as to what I'm doing wrong with my comms set up..

The problem is..... NO matter what comms prg I use (Connect or STarCall) I cannot get RELIABLE data connection better than 19200.....
I set the modem2 port to 38400 (as I have read the higher the better) and SOMETIMES I get to log on to my net server and run through a couple of hour session without even ONE hickup and text tranfer rates of upto 3380 CPS ..
BUT 98% of the time I am just helping Telecom as the phone rings the other end answers, I get

PROTOCOL: LAP-M
COMPRESSION: V.42BIS
CONNECT 14400....
then it's dead from there and I mean DEAD.. even the "+++" won't work so I have to switch off the modem and start again. The line test built into the modem suggests I don't have a phone line problem (with the %L = 021 and %Q = 010)

I have a good quality 14400 data/fax modem (Australian made MAESTRO brand) has data compression (V.32bis/V.17), which works very happly on (dare I say) PC clones but alas not on my MSTE...

I have tried HSMODEM4, SERFIX20,TURBOCTS and others in the AUTO folder setup as per the supplied text files, however I must be doing something wrong...

I'm sure it's something I'm doing wrong, as I have read on the net of many happy MSTE owners. I'm sure someone out there will be able to put me on the right track...

Thanks in advance

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

99. HD disks on an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-08 21:12:45 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD23ux9.Anu@netcom.com>
Source record: 28168

Anyone know of anyway to format HD disks to be used with the ST
(wich uses DD) thanks...

vlestat@netcom.com

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

100. PLAYMPEG Version 0.70 Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-08 22:31:16 UTC
From: mdg@ukc.ac.uk
Message-ID: <526@stork.ukc.ac.uk>
Source record: 28169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Version 0.70 of my shareware Falcon MPEG player is now available via FTP at

ftp.uni-kl.de
atari.archive.umich.edu etc.

This version now plays MPEGs direct from disk with almost no performance loss.
Details on how to register accompany the program.

Griff
--

101. Re: PLAYMPEG Version 0.70 Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 03:56:30 UTC
From: amsler@nevada.edu
Message-ID: <3eqc5e$q8q@news.nevada.edu>
Source record: 28170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Griffiths (mdg@ukc.ac.uk) wrote:
: Version 0.70 of my shareware Falcon MPEG player is now available via FTP at

: ftp.uni-kl.de
: atari.archive.umich.edu etc.

: This version now plays MPEGs direct from disk with almost no performance loss.
: Details on how to register accompany the program.

: Griff
: --

Martin:

Many thanks for making that available!

I don't have a Falcon (I have a MegaSTe), but I'm going to get your
program for the local Atari dealer who does have a Falcon. Perhaps he
can use it to "show off" the Falcon to prospective buyers.

Last year two people -- independently of one another -- from Las Vegas
walked in off the street, never having been previous customers of his,
and bought Falcons. They each said they were buying them to do
development work for the Jaguar(!)

Again, thanks for supporting the ever-dwindling number of Atarians, even
in these "dark" times.

- John J. Amsler

1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040?

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LLLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLLL Atari: LLLLLLLLLLLLL
LLLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLLL Motorola Inside!! LLLLLLLLLLLLL
LLLLLLLLLLLLLL ======== LLLLLLLLLLLLL
```

102. SC1224<-->Atari 800?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 06:03:53 UTC
From: joneil@infi.net
Message-ID: <3eqjk9$kuu@lucy.infi.net>
Source record: 28171

Is there an adapter cable or mod available that will allow
me to connect my ST monitor to my Atari 800's monitor out
jack or to my 400's video out?

Thanks!

joneil@infi.net

103. Re: ATARI ST emulator for MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 08:08:40 UTC
From: plord@novell.co.uk
Message-ID: <D24pAG.J9q@novell.co.uk>
Source record: 28172

Does anayone know if the gemulator works correctly with the parallel port?

I have a teletext adaptor plugged into my ST's parallel port - will gemulator drive the teletext adaptor correctly ?

Thanks,

Pete

104. SM124 monitor HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 08:58:54 UTC
From: bp293@FreeNet.Carleton.CA
Message-ID: <D24rM6.D4p@freenet.carleton.ca>
Source record: 28173

I have a SM124 monitor. It recently blew a fuse. I've narrowed the problem down to the horizonal control circuitry. In particular diodes: D109 , D110, D111, & D112. Does anyone have info on the values or types of diodes these are? Any one with a schematic? Any help would be greatly appreciated. Thanks in advance.

105. Re: GFA BASIC: digitized sound samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 10:19:39 UTC
From: c1kd@dmu.ac.uk
Message-ID: <1995Jan9.101939.3723@dmu.ac.uk>
Source record: 28175
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1995Jan5.033325.7088@gov.nt.ca>, jeremy@inukshuk.gov.nt.ca writes:
> Hi all, a friend of mine was wondering if there was a way to play digitized
> sound samples in GFA BASIC version 2.0. His Atari ST has no DMA chip. Any
> help would be appreciated.

Sprite Works will let you play sampled sound on interrupt, but I'm not
entirely sure if it's compatible with v2.0 (it's fine on v3.x).

/<ev

--We wouldn't do it. Not for food, anyway.

106. Atari Hardware Upgrades...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 10:34:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3er3fi$2cb@golem.wcc.govt.nz>
Source record: 28174

Well I have just been given a ST1040, the customer stuffed it up trying to do some upgrades himself...

One big problem with all up grades is that they force a header plug over the MMU or GLUE, these PLC sockets are not intended to have any thing pluged into them...

The result was a damaged MMU and GLUE socket, these both had to be replaced, this is the second time I have come accross this problem...

1. was a 4 meg Xtra-RAM Deluxe by Marpet, the manual is very poor, the copy does not show the ST lay out as stated and the layouts are not correct, can confuse a lay man, the hardware is OK except for this header plug thing......

2. Swichable tos 2.06 by AMITAR of the UK all ST's, Manual is very poor, no mention of the Glue or where it is, no layouts given, hard ware is OK but again this stupid header plug...

P.S. Could be used on a Mega ST....

This header plug thing is a Big problem with solderless upgrades, if fact when we did have a Atari agent here they did not reccomend any Solderless upgrades at all....

P.S. 2 I have yet to fit these upgrades, I had to get the ST working first, one thing I will do is to bevel the edge of the header plug pins, so they don't catch the pins in the PLC sockets....

Till next time...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

107. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 10:53:24 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950109113619.11863A-100000-100000@bull.mimuw.edu.pl>
Source record: 28176

I assume that all of you (who have THE problem) use hard blow up. I think,
the problem is in the low freq. on the board with quite high freq. uses
to read memory by videl with hard blow up. Am I right? I think that
speeding up the board can solve the problem.

regards,

Simon.

108. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 10:55:10 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950109110013.10560B-100000-100000@bull.mimuw.edu.pl>
Source record: 28177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 4 Jan 1995, Hendrik Mylius wrote:

> In <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:
>
> >Mac has the same problem, however F030 is quite new product so the
> >applications for it are new too. Then what would be a problem to
> >recompile it to PPC?!?
>
> Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
> naively believe, why are so little applications available as PPC-native
> binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> wouldn't be enough.

The peopole learns about using this *entirely* _different_ but how
POWERFULL architecture, so the beginings are dificult. But in some 10
years who will use any x86 or even 68k?

> The 68k-series used in MAC's and Atari's are compatible on the cpu-part. The
> difference is in the hardware (bus, video, sound) around it. These differences
> can be worked around, using OS-calls properly.

So, as I said its the time for learning the new quality of programming
art. You have to use all of advantages of RICS and other new solutions in
low level, but in other side, even most important, you have to learn to
use OS-calls properly and _only_ in high level.

> >> 3) Linux would be the only native PowerPC software available; there are
> >> almost *no* Atari developers left to recompile their commercial apps
> >>
> >> #1 is the kicker though... why spend at least $2k US on a system to run
> >> slightly faster than a TT?
> >
> >The answer is the same as for 1)
>
> From what I've heard, the folx doing the Linux-PPC port do have all sorts of
> problems. This version is far from running. And Linux 68k-binaries are not
> compatible to PPC-Linux as well.

So its the best moment to get into PPC. Later it will be the same
situation as it is with Linux on Atari now. And 'old fashioned' companies
with 'old fashioned' CPU's on their boards doesn't have any chances in
the future. BTW please wait a minute (I mean year or two max.) for
quite a lot of applications running on PPC and getting powerful on new
versions of this chip. However if not PPC, there are few oter companies
(DEC, SIG..) trying to sell their (huge - yesterday) systems as desktop

platforms, and I'm *really* SURE, that there will be no place for all
that mass (x85,(9), 68k, ...) in the future.

regards,

Simon.

PS.

109. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 10:56:10 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950109103945.10560A-100000-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 28178

On Wed, 4 Jan 1995, Roland Givan wrote:

> [...]
> > > going to cost. In the end I bought a second hand TT which has 8Mb
> > > RAM and a 18" 1290x960 paper white monitor. Excellent for X (though
> > > I must admit I've been sidetracked by Linux on the PC).
> >
> > So what about 1280*1024*16 under blowup on F030 or 1024*768*256 (I
> > know, that someone have written drivers for color modes, and they
> > will works under blowup since mono version works).
>
> In a word - performance.
>
> A Falcon running in either mode you suggest absolutly *crawls* in
> comparison to a TT, even running in TT-Hi.
>
> Also as people have mentioned around here - there can be SCSI timing
> problems when running in very hi res blowup modes on a Falcon.
>
> IMHO the Falcon is seriously underpowered for this sort of work. The main
> thing its got going for it is features. There is not much a Falcon *can't*
> do, its just that it can't do all that many things *really* well.

But if people are (is?) seriously thinking about proffesional (or even
'near proffesional') work on Falcon (Programmers, DTP, MIDI and so
on...), they also have to think about some acclelerator to their machine
like M68040/66Mhz/33Mhz On the Board with some TT-ram and any graphics
expander of course. It costs something about 1k$ and for that they have
near 'power without price' (but also without real service and
documentation) on that quite flexible platform. It is intresting to have
strong Gem&X wINDOWS based system is'nt it?

> If you need hires colour modes then a TT can only do 640x480x16colour before
> you need to buy a video card for it. OTOH I think I can live with
> X in mono only. I can always use my PC if I *really* need colour.

But you know, that with MC-chips and top level wINDOWS (like MAC's, ATARI)
your system is some times faster than on oridinary PC ...

> Roland.

regards,

Simon.

110. Spectre GCR Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 11:17:55 UTC
From: jlbooth@ccenter.co.uk
Message-ID: <3er613$d90@vent.pipex.net>
Source record: 28179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear All,

I am interested in obtaining a Spectre GCR unit, in fact I am interested in obtaining a number of the older Mac emulators for the ST (preferably in the UK but I might consider paying US shipping), mainly for nostalgia, as they started me on the way of Macintosh.

I am also looking for info on one of the greatest ST hackers of all time Dave Small, does anyone know what has happened to Gadgets by Small ?

I look forward to your reply

Regards

Julian

111. 1 Gb Harddisk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 12:09:36 UTC
From: esustron@eduserv.rug.ac.be
Message-ID: <3er920$6bu@infoserv.rug.ac.be>
Source record: 28180

[Article crossposted from comp.sys.atari.st]
[Author was Emmanuel Sustronck]
[Posted on 9 Jan 1995 09:38:22 GMT]

Recently I bought myself an HP C2332A/101/300 1Gb SCSI2 harddisk for
my ST. It has a jumper that should make it respond like a SCSI1. It works on
a PC, a Mac, a Falcon, but *NOT* on my ST. I've tried it with the ICD-Link
and another host adapter, but the result is always the same: the green LED
starts flashing the moment my ST tries to address it, and the ST doesn't
seem to notice there is a drive on the SCSI-bus. I've tried different
harddisk utilities, but nothing seems to work.
Since the thing costed me a lost of money, I really should get it to
work properly. Can anybody help me?

--
Emmanuel Dracula Sustronck
Master of the NVD Universe

--
Emmanuel Dracula Sustronck
Master of the NVD Universe

112. Is it possible to connect a VGA monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 12:15:51 UTC
From: kony@dutnsi2.tudelft.nl
Message-ID: <kony.789653751@dutnsi2>
Source record: 28181

Is it possible to connect a VGA monitor to my Atari ST. I know the horizontal frequency of the VGA monitor is higher (approx 30kHz) than the horizontal frequency of the Atari color modes.

Erik Konijnenburg
kony@si.tn.tudelft.nl

113. MegaSTE VME bus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 12:35:07 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3erahr$dto@ccpnws.in2p3.fr>
Source record: 28182
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I am looking for informations on the VME bus of the MegaSTE computer; any kind of information is welcome (addresses, does it support interrupts, block transferts, etc...).
Thanks and happy new year.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"You are not what you own"

114. Portfolio Speichererweiterung

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 12:56:48 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <3erbqg$gcb@taiwan.informatik.uni-rostock.de>
Source record: 28183

```
Hi,

Ich habe in dieser news group gehoert, dass viele Leute jetzt aufeinmal
eine Speichererweiterung fuer den Portfolio suchen. Ich hatte mir damals
mal eine gekauft, aber nie richtig genutzt.
Wenn also jemand interessiert ist:
um 256k, durchgeschliffener Bus, fast nie benutzt, orginal Verpackung
fuer 100,-DM + Porto

--
Bye for now

Holger Janz |||
hjanz@informatik.uni-rostock.de ||| ATARI
http://www.informatik.uni-rostock.de/~hjanz/ / | \
snail-mail: Holger Janz; Blockmacherring 31; 18109 Rostock; Germany
tel. +49 381 120 3614
+--------------------------------------------------------------------------+
| Microsoft - Solutions you don't want, for problems you don't have! |
| If you can not do it well, learn to enjoy doing it badly. |
+--------------------------------------------------------------------------+
```

115. 1 Gb Harddisk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 13:09:36 UTC
From: Emmanuel.Sustronck@p55.f5500.n240.z2.fidonet.org
Message-ID: <632_9501100914@clipper.de>
Source record: 28189

[Article crossposted from comp.sys.atari.st]
[Author was Emmanuel Sustronck]
[Posted on 9 Jan 1995 09:38:22 GMT]

Recently I bought myself an HP C2332A/101/300 1Gb SCSI2 harddisk for
my ST. It has a jumper that should make it respond like a SCSI1. It works on
a PC, a Mac, a Falcon, but *NOT* on my ST. I've tried it with the ICD-Link
and another host adapter, but the result is always the same: the green LED
starts flashing the moment my ST tries to address it, and the ST doesn't
seem to notice there is a drive on the SCSI-bus. I've tried different
harddisk utilities, but nothing seems to work.
Since the thing costed me a lost of money, I really should get it to
work properly. Can anybody help me?

--
Emmanuel Dracula Sustronck
Master of the NVD Universe

--
Emmanuel Dracula Sustronck
Master of the NVD Universe

116. Is it possible to connect a VGA monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 13:15:51 UTC
From: Erik.Konijnenburg@p55.f5500.n240.z2.fidonet.org
Message-ID: <633_9501100914@clipper.de>
Source record: 28190

Is it possible to connect a VGA monitor to my Atari ST. I know the horizontal frequency of the VGA monitor is higher (approx 30kHz) than the horizontal frequency of the Atari color modes.

Erik Konijnenburg
kony@si.tn.tudelft.nl

117. MegaSTE VME bus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 13:35:07 UTC
From: Stephane.Acounis@p55.f5500.n240.z2.fidonet.org
Message-ID: <634_9501100914@clipper.de>
Source record: 28092

Hi,
I am looking for informations on the VME bus of the MegaSTE computer; any kind of information is welcome (addresses, does it support interrupts, block transferts, etc...).
Thanks and happy new year.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"You are not what you own"

118. Re: [Falcon] Timing of sound DMA interrupts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 15:09:53 UTC
From: ethami@duna.ericsson.se
Message-ID: <9501091409.AA03997@duna40.danubius>
Source record: 28185

> I am trying to use the interrupt (Timer A) that the Falcon030
> can generate when playing sounds via DMA. According to both
> the Falcon docs and the _Compendium_, the interrupt should
> occur at the *end* of the frame; however, my experience is
> that it occurs at the *beginning* of the frame. To all Falcon
> programmers out there, I ask: When does the interrupt occur
> on your machine? Am I doing something wrong? (Interrupts at
> the end of frames would be a lot more convenient for my purposes)

The interrupt does occur at the end of frame. But if you play
a cyclic buffer, the dma pointers will point to the beginning
of the buffer when you read them in your interrupt handler.
At higher sampling frequencies the dma pointers will point 20-30
words after the buffer starting address, because of the delay
between the buffer end detection and your code reading dma ptrs...
Using double buffering is good, but not satisfactory at higher
frequencies, you cannot change dma pointers quickly enough.
What I did is the following (and it worked without any click
noise at buffer ends). I used one big buffer, but I divided
it in 2 parts. The lower part played, I loaded sample from
harddisk to the upper part. After completion of reading from harddisk,
I polled the currect DMA pointer, till it arrived to the half of buffer.
Then the upper part played, and I loaded the lower part from HD.
You need not poll this time, an interrupt occures at end of frame,
and the playing is automatically goes on from the buffer starting address.
With this method you don't have to change any dma pointers,
and you don't get any noise.

I hope it helps.
/Attila

119. Belgian Atari Convention

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 15:42:18 UTC
From: esustron@eduserv.rug.ac.be
Message-ID: <3erlgq$7j4@infoserv.rug.ac.be>
Source record: 28184

B E L G I A N A T A R I C O N V E N T I O N

ASGARD and the CIA (Club Informatique de l'Auberge) invite you
to their first Atari convention.

18 march 10 am until 19 march 5 pm: 31 HOURS NON-STOP HACKING

ST, TT, MEGA ST, MEGA STE, STE, LYNX, FALCON, JAGUAR, ...

Address: Rue St.-Pierre 50, 7700 Mouscron, BELGIUM

INFO: Dial +32.56.34.94.98 after 7pm and ask for Mr. Debonnet

120. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 17:56:45 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3ertct$gj7@gumby.cc.wmich.edu>
Source record: 28186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAFOFFURUP@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.owl.de> wrote:
> In <D1wCI3.Dzr@info.bris.ac.uk> Tim Llewellyn wrote:
>
> >card years ago). Unfortunately the manual has gone awol. I'd like to know
> >if its possible to get this monitor to work, either in medium of hi-res,
>
> That depends on the horizontal and vertical frequencies the monitor is
> capable of. The sync is the problem here.
>
> Some older monitors (e. g. NEC 3D) were able to do that. Newer models don't
> even sync to ST-high.

That's not correct. _All_ the newer monitors I've seen will handle down to
at least 31 kHz, some as low as 24 kHz. But none go low enough to handle
the ST color modes (low and medium).

> I don't have the exact ST-frequencies handy at the moment, sorry.

It's 71.2 Hz vertical, 35.7 kHz horizontal, at 1Vpp analog into 75 ohms.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

121. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 17:59:24 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3erths$gl4@gumby.cc.wmich.edu>
Source record: 28187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <789421671snz@tauzero.demon.co.uk>,
Mike Fleming <Mike@tauzero.demon.co.uk> wrote:
>
> You need a horizontal freq that will go down to 15kHz to do low-res. Mid-res
> and hi-res are both 30kHz horizontal. Vertical needs to be from 50Hz (lo +
> mid) to 72Hz (hi-res).

Actually, low-res and medium-res are the same, at 15.75 kHz. High-res
is 35.7 kHz.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

122. Re: Problems With Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 18:52:10 UTC
From: sk@lumumba.shnet.org
Message-ID: <H.elD.8izceKZJyFLvs@lumumba.shnet.org>
Source record: 28188

In <3ekuk9$kif@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
>
>
> Hi To All !
>
>
> I'll try to explain my problem:
> ------------------------------
>
> My floppy drive acts a little bit strange. When I want to format
> floppy disc with for expl. Fcopy (80 tracks, 9 sectors) it
> happens this:
> -Fcopy, like the other popular formatters format a disc from the
> last track to the first track - backwards (in my example from
> track 79 to track 0)
> -Fcopy starts formatting: 79,78,77...10,9,8,7,6...and then Alert
> Box appears: "Floppy Head Has Reached Track 0"[...]

I had this problem, too after installing a PAK/3 in my Mega ST.
Switching to 6ms steprate fixed this.

Stefan

123. Re: 1 Gb Harddisk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 19:30:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAJTDDVR@ttgk.textlitho.nl>
Source record: 28098

In <3er920$6bu@infoserv.rug.ac.be> Emmanuel Sustronck wrote :

>[Article crossposted from comp.sys.atari.st]
>[Author was Emmanuel Sustronck]
>[Posted on 9 Jan 1995 09:38:22 GMT]
>
> Recently I bought myself an HP C2332A/101/300 1Gb SCSI2 harddisk for
>my ST. It has a jumper that should make it respond like a SCSI1. It works on
>a PC, a Mac, a Falcon, but *NOT* on my ST. I've tried it with the ICD-Link
>and another host adapter, but the result is always the same: the green LED
>starts flashing the moment my ST tries to address it, and the ST doesn't
>seem to notice there is a drive on the SCSI-bus. I've tried different
>harddisk utilities, but nothing seems to work.
> Since the thing costed me a lost of money, I really should get it to
>work properly. Can anybody help me?

Problem may be that the drive is set up with parity enabled, for most Atari
host adapters you have to disable it.

Gert

--

-- --
Atari TT-Point
-- --

124. Re: I Need some english fax software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 21:29:56 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Jan9.152956.6581@atlas.tntech.edu>
Source record: 28091

In article <vlestatD1oAAE.Kzq@netcom.com>, vlestat@netcom.com (Derek Rayla) writes:
> I am looking for some fax software that is in english. as of
> right now i have only found german fax packages. I just bought a fax
> modem and would like to try it out. If anyone can help i would
> appreciate it. I am using a 1040st with only one meg(don't laugh) and a
> supra fax 14.4

I'm not aware of any pd fax packages in English, but STraight Fax is a commercial package, and is distributed by Toad Computers (1-800-448-TOAD). I don't actually own it, but I have seen it in action, and it seems to be a very well written application, and supports a wide variety of modems. It supports Class 1 and Class 2 (not Class 2.0) modems. I carried in my LineLink 144e (from MacWarehouse), which is a Class 2 14.4k SR Fax modem, and it worked beautifully. I think that Toad is selling the package for about $80 now.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

125. Re: [Falcon] Timing of sound DMA interrupts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 21:58:37 UTC
From: mpark@u.washington.edu
Message-ID: <3esbid$oh5@nntp1.u.washington.edu>
Source record: 28093

ethami@duna.ericsson.se (Attila Mezei) writes:

>The interrupt does occur at the end of frame.

Have you actually tested this? I'm using Timer A which I initialize
as follows:

Xbtimer(0, 8, 1, ISR);

I definitely get an interrupt at the beginning of the frame.
Do you set up Timer A differently? Or are you using i7?
What makes you say the interrupt occurs at the end?

> But if you play
>a cyclic buffer, the dma pointers will point to the beginning
>of the buffer when you read them in your interrupt handler.

This also happens when playing a non-repeating buffer.

>At higher sampling frequencies the dma pointers will point 20-30
>words after the buffer starting address, because of the delay
>between the buffer end detection and your code reading dma ptrs...
>Using double buffering is good, but not satisfactory at higher
>frequencies, you cannot change dma pointers quickly enough.

I have managed to play (record) sound at 50kHz while reading from
(writing to) disk, using multiple buffers linked together seamlessly
via interrupts.

>What I did is the following (and it worked without any click
[...direct-from-disk method deleted...]
>You need not poll this time, an interrupt occures at end of frame,
^^^^^^^^^^^^
>and the playing is automatically goes on from the buffer starting address.
>With this method you don't have to change any dma pointers,
^^

So what do you use the interrupt for?

>I hope it helps.
>/Attila

--m

126. Re: Falcon in a Tower...How?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 23:49:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.c_klVRszv5_@semprini.waterloo-rdp.on.ca>
Source record: 28094

In <3ejhhv$1vh@news.nevada.edu>, JOHN AMSLER writes:
>[100126,2777]
>TOWER2.TXT/Text Bytes: 10639, Count: 46, 22-Nov-94
>
> Title : The LightHouse Tower - STFM upgrade by a user
> Keywords: TOWER UPGRADE HARDWARE ST FALCON
>
> The Light House Tower - a user's do it yourself upgrade for the
> STFM. This article has been written to show what your system can be
> made into with the aid of the LIGHTHOUSE Tower case and keyboard
> kit. Available for STFM, STE, Mega and Falcon computers.

[...]

>The Price's vary for each system's requirements.
>The STFM Tower Cost's L200, but a Falcon Tower is slightly less.
^^^^

HOLY SHIT! You can almost buy two Atari STs for that much! YIPES!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

127. Re: Motorola 68000 User guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-09 23:52:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.GgdGBI5j96w@semprini.waterloo-rdp.on.ca>
Source record: 28095

In <3ejbei$48f@izar.brunel.ac.uk>, Steven M Eker writes:
>The 68000 User Mannual is much more useful than the 68000 Programmers Reference
>Manual if you're programming the original chip (not the 68030 say). It covers
>all sorts of low level stuff like instruction times and bus timing which are
>handy if you're writing time critical code (if you're not why are you using asm???).
>It has a very comprehensive coverage of the instructions set and details oddities
>such as extra "unnecessary" bus cycles used by some instructions.
>
>It's actually published by one of the big academic publishers; I bought my copy
>from Dillons - you should be able to order a copy from your college bookshop.

I got my 2nd edition copy out of the recycling bit at work. :)

Not that I ever do any 68k assembly programming, but you never know.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

128. DIP switches (jumpers) in 5.25 floppy drive (HELP !!!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 00:47:52 UTC
From: npetrlik@public.srce.hr
Message-ID: <3eslfo$mvs@nippur.irb.hr>
Source record: 28096

I have 5.25 inch internal PC drive, and I've connected
him to my STE (connections are all OK, and the power
supply for 5.25 is taken from the connector on motherboard.
That's all well and fine, but, how I must set
the DIP switches (jumpers) in 5.25 drive ?
Without setting thing obviously don't work ..

The DIP switches (jumpers):

In 5.25 drive there are 8 jumpers.

The marks besides are:

1st Group:

DD
HR
IL
IS
MM
MS
IR
IU
RI
RD
DC
SR

In 1st group the used slots are: MS, IU, RI, RD, DC, SR
Used means that the jumper is in the slot.

2nd Group:

In this group one slot is used, and besides the slots
there are no marks at all.

3rd Group:

TD
DS2
DS1
DS0

MX
DS3

The used ones are: TD, DS1

The only thing that I maybe figure it out is that
the marks beginning with DS (DS0, DS1 ..) are for
the disk selection (which one should be B, etc ..)

I want 5.25 (external) to be 'B', and the internal 3.5 inch
to be 'A'.

HOW must I set the jumpers ?

Any help would be wellcoming ..

THANKS.

129. Re: GFA BASIC: digitized

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 03:11:18 UTC
From: ross@earth.usa.net
Message-ID: <3estsm$mnq@earth.usa.net>
Source record: 28097

> Sprite Works will let you play sampled sound on interrupt, but I'm not
> entirely sure if it's compatible with v2.0 (it's fine on v3.x).
>
I have been trying to find this SPRITE WORKS ever since I saw it reviewed in one (or more) of the ST mags. I can't find it on GEnie or any Internet site. If you know where I can locate it I would be very grateful. It looks to be a very nicely done addition to my GFA library.

Thanks

---
* Kivi (unregistered) 1.16 *
--

130. Re: Video editing with STe/Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 09:02:13 UTC
From: amsler@nevada.edu
Message-ID: <3etiel$lm1@news.nevada.edu>
Source record: 28099

graphic@delphi.com wrote:
: Does anyone have any info on video editing packages that will work
: on the Ste or the Falcon? An e-mail note with details would be great.
: Thanks

"graphic:"

Check with Lee Seiler over at GEnie (I *think* he's L.SEILER on that service, but I don't know what the corresponding Internet address is) or Ringo Montfort (73243.2750@compuserve.com); either one of them should know if there's anything available to do that.

Here, in fact, is a recent announcement about the Lexicor Software Corp. that they posted on CompuServe (I think it's legal for me to post this):

#: 102900 S10/Graphics
29-Oct-94 20:06:13
Sb: Lexicor's New Releases!
Fm: Ringo Monfort Lexicor Te 73243,2750
To: all

LEXICOR SOFTWARE CORP.

Latest hardware and software news!

These are the products we currently are supporting and distributing:

Phoenix Object Renderer
Chronos 3D
Cyber Color
Genesis Galactic Toolchest
Cybersculpt
Raystart
BlowUP'030 Falcon Screen Expander - Soft, Hard I and Hard II
NOVA Graphics Board (NOVA, NOVA Plus, SuperNOVA, Andromeda) 16M
Digital Arts Picture
Digital Arts Vector and Vector Pro
GT Look 2 (Epson Scanner Support Software)
Prism Paint 1.5 and 2.0
Metamorphosis 24 - Picture Transformer
Medusa 68040 Atari Powerstation

Soon to come packages:

Digital Arts Layout
Digital Arts Render and Utility Kit (ready very soon)

The Medusa'040 has been selling on a steady basis and has been selling extremely well in Europe, it has become the professional atari computer system for DTP and Graphics work in Germany.

Digital Arts Picture.

Photo CD Module is now available for 69 U$D as a new external Digital Arts Picture Model.

The Digital Arts Render Kit will feature a number of runtime files and runtime tic's (from Vector Pro) and compile them into one whole movie playable with the very fast DA's Movie-Compiler Player.

The Andromeda SuperNOVA Graphics Board is the latest graphics board from Computerinsel and has 4 Megabytes of Video RAM. This board can display 1280x1024 in 16,7 Million colors <72Hz>.

The Medusa has been selling better than we expected in the USA, and many have been sold in Germany. Especially the DTP and Graphics/Animation atari users.

Some Medusa specs:

VME bus card
rom-port card
SCSI card
MC 68060 is currently being built by Medusa built and Medusa itself has for this purpose a 68060/50Mhz which currently runsabout twice as fast as the current Medusa.

For the SGI systems:

Movieola will be featured in this months SGI Expo October'94 in Yokohama, Japan where Lee Seiler will be going to demonstrate the latest Lexicor and Radiance Corp.

Lexicor Software Corp.

Good luck!

- John J. Amsler

131. Re: Is it possible to connect a VGA monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 09:23:35 UTC
From: bericd@bri.hp.com
Message-ID: <D26nFB.78@bri.hp.com>
Source record: 28100

Erik Konijnenburg (kony@dutnsi2.tudelft.nl) wrote:
: Is it possible to connect a VGA monitor to my Atari ST. I know the
: horizontal frequency of the VGA monitor is higher (approx 30kHz) than
: the horizontal frequency of the Atari color modes.

Closer than that,

Atari Hi-res monitors are in fact VGA monitors. All you need to get
them running is an adaptor (feed mono signal from ST to each channel
on monitor , pass the sync pulses, and return "mono detect" signal to
the ST)

You may need to adjust the trimpots in your monitor - it depends how
"auto-ranging" it is.

Gasteiner do supply this adaptor, but if you can't get it I will take
mine apart to check - it's very simple - a plug at both ends, 3
resistors and some wire connections.

Beric..

PS You will not be able to use the monitor for colour, though.

132. Minix and Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 13:35:23 UTC
From: forden@antelope.cs.man.ac.uk
Message-ID: <FORDEN.95Jan10133523@antelope.cs.man.ac.uk>
Source record: 28101

Anyone using Gemini with Minix?

I am about to install the Minix filesystem onto my harddrive and would like to know if I run (MiNT aware) Gemini under MiNT within the Minix partition will it display the extended filenames within the Gemini windows? Is it even possible to run Gemini with the MinixFS?

Also, does anyone know how the proposed translation of Gemini into English is progressing and will this translation include Mupfel?

Thanks in advance,

Nick.

133. Re: MSTE data tran > 19200

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 13:51:50 UTC
From: amsler@nevada.edu
Message-ID: <3eu3dm$qu9@news.nevada.edu>
Source record: 28102

Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: Can anybody out there in "Net land" give me some pointers as to what I'm doing
: wrong with my comms set up..

: The problem is..... NO matter what comms prg I use (Connect or STarCall) I
: cannot get RELIABLE data connection better than 19200.....
: I set the modem2 port to 38400 (as I have read the higher the better) and
: SOMETIMES I get to log on to my net server and run through a couple of hour
: session without even ONE hickup and text tranfer rates of upto 3380 CPS ..
: BUT 98% of the time I am just helping Telecom as the phone rings the other end
: answers, I get

[snip]

Peter:

I own a MegaSTe and with the exception of the 4Mb RAM limitation, I've
been quite happy with it. I could be wrong, but I think I recall that
someone on CompuServe told me that without hardware modifications, the
MegaSTe couldn't suppport modem speeds beyond 14400.

- John J. Amsler

134. Re: Minix and Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 16:17:04 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3eubu0$8q0@whitbeck.ncl.ac.uk>
Source record: 28103

In article <FORDEN.95Jan10133523@antelope.cs.man.ac.uk>, forden@antelope.cs.man.ac.uk (Nick Forde) writes:
>Anyone using Gemini with Minix?

Yes.

>I am about to install the Minix filesystem onto my harddrive and would
>like to know if I run (MiNT aware) Gemini under MiNT within the Minix
>partition will it display the extended filenames within the Gemini
>windows? Is it even possible to run Gemini with the MinixFS?

Yes. Gemini is aware of MinixXFS, and whilst not providing the same level of MiNT support as Myriad, it does understand & display long filenames, and also spots symbolic links (the filenames of symlinks are displayed in italics). Mupfel allows you to use the & background launch modifier, and (I think) understands job control as well.

I wish the author of Myriad had finished what he began, as that was really looking good for MiNT users....and used much less memory than gemini.

>Also, does anyone know how the proposed translation of Gemini into
>English is progressing and will this translation include Mupfel?

Hmm. Don't know about that, using german software seems to be a part of the Atari scene now, so it pays to pick up a little computing german.
>
>Nick.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

135. Re: Minix and Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 19:12:10 UTC
From: ralunsfo@uncc.edu
Message-ID: <3eum6a$rov@news.uncc.edu>
Source record: 28104

In article <FORDEN.95Jan10133523@antelope.cs.man.ac.uk>,
Nick Forde <forden@antelope.cs.man.ac.uk> wrote:
>Anyone using Gemini with Minix?
>
>I am about to install the Minix filesystem onto my harddrive and would
>like to know if I run (MiNT aware) Gemini under MiNT within the Minix
>partition will it display the extended filenames within the Gemini
>windows? Is it even possible to run Gemini with the MinixFS?
>
>Thanks in advance,
>
>Nick.

Gemini does understand long filenames, I know the icons that are dragged to
the desktop use them, so I'm quite sure the dir windows will also.

On a related note, does anyone know if there is a way to use Gemini as the
INIT in mint.cnf?

Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

136. PC to ST Disk problems.Please HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-10 23:33:05 UTC
From: joneil@infi.net
Message-ID: <3ev5fh$sok@lucy.infi.net>
Source record: 28105

I'm a new ST user so please bear with me!

I've been told that I can download files on my
PC (BBS,Internet , etc.), copy them to a 720kb
2S/2D 3.5" disk and put that disk in my ST and
copy the files to its hard drive. So far I've had
only limited success. I've been able to call up and
read a text file using this method (sometimes), but
copying or trying to run anything larger like a
program file returns the message "Data on the disk
in drive A: may be damaged. You must use the right
kind of floppydisk; you must connect your hard disk
properly." I've tried several disks including new ones
both DD and HD at 720kb, I've cleaned the heads on both
drives and I've tested the ST drive with disks formatted
by it and it seems to work fine on it's own. This is very
frustrating because I have access to so much software for
the ST on the A.A. but just can't get it onto the ST.

PLEASE HELP!

Thanks Very Much!!!
joneil@infi.net

137. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 00:21:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D27t0J.G8F@cix.compulink.co.uk>
Source record: 28106

```
ll.mimuw.edu.pl>
X-Newsreader: CixRead/CixComm

>>On Wed, 4 Jan 1995, Roland Givan wrote:
>>
>> Also as people have mentioned around here - there can be SCSI timing
>> problems when running in very hi res blowup modes on a Falcon.
>>
>> IMHO the Falcon is seriously underpowered for this sort of work. The main
>> thing its got going for it is features. There is not much a Falcon *can't*
>> do, its just that it can't do all that many things *really* well.
>
>But if people are (is?) seriously thinking about proffesional (or even
>'near proffesional') work on Falcon (Programmers, DTP, MIDI and so
>on...), they also have to think about some acclelerator to their machine
>like M68040/66Mhz/33Mhz On the Board with some TT-ram and any graphics
>expander of course. It costs something about 1k$ and for that they have
>near 'power without price' (but also without real service and

Well if people are prepared to spend 1k$ on a Falcon then sure - it will
be a very nice machine. The point I was making is that spending $100 on
something like BlowUp or Screenblaster does not give you a big screen
resolution without major performace implications. OTOH the TT can do
1280x960 paperwhite without a serious degradation in its performance.
Despite the TT being an older machine - its a better design in many
respects - especially for an X windows terminal.

I'd go as far to say that running a Falcon in 1024x768-16 colours so seriously
cripples it that it would not be practical for a X windows station.

If you spend 1k$ on a TT then you can buy a graphics card/monitor which
will leave the Falcon standing , and you can buy a 2nd hand TT for much
the same price as a new Falcon.

I'm also not sure that you could get a 68040 ugrade with FastRAM and a
screen enhancer for a Falcon for 1k$.

>It is intresting to have strong Gem&X wINDOWS based system is'nt it?

It is. The TT is a good bit of kit for both.

>> If you need hires colour modes then a TT can only do 640x480x16colour before
>> you need to buy a video card for it. OTOH I think I can live with
>> X in mono only. I can always use my PC if I *really* need colour.
>
>But you know, that with MC-chips and top level wINDOWS (like MAC's, ATARI)
>your system is some times faster than on oridinary PC ...
```

Not sure quite what you are getting at here - but its true that my TT does feel faster than my PC running Windows. Thats mainly due to Windows paging to the disk all the time. The garphics adaptor in my PC is as least as fast as the one in my TT (but won't do 1280x960 - at least not on my monitor).

:-)

Roland.

@CiX

138. Mitsubishi Internet address

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 00:50:39 UTC
From: npetrlik@public.srce.hr
Message-ID: <3eva0v$44k@nippur.irb.hr>
Source record: 28107

Hi !

Does anyone know the Internet address of Mitsubishi ?
(The firm which sells informatic equipment)

I need somehow to contact them cause I have
5.25 floppy drive Mitsubishi, and I need the
explanations for the DIP switches on drive.

Thanx.

139. MicroDeal software publisher---how can I contact?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 03:04:18 UTC
From: graphic@delphi.com
Message-ID: <pgyaZSa.graphic@delphi.com>
Source record: 28108

Does anyone have an address/phone number for Microdeal software publisher?

140. Re: **Dave Small is back!**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 03:30:26 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <3evjci$kca@nntp.hut.fi>
Source record: 28109

```
In article <3eee3e$jfl@monterosa.zurich.ibm.com> mora@vnet.ibm.com writes:
>
>An article by Dave Small appears in the latest Current Notes.
>............

Hear, hear.

Ahem... What is Current Notes?

Cordially,
--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.
sakari@aplac.hut.fi
```

141. Re: [Falcon] Timing of sound DMA interrupts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 08:46:19 UTC
From: ethami@duna.ericsson.se
Message-ID: <9501110746.AA04652@duna40.danubius>
Source record: 28110

mpark@u.washington.edu (Michael Park) writes:

>
>
> Have you actually tested this? I'm using Timer A which I initialize
> as follows:
>
> Xbtimer(0, 8, 1, ISR);
>
> I definitely get an interrupt at the beginning of the frame.
> Do you set up Timer A differently? Or are you using i7?
> What makes you say the interrupt occurs at the end?
>

I used mfp i7 and didn't bother Xbtimer.
Anyway they are all the same if the interrupt occurs at the
beginning of the buffer or at the end. I tell you these
two points ARE THE SAME if you use a repeating buffer.
So this question has no meaning.

> > But if you play
> >a cyclic buffer, the dma pointers will point to the beginning
> >of the buffer when you read them in your interrupt handler.
>
> This also happens when playing a non-repeating buffer.
>
> >At higher sampling frequencies the dma pointers will point 20-30
> >words after the buffer starting address, because of the delay
> >between the buffer end detection and your code reading dma ptrs...
> >Using double buffering is good, but not satisfactory at higher
> >frequencies, you cannot change dma pointers quickly enough.
>
> I have managed to play (record) sound at 50kHz while reading from
> (writing to) disk, using multiple buffers linked together seamlessly
> via interrupts.
>
> >What I did is the following (and it worked without any click
> [...direct-from-disk method deleted...]
> >You need not poll this time, an interrupt occures at end of frame,
> ^^^^^^^^^^^^
> >and the playing is automatically goes on from the buffer starting address.
> >With this method you don't have to change any dma pointers,
> ^^
>
> So what do you use the interrupt for?

>

Sorry, I forgot to mention that the harddisk recorder I wrote used
4 16-bit stereo channels, not 1 as your pcm player. Any of the 8 mono
16-bit channels can be easily configurable to be the left or right
channel of a stereo one. Moreover I can mute any of the 8 mono
channels, even during record/playback. My program works even with
a very slow (700kb/s) harddisk at 50 Khz.

So you'll never know what might happen until you try to deal
with huge amount of realtime data by the limits of the bus
and DSP bandwidth. Before you criticise me, try it!
You'll be surprized :-) that you can't handle the situation!

>
> >I hope it helps.
> >/Attila
>
> --m
>
>

I knew it wouldn't help. Hereby I wind up this nonsense debate.
/Attila

142. Re: **Dave Small is back!**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 09:47:15 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3f09f3$pbh@info4.rus.uni-stuttgart.de>
Source record: 28111

Hi,

In <3eee3e$jfl@monterosa.zurich.ibm.com> mora@sirius.mop.ibm.com writes:

>
> An article by Dave Small appears in the latest Current Notes.
> (It's an interesting programming contest, BTW).
>
> It's quite good for the Atari community to see him back again.
> Many people, including me, were wondering wether he was still
> alive or he had been hired to write payroll apps in COBOL. :-)
I know several persons who wanted to kill kim. But nobody wanted
that he had to write in COBOL. That's too hard!

Regards,
Gerd

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

143. Where's the Mint X11 source?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 12:37:20 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <D28r29.G44@dcs.ed.ac.uk>
Source record: 28112

Hi,
I have been following the 'X11 running sort of ' thread with some
interest as I would love to run X11 on my TT. I had a look at the README file
in the Mint/X11 directory at atari.archive and it seems that X11 only runs in
mono modes. As I am in the process of adding an SVGA card to my TT, I will soon
be able to run at high res. in loads of colours (e.g. 800x600x64K) and I would
love to run X on this card. I will obviously have to patch Mint-X to support my
card, so I need to get my hands on the source code, can anyone tell me where to look?

Thanks in advance,
Cheers,
Joe.

144. 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-11 16:55:56 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.83.0010EF2D@lobby.ti.com>
Source record: 28113

I need a stay resident 50/60 Hz switcher.
Anyone knows of such a program ?

Regards
William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

145. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 09:18:57 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950112100816.4446A-100000-100000@bull.mimuw.edu.pl>
Source record: 28114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 7 Jan 1995, Chris Herborth wrote:

> In <DARYL.95Jan4205744@elf.adept.ih.att.com>, 55000-Daryl Monge(ih1439 writes:
> > >Mac has the same problem, however F030 is quite new product so the
> > >applications for it are new too. Then what would be a problem to
> > >recompile it to PPC?!?
> > [...]
> > naively believe, why are so little applications available as PPC-native
> > binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> > wouldn't be enough.
> > [...]
> Unfortunately, you're overlooking one other problem... all of the
> developers are gone. Who'd recompile Atari apps to be PowerPC-native?
> I'll bet the source code for things like WordWriter II and other older
> Atari apps have disappeared.
>
> Newer apps like Papyrus could be recompiled, but who'd be buying the
> systems?

Big number of users of oridinary pc's becouse there will be no clones of
PPC (or DEC/SIG and others) systems ever (maybe a small amount, but not
so much as now) and I think that in oridinary ps'c world there will be
nothing more, then mc68060 or 686 (?-). So peoples will be buing
'original' systems.

regards,

Simon.

146. 2.5Mb simm problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 10:52:44 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9501111413.AA00143@montp.cirad.fr>
Source record: 28121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CEO file contents:
Hi and Happy New Year!

I have an STE with TOS 1.6 fitted with 2.5Mb. Due to a bug with the MMU, I have to use run SIMMFIX.PRG in the auto folder if I want the memory to be correctly recognised.

Now, up to here I've had no problem, only some progs crash when they attempt to access the higher memory if SIMMFIX hasn't run. This only happens with games that autoboot without an AUTO folder on the disk (eg: EPIC).
All I can do in such cases is open the machine, remove the shielding, take out the extra simms, put the thing back together again.

So I was wondering if there was any (easy) way to put in some switch that would disable/enable bank 1. Another solution could be a program like simmfix, but would be reset resistant...

Any ideas suggestions out there?

Thanks in advance

Nick.

)III(/ "I'm a poor lonesome cowboy..."
.o'o. Nicholas Bales - Montpellier (France) : Bales_N@montp.cirad.fr
(-)
\u/ Has anybody seen Sam Lowry ?

147. UNIX emulator for ATARI ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 11:05:55 UTC
From: davj@ds5000.irb.hr
Message-ID: <3f32ej$bft@nippur.irb.hr>
Source record: 28123

HI all,

I'm looking for atari ST emulator on unix (linux), and heard
that there is high performance macintosh emulator called executor.
It emulates 680x0 very fast, saying pentium runs faster than
fastest mac. could it be used also for ATARI ST emulation?

best regards, Davor
--
<davor%emard.uucp@ds5000.irb.hr>, <davj@ds5000.irb.hr>
---------------- Davor Jadrijevic --------------------

148. Re: MSTE data tran > 19200

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 13:51:52 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAMODDUXUP@galaxy.teuto.de>
Source record: 28115

In <3evvl1$7ab@news-2.csn.net> Kevin Fason wrote:

>: someone on CompuServe told me that without hardware modifications, the
>: MegaSTe couldn't suppport modem speeds beyond 14400.
>Thats untrue. When I had mine MSte, I had my modem on port2 @ 38400.
>Right before I got my falcon, I got my USR DS with 21600 and it worked

With HSMODEM installed, my MegaSTE runs fine with a DTE of 57k6. I guess it would even go higher, but my modem doesn't support that.

Sometimes it depends on the pcb-revision of your machine, so it often won't work at that speed.

For some faulty MegaSTE's there's a replacement GAL available. Look out for HSMODEM and FSER096 on your favourite ftp-site.

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

149. X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 14:42:14 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3f3f46$m0i@whitbeck.ncl.ac.uk>
Source record: 28116

Well, I've just been reading the release announcement from the
Linux68K mailing list, and Atari X sounds really good - supports
all falcon & TT video modes, full X11R6, shared libraries, the full
Del Monte!!!!

This might just prod me into buying that maths co-pro I've been after
so I can run Linux.....

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

150. GNU C HELP! PLEASE!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 19:27:12 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f1582de@m6.herts.ac.uk>
Source record: 28117
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I found some functions within support.h, namely unixtime and dostime functions and want to use them within my own programs. Unfortunately when I seem to compile it, it says it cannot find the functions..

Also there is a regular expressions library, and I can't find any instructions on how to utilise it... any help that?!?!?

Any help would be greatfully received!

Alex Nicholls
Email: A.I.Nicholls@herts.ac.uk

151. MiNT and Lattice

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 22:06:38 UTC
From: john@southern.co.nz
Message-ID: <3f495e$hrd@southern.co.nz>
Source record: 28118
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi there,

I believe that the sources for MiNT 1.12 do not compile "out of the box" with Lattice C. Are there diffs available and what FTP site could I find them from?? Also are these up to date with the latest patch? (1.12-h2) I believe).

Cheers,
john

--

_
john@southern.co.nz John Collis a user of o( )
The Internet Company of New Zealand [South Island] / /\

152. Re: [Falcon] Timing of sound DMA interrupts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 23:08:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <533@stork.ukc.ac.uk>
Source record: 28119

In article <9501091409.AA03997@duna40.danubius> ethami@duna.ericsson.se writes:
:>> I am trying to use the interrupt (Timer A) that the Falcon030
:>> can generate when playing sounds via DMA. According to both
:>> the Falcon docs and the _Compendium_, the interrupt should
:>> occur at the *end* of the frame; however, my experience is
:>> that it occurs at the *beginning* of the frame. To all Falcon
:>> programmers out there, I ask: When does the interrupt occur
:>> on your machine? Am I doing something wrong? (Interrupts at
:>> the end of frames would be a lot more convenient for my purposes)

Interrupts occur at the start of a frame so you can preload the next sample
buffer pointers thus ensuring seamless linkage. I'm not 100% certain about
this but I think if you use the Monochrome detect line for the interrupt
(see atari compendium) then the mfp active edge register can be used to set
whether the interrupt occurs at the start or end of a frame (thats bit 7
of address $fffffa03... i think... but check that in the compendium)

Hope that helps
Griff
--

153. GCC newline problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-12 23:14:48 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199501122314.AA02160@moroder.demon.co.uk>
Source record: 28120

I recently had a beta tester complain that a GCC-compiled TOS program sent text all over the screen by not displaying a carriage return at the end of a line. And sure enough, a bit of experimentation showed that the compiler (GCC 2.5.8) interprets "\n" as the linefeed character alone, but it works perfectly for me and my other beta testers.

The only difference I can see is that he has the program running under a CLI called Craft (never heard of it myself), while everybody else uses Gulam or Tomshell. I've even tested it with the GEM desktop itself, and despite the fact that the binary contains only a linefeed in its text strings, both carriage return and linefeed seem to be generated correctly. Indeed, when I print the strings to a file, they contain both characters. And if I change "\n" to "\r\n", I get two carriage returns and a linefeed.

So my question is: which is to blame, Craft or GCC?

Stephen

154. Re: 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 03:42:39 UTC
From: xardoz1@aol.com
Message-ID: <3f4srf$br@newsbf02.news.aol.com>
Source record: 28122

the only one i know of is the load it-then load your program...

155. ROM Image Program...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 06:35:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3f56v0$4qc@golem.wcc.govt.nz>
Source record: 28124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** PATCHING ROMS ***

Hi, I wish to put some patches into TOS ROMS 1.4 and 1.6 and 2.06,
what is the best software to copy these ROM's into a file...

I have used a debuger in the past (Raid) but some times it does not
work...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

156. Re: X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 09:24:37 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3f5gsl$hq0@nyheter.chalmers.se>
Source record: 28125

```
In article <3f3f46$m0i@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>Well, I've just been reading the release announcement from the
>Linux68K mailing list, and Atari X sounds really good - supports
>all falcon & TT video modes, full X11R6, shared libraries, the full
>Del Monte!!!!
>
>This might just prod me into buying that maths co-pro I've been after
>so I can run Linux.....
>
Sounds really great! I saw an advertisment in ST Computer where they sold
68882's for DEM 49 :-). I wonder what they cost here...
```

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

157. ST Upgrades No.2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 09:40:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3f5hr8$69q@golem.wcc.govt.nz>
Source record: 28126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well this is a followUp to the Upgrades that I had to fix up..

These are the Marpet Xtra-RAM Deluxe and the AMITAR TOS 2.06 Upgrade..

Well After chamfering the pins on the header plugs so that they
would not damage the PLC sockets of the Glue and MMU, well after fitting the
Ram upgraded all was ok...

The AMITAR Doc's refer to a Automatic reset, but the logic is not
fitted, no mention of this in the doc's...

A had a small problem with a bent pin in one of the header rom sockets,
but with a help of a soldering iron you can replace a damage pin...

The BIG problem with the AMITAR is that you can't fit the shielding
back on, it will have to be cut were the HI ROM is and were the Glue is,
this is a REV. D type board, one with Blitter pads fitted...

I ran Gembench to se how fast TOS 2.06 was, all the GEM things were faster,
but the best one was only by 6%, the otheres were 4 and 3%, that being the New
Dialogs, 3 items only that is..

The Marpet RAM upgrade is well made, the AMITAR is not so good, but is simple
and does work...

The other BIG gripe with the Marpet was the clip leads used to pull up
4 resistors to disable the built in ram, these should never ever be used,
they can fall off and cause a short, I soldered a small piece of wire to
these resistors, then to the 5 volts...

So have a think before you rush out and buy these upgrades...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

158. I need SPEED...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 10:15:26 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3f5jru$ij6@draco.bison.mb.ca>
Source record: 28127

Ok folks... I just picked up a used 1040 with mono monitor and Cubase.
Now, a couple of questions.

1) Is there any way of speeding up the 1040 for a few hundred dollars?
Is there something as simple as poping a 16MHz 68000 CPU in it?
(Would that even work?)

2) Is there an easy way to hook-up an IBM-type IDE hard disk to the 1040?
If so, how?

Please reply be MAIL. Thanks!

159. Re: 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 10:25:44 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.90.000A6E20@lobby.ti.com>
Source record: 28131

In article <3f4srf$br@newsbf02.news.aol.com> xardoz1@aol.com (Xardoz 1) writes:

>the only one i know of is the load it-then load your program...

Yeah, I found several of those but then when I ran the program (demo/games) it
resets the darn sync again. I need some in memory so that I can toggle back.

Regard
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

160. Re: GCC newline problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 10:29:07 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.91.000A7C90@lobby.ti.com>
Source record: 28132

In article <199501122314.AA02160@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:

>I recently had a beta tester complain that a GCC-compiled TOS program sent
>text all over the screen by not displaying a carriage return at the end of
>a line. And sure enough, a bit of experimentation showed that the compiler
>(GCC 2.5.8) interprets "\n" as the linefeed character alone, but it works
>perfectly for me and my other beta testers.

>The only difference I can see is that he has the program running under a
>CLI called Craft (never heard of it myself), while everybody else uses
>Gulam or Tomshell. I've even tested it with the GEM desktop itself, and
>despite the fact that the binary contains only a linefeed in its text
>strings, both carriage return and linefeed seem to be generated correctly.
>Indeed, when I print the strings to a file, they contain both characters.
>And if I change "\n" to "\r\n", I get two carriage returns and a linefeed.

>So my question is: which is to blame, Craft or GCC?

>Stephen

Hi stephen,

Have you guys checked the settings for the VT-52 settings for the ST? I think ST uses the VT-52 character output mode when in TOS.

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

161. Re: NEON DEMO HAS ARRIVED !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 10:42:34 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan13.104234.27698@honte.uleth.ca>
Source record: 28128

In article <3f08ja$9g1@oden.abc.se>, m9003@abc.se (Martin Rossel) writes:
>
>
>I just got the NEON 3D video tape and disc demo from Team Computer/Germany
>
>It is *F*A*N*T*A*S*T*I*C !!
>
>First of all it runs on Falcon030 with FPU co mathsprocessor only.
>The full program is a *complete* sollution for real Raytraced 3D
>animations/pics/etc. with an Object Editor, Scene Editor, Material Editor,
>
>Tracer/Renderor etc. The three demo animations on the tape are
>state of the art "workstation lookalike" anims with all the features of
>your "MTV TECHNO" videos. So to all who claim that Atari/Falcon software
>isn't happening and that the Atari computer is dead this new *great*
>Team Computer program raises a *GIANT INDEX FINGER*.
>The Disc and Video Tape Pack. costs 50 DM and the full program 750 DM
>wich might sound a lot but is dirt cheap if you compare it with 3D Studio
>(costs about 10 times more) and you get the money "back" if you buy the
>program. Team Computer can be reached at +49 221 466774.
>Hm, I'm supposed to make music.......:-)

Hmmmn. Do you have an email address for Team? I'd really like to find
out more about this Neon 3D. Any idea how it compares to InShape?

>
>
>Martin R&#65533;ssel
>M'Ros - Cubase Audio F030 Beta tester
>IN DEEP STUDIOS
>Stockholm - Sweden
>
>
>
>
>
''

-"The future holds many events that won't be known for some time now."
.....
brenjb@mg.uleth.ca (Jon Brenda)
InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!
Registered owner of MasterBrowse and B/STAT. Pay for your shareware.
''

162. Portfolio <---> Mega St

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 12:59:49 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D2CHFp.72w@nntpa.cb.att.com>
Source record: 28129

Hello Folio users,

Who knows how to make a cable to connect my portfolio to
my mega ST and what kind of connector I would need and
aybe where to get it ?

Who know's any good program's to xmit the folio and what
are good program's to have on my portfolio

ThanX !

Richard

163. Re: X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 13:57:02 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3f60re$dcc@whitbeck.ncl.ac.uk>
Source record: 28130

In article <3f5gsl$hq0@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
>>This might just prod me into buying that maths co-pro I've been after
>>so I can run Linux.....
>>
>Sounds really great! I saw an advertisment in ST Computer where they sold
>68882's for DEM 49 :-). I wonder what they cost here...
>
>Christer.

Well, in the UK Compo are selling the 68882-25 for 29.99 pounds.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

164. Re: 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 18:53:59 UTC
From: sar@crash.cts.com
Message-ID: <D2Cxu0.LrE@crash.cts.com>
Source record: 28133

William Wong (wongck@lobby.ti.com) wrote:
: I need a stay resident 50/60 Hz switcher.
: Anyone knows of such a program ?

: Regards
: William

E-mail richcsst@cts.com. He can probably get something to you. And if he doesn't have it, he might even write it for you.

165. Re: 2.5Mb simm problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 19:12:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3f6jb0$dal@golem.wcc.govt.nz>
Source record: 28134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] So I was wondering if there was any (easy) way to put in some switch that w
] disable/enable bank 1. Another solution could be a program like simmfix, bu
] would be reset resistant...

Could possibly be done, but the computer re-checks the memory after
a cold-boot and very few reset-proof programs survive a cold-boot (read,
none at all). SIMM-Fix will (should) survive a soft/warm reset
(Ctrl+alt+del or the reset button). I use a different program just
called "MEM" which does better checking than SIMMfix. All I do to
autoboot a game with 2.5meg, is to insert the boot-disk with Mem in
the AUTO folder, and then as soon as the computer resets after the
2.5Meg being initialised by Mem, I pop the disk out, and throw in the
one I want to use. And more often than not, it works fine.

I think the archive name is mem_2_5.lzh or some such thing, I got it
from micros.hensa.ac.uk anyway, just do a search for "2.5" or "SIMM"
or some such thing on there.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

166. Re: X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-13 21:14:43 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3f6qg3$r1i@amazon.cs.duke.edu>
Source record: 28135

From the Holy Book of <3f3f46$m0i@whitbeck.ncl.ac.uk>
as spake by Craig Graham <Craig.Graham@ncl.ac.uk> :

>Well, I've just been reading the release announcement from the
>Linux68K mailing list, and Atari X sounds really good - supports
>all falcon & TT video modes, full X11R6, shared libraries, the full
>Del Monte!!!!

How hard would this be to port to MiNT/MiNTnet? I've been looking over
the R5 MiNT port on a.a, and there are just a few too many "this part
doesn't quite work yet" disclaimers for my comfort.

-sbigham
--
Scott Bigham | This article has nothing whatsoever to
dsb@cs.duke.edu | do with either Canter & Seigel or
http://www.cs.duke.edu/~dsb/ | Green Cards.
|

167. Re: GCC newline problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-14 01:18:11 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <D2DFMB.Iv7@freenet.carleton.ca>
Source record: 28136

In a previous posting, I wrote:
>I recently had a beta tester complain that a GCC-compiled TOS program sent
>text all over the screen by not displaying a carriage return at the end of
>a line.

With help from Michal Jaegermann, I managed to reproduce this problem by
setting the UNIXMODE environment variable to contain the letter 'b'.

Stephen

168. AT-Speed on Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-14 02:11:10 UTC
From: lnonvei@public.srce.hr
Message-ID: <3f7bru$dev@nippur.irb.hr>
Source record: 28137

Hi everyone!
I have AT-SPEED C16 wich works fine in MEGA ST, but I want to use it in my
MEGA STE. Manual don't say a word about AT-SPEED upgrade in MEGA STE. It
only says that 1040 STE need some PC-Adapter (???).
Does anyone know is it possible to use this PC286-16Mhz emulator in MEGA STE
or at least 1040 STE (without any special Adapters)?

MANY THANX.

Loris

+--+
lnonvei@public.srce.hr Zagreb, Croatia
+--+

169. Re: I need SPEED...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-14 02:59:37 UTC
From: hing@csulb.edu
Message-ID: <3f7emp$64t@garuda.csulb.edu>
Source record: 28138

Paul Linton (pgl@draco.bison.mb.ca) wrote:
: Ok folks... I just picked up a used 1040 with mono monitor and Cubase.
: Now, a couple of questions.

: 1) Is there any way of speeding up the 1040 for a few hundred dollars?
: Is there something as simple as poping a 16MHz 68000 CPU in it?
: (Would that even work?)
Yes there is, it's called Turbo 16 made by Jim Allen(sp?).

: 2) Is there an easy way to hook-up an IBM-type IDE hard disk to the 1040?
: If so, how?
With the Link 1 or 2 you can connect to any SCSI drive.

: Please reply be MAIL. Thanks!

--
[0;5m
---O\ [0;0m
-----[0;5m -\ <,[0;0m Houn-Nam Ing -----
-----[0;5m (*)/(*)[0;0m hing@csulb.edu -----
-- ``If I live, I will fight, where ever I must, as long as I must, -----
-- until the enemy is defeated and the national stain washed clean.'' -----
--------------------------- Charles de Gaulle -----------------------------

170. Re: ROM Image Program...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-14 09:57:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3f875c$adb@prime.mdata.fi>
Source record: 28139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3f56v0$4qc@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>*** PATCHING ROMS ***
>
>
>Hi, I wish to put some patches into TOS ROMS 1.4 and 1.6 and 2.06,
>what is the best software to copy these ROM's into a file...
>I have used a debuger in the past (Raid) but some times it does not
>work...

There's one program for that included in the WINX- packet (I think it
comes also with Gemview).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

171. Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-14 14:21:45 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3f8mlp$62n@usenet.INS.CWRU.Edu>
Source record: 28140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari

```
Here is a List of BBSs that have a Falcon Section, If you Have more please
E-mail me info of:
+Country
+Phone numbers
+Speed
+Ratios
+Parity
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank s the people
who have contributed to this list).

```
Denmark (+ 45)
--------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
Brasil
1 44 67 08 44 at least 14.4 Kbps ??? ???

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

U S A (+ 1)
--------
NEOSTAG
216-792-2580 14.4 kbps no ratios 8-y-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT
OF IT. So please distribute it. Upload it to your favorite bbs.
If youhave any information dealing with Falcon bbss please mail
them to me, thos info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
```

172. PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-16 12:42:14 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D2I0ME.F5E@muster.hrz.uni-giessen.de>
Source record: 28041
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

Hi,

under which circumstances can I use a PAM's Net with MiNTnet ?

I have the PAM's Ethernet card (TT with VME, Mega ST with Megabus and
ST with DMA/extern), but only the ST/TT Net-Software.

Now I have to decide to buy TCP/IP and NFS from PAM's (>400US$ per license)
:-(((

_or_

install just MiNTnet to have all the fine TCP/IP run with MiNT.

So, what do I need to use the Ethernet with MiNT ???

Thanks in advance for your help

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

173. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-16 16:23:31 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.26.001064D0@cam.ac.uk>
Source record: 28042
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In article <D2I0ME.F5E@muster.hrz.uni-giessen.de> gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

>I have the PAM's Ethernet card (TT with VME, Mega ST with Megabus and
>ST with DMA/extern), but only the ST/TT Net-Software.

>install just MiNTnet to have all the fine TCP/IP run with MiNT.

>So, what do I need to use the Ethernet with MiNT ???

An appropriate .xif driver. Whether such a thing exists I don't know.
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** A Smith & Wesson beats four aces **

174. Re: FTP:ing the NeoN Demo...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-16 20:04:16 UTC
From: ac382@freenet2.carleton.ca
Message-ID: <D2IL35.3Gs@freenet.carleton.ca>
Source record: 28043

Does this demo version require an FPU?
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

175. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 00:58:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2lypv.H2s@cix.compulink.co.uk>
Source record: 28045
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> An appropriate .xif driver. Whether such a thing exists I don't know.

BTW do .XIF drivers exist for any parallel port ethernet adaptors? Also
is there any support for this sort of stuff under Linux/68k?

Thanks

Roland.

@CiX

176. Any interest in a Mega-ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 01:00:23 UTC
From: tgrel@aol.com
Message-ID: <3ff4r7$c6t@newsbf02.news.aol.com>
Source record: 28044

I have a Mega ST that is collecting dust, and if there is any interest I'll go through all my stuff (and there is TONS), and give out exact descriptions of what I have. Off the top of my head, I have both a Mono and Color Monitor, monitor switch box, hard drive, Okimate 20 color printer, and software like you would not believe - DTP's, Wordprocessors, Compilers, and Games, Games, Games.... Not to mention lots and lots of books and magazines. Depending on what I hear back, I'll go make a list and let you know. At last boot, everything worked very well, except a hard drive power supply that took once or twice to get working.

Please send Email, I seldom get to the newsgroups. I'm not giving this stuff away, but all fair offers will be considered. Let me know if you're interested.

tgrel@aol.com

177. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 08:45:44 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950116131133.14425A-100000-100000@bull.mimuw.edu.pl>
Source record: 28046

On Wed, 11 Jan 1995, Roland Givan wrote:

> >> IMHO the Falcon is seriously underpowered for this sort of work. The main
> >> thing its got going for it is features. There is not much a Falcon *can't*
> >> do, its just that it can't do all that many things *really* well.
> > >
> > >But if people are (is?) seriously thinking about proffesional (or even
> > >'near proffesional') work on Falcon (Programmers, DTP, MIDI and so
> > >on...), they also have to think about some acclelerator to their machine
> > >like M68040/66Mhz/33Mhz On the Board with some TT-ram and any graphics
> > >expander of course. It costs something about 1k$ and for that they have
> > >near 'power without price' (but also without real service and
> >
> > Well if people are prepared to spend 1k$ on a Falcon then sure - it will
> > be a very nice machine. The point I was making is that spending $100 on
> > something like BlowUp or Screenblaster does not give you a big screen
> > resolution without major performace implications. OTOH the TT can do
> > 1280x960 paperwhite without a serious degradation in its performance.
> > Despite the TT being an older machine - its a better design in many
> > respects - especially for an X windows terminal.

Well, I was talking about these, who use Falcon in proffesional work.

> > I'd go as far to say that running a Falcon in 1024x768-16 colours so seriously
> > cripples it that it would not be practical for a X windows station.

I agree ...

> > If you spend 1k$ on a TT then you can buy a graphics card/monitor which
> > will leave the Falcon standing , and you can buy a 2nd hand TT for much
> > the same price as a new Falcon.

But alredy you can also buy 2nd hand Falcon much cheaper then 2nd hand TT :)
Of course you haven't TTram, VME. OTOH you have SCSI2, VGA, DSP and so on...

> > I'm also not sure that you could get a 68040 ugrade with FastRAM and a
> > screen enhancer for a Falcon for 1k$.

I think the Barracuda will be cost something about that, but of course
without TTram (however with simm's slots for it I guess).

> > >It is intresting to have strong Gem&X wINDOWS based system is'nt it?
> >
> > It is. The TT is a good bit of kit for both.

If it has color graphics card - I can agree with you.

> >> If you need hires colour modes then a TT can only do 640x480x16colour before
> >> you need to buy a video card for it. OTOH I think I can live with
> >> X in mono only. I can always use my PC if I *really* need colour.
> >
> >But you know, that with MC-chips and top level wINDOWS (like MAC's, ATARI)
> >your system is some times faster than on oridinary PC ...
>
> Not sure quite what you are getting at here - but its true that my TT does
> feel faster than my PC running Windows. Thats mainly due to Windows paging
> to the disk all the time. The garphics adaptor in my PC is as least as fast
> as the one in my TT (but won't do 1280x960 - at least not on my monitor).

I won't belive, that ie. pagemaker or corel can go faster even on DX66
than Calamus or Da's Vector on 32MHz TT (even with color graphics card,
and good 'svga' costs a lot for both TT and PC).

regards,

Simon.

178. Linux 68k on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 08:46:34 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950116133146.14425B-100000-100000@bull.mimuw.edu.pl>
Source record: 28047

Can anyone tell me if the FPU is needed to run Linux on F030?

THX,

Simon.

179. Re: TOS 4.92

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 10:26:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2Jp0y.6Lq@westminster.ac.uk>
Source record: 28048

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: Any chance of uploading this to a FTP site?
: Assuming it *is* legal, of course!

This file is available at many BBSs as a developer's version. I have had this on my hard disk for quite a while now....but do not know the legal position on putting it on hensa, or any other ftp site. I did ask Atari UK, but the person who I e-mailed said that he did not know anything about TOS development, and so could not tell me anything about the file.

If anyone finds out if it is OK to put this on ftp sites, then please inform me, and I will definitely make it available at HENSA. In the meantime, if you want a copy, then search around BBSs, or get it from New Age (who I think are not sure of the legal situ themselves), or write to me via e-mal...

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

180. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 11:38:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.29.000BA2F5@cam.ac.uk>
Source record: 28049
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In article <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > An appropriate .xif driver. Whether such a thing exists I don't know.

>BTW do .XIF drivers exist for any parallel port ethernet adaptors?

I haven't seen one in aaue; Simon Gornall was writing one for a scsi port ethernet adaptor.

> Also is there any support for this sort of stuff under Linux/68k?

I think they've ported a tcp/ip suite, if not it should not be too difficult to do so; whether any drivers exist for that I don't know.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

181. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 12:40:51 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Jan17.124051@phlem.ph.kcl.ac.uk>
Source record: 28050
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In article <mnb20.29.000BA2F5@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
% In article <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
%
% > > An appropriate .xif driver. Whether such a thing exists I don't know.
%
% >BTW do .XIF drivers exist for any parallel port ethernet adaptors?
%
% I haven't seen one in aaue; Simon Gornall was writing one for a scsi port
% ethernet adaptor.

I've lost my contract, as from April 1st, so I'm spending 110% of my
time looking for jobs and writing my thesis. Don't expect anything
from me :-(I haven't even switched the Falcon on for days :-((

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

182. Re: TOS 4.92

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 16:56:44 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARQBDAGUP@galaxy.teuto.de>
Source record: 28051

In <3fe3m3$8kn@infa.central.susx.ac.uk> Michael May wrote:

>Just though you Uk users might likew to know that the New Age PDL is selling a
>disk with TOS 4.92 on it including a little program to patch the image into

What does the desktop-info say about the copytight?

>falcon and is a big improvement over 4.01 which I had before. Not sure
>if this is legal....anyone.

I think it is illegal. Atari are still in the stage of denial, aren't they?

Anyone tried this on other machines as well?

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

183. Re: MSTE data tran > 19200

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 22:24:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARWDBZEUP@galaxy.teuto.de>
Source record: 28052

In <Pine.SUN.3.91.950116120923.29829B-100000@crl.crl.com> "blacfire@crl.com" wrote:

>I have a mega ste with tos 2.5, how can I get it to go more than 19200
>when the control panal will only permit me to select 19200?

Which COMMS-pgoggi do you use? If you've installed HSMODEM (whch I highly
recommend) you can select the higher speeds from within the application, e. g.
CoNnect (which I highly recommend as well).

See the HSMODEM-DOC's for further details of mapping the standard speeds to
the new, higher ones.

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

184. Re: I need SPEED...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-17 23:56:37 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3fhlfl$iu1@draco.bison.mb.ca>
Source record: 28053

Rainer Krienke (krienke@infko.uni-koblenz.de) wrote:

: You should consider to speed up with a 28Mhz or even 36 Mhz card instead
: of 16Mhz. If you really need speed the 16 Mhz is certainly not the best
: choice.

Yes, but a 16MHz processor is CHEAP! :-) Basicaly I just want something
to speed-up Cubase, that won't cost more than a few hundred dollars.

185. Re: I need SPEED...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 02:40:41 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3fhv39$990@voyager.cris.com>
Source record: 28054

: You should consider to speed up with a 28Mhz or even 36 Mhz card instead
: of 16Mhz. If you really need speed the 16 Mhz is certainly not the best
: choice.

: Rainer

Who makes and sells 28Mhz and 36 Mhz boards for the ST??

Jack Deth

186. Atari 800/400 to SC1224 monitor??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 05:48:25 UTC
From: joneil@infi.net
Message-ID: <3fia39$k64@lucy.infi.net>
Source record: 28055

Does anyone know how I can interface my Atari 800 with
the Atari SC1224 color monitor for the ST series computers?
This monitor does not have any inputs except for the 13 pin
connector for the ST. I think I have the pin config for this
monitor but before I go experimenting with this I'd like to
know if these unit are even compatible!

As an after thought it would be nice to use this monitor
with my 400 also!

Thanks!!!

joneil@infi.net

187. Re: X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 08:50:46 UTC
From: bericd@bri.hp.com
Message-ID: <D2LF8n.I0y@bri.hp.com>
Source record: 28056

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: I should point out here that X11R5 for MiNT is actually very stable (even if you
: do need a lot of memory). It runs fast (a lot faster than multiTOS) and is quite
: easy to port stuff to. It also has the advantage of being able to run on 68000
: based machines, where-as Linux & X11R6 require a 68030 + 68882FPU before they
: do anything. So, even an ST owner can run X windows.....

What is needed to get this setup running?

Is there a FAQ for this sort of thing anywhere, or is it just a case
of playing until it works?

I have had no trouble finding MiNT binaries and sources on the net,
but are any other progs needed to run it? I think we should be told.

Beric..

188. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 09:01:55 UTC
From: roemer@diomedes.rbi.informatik.uni-frankfurt.de
Message-ID: <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 28057
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > An appropriate .xif driver. Whether such a thing exists I don't know.

>BTW do .XIF drivers exist for any parallel port ethernet adaptors? Also

You cannot directly connect a Pocket Lan Adapter to the Atari centronix
port due to lacking signals (Acknowledge, Selectin, Selectout, ...).

But there exists hardware to connect a Dlink DE600 to the catridge port.
Hardware layout is available from fortec.tuwien.ac.at.

In fact I'm currently testing a self written .xif driver for this combo.
I works quiet well and the next MintNet release will contain that driver.
(ftp throughput is as good as can be expected for the DE600, ie 90k/sec
at up *and* download).

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

189. What do you think of In Shape?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 16:00:28 UTC
From: fender@intellimedia.com
Message-ID: <3fjdus$460@metro.atlanta.com>
Source record: 28058

I haven't used the program, but would like to buy
a fairly competant 3D program for the Falcon. I'm
a graphic artist for Intellimedia, and use Autodesk
3DS v.4 now, but I doubt I'll find a program quite
that slick for the Falcon (3DS has its problems,
too - no REAL spline modelling). I don't relish
hanging around after hours doing my personal
projects or pirating 3DS to the PC I don't even
own. Any opinions about Falcon 3D programs
will be helpful.

THE Storehouse of the Arcane

190. Quicktime for the Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 16:03:01 UTC
From: fender@intellimedia.com
Message-ID: <3fje3l$460@metro.atlanta.com>
Source record: 28059

Does such a thing exist? I wish it did. What is the video format for Screen Eye? Is there a conversion utility?

THE Storehouse of the Arcane

191. Help on Desktop Redraw needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 17:59:49 UTC
From: jimt@motx1
Message-ID: <D2M4nq.334@mdis.com>
Source record: 28060

I've been trying, without much success, to complete a screensaver
desktop accessory utility for the Falcon.
Everything works fine up until the point that the saver terminates.
I'm just left with a blank screen, Any of the desktop objects will
become visible again only if they are selected with the mouse or
reading the NEWDESK.INF file.

The code fragment below :

```
if(!USER_ACTIVE && saver_on) idletime+=10;
else idletime = 0;
if(idletime > saver_enable_time){
wind_update(BEG_UPDATE);
wind_update(BEG_MCTRL);
hidemouse();
runsaver(); /* Returns when user activity detected. */
showmouse();
wind_update(END_MCTRL);
wind_update(END_UPDATE);
wind_set(DESK,WF_NEWDESK,0,0,0,0);
idletime = 0;
}
}// return to evnt_multi
```

According to the Atari Compendium, the wind_set() call in the above fragment
should result in the desktop being redrawn.
What am I doing wrong ??

--
++

Jim Twynam (Senior Systems Engineer)
MDIS : McDonnell Informations Systems plc
Boundary Way, Hemel Hempstead, Herts, HP2 7HU
Email: jtwynam@uk.mdis.com
Tel: 0442 272268

++

192. Xvt for MiNT-X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-18 19:34:38 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3fjqge$hth@whitbeck.ncl.ac.uk>
Source record: 28061

Has anyone tried my port of Xvt to MiNT+X11R5 yet ? I know there are
a couple of glaring bugs in it, and I was hoping for a few suggestions.

I did include the patched source for it so folks could look & see....

Am I the only programmer playing with X on the atari or what?

(You can get it from my www server, address in the .sig)

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

193. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 00:38:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2Mn3v.HLD@cix.compulink.co.uk>
Source record: 28062
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In message <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@diomedes.rbi.informatik.uni-frankfurt.de said:

> You cannot directly connect a Pocket Lan Adapter to the Atari centronix
> port due to lacking signals (Acknowledge, Selectin, Selectout, ...).

I wondered about this, having read your PLIP file ...

> But there exists hardware to connect a Dlink DE600 to the catridge
> port. Hardware layout is available from fortec.tuwien.ac.at.

... however I *had* heard that other TCP/IP drivers for the Atari did use
the DE600. Didn't know about the cartridge port bit.

> In fact I'm currently testing a self written .xif driver for this
> combo. I works quiet well and the next MintNet release will contain
> that driver. (ftp throughput is as good as can be expected for the
> DE600, ie 90k/sec at up *and* download).

Now thats *exactly* what I hoped you would say! Any chance of it working
on a TT?

Thanks

Roland.

@CiX

194. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 12:24:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FATNBHURUP@galaxy.teuto.de>
Source record: 28063

In <Pine.BUL.3.90.950116131133.14425A-100000-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:

>> If you spend 1k$ on a TT then you can buy a graphics card/monitor which
>> will leave the Falcon standing , and you can buy a 2nd hand TT for much
>> the same price as a new Falcon.
>But alredy you can also buy 2nd hand Falcon much cheaper then 2nd hand TT :)
>Of course you haven't TTram, VME. OTOH you have SCSI2, VGA, DSP and so on...

TT has full blown SCSI as well. And VGA, too.

>I won't belive, that ie. pagemaker or corel can go faster even on DX66
>than Calamus or Da's Vector on 32MHz TT (even with color graphics card,
>and good 'svga' costs a lot for both TT and PC).

You can get a decent, actively accelerated, PCI-GFX-card for as little as 500,--DM. With 2 megs DRAM, that is. Tell me where I can get such a card for _any_ Atari at that price.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

195. Re: Linux 68k on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 12:24:56 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FATNBHUUUP@galaxy.teuto.de>
Source record: 28064

In <Pine.BUL.3.90.950116133146.14425B-100000-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:

> Can anyone tell me if the FPU is needed to run Linux on F030?

Most definetley.

Bye.

/Hendr!K/

196. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 16:08:30 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.S9SERpKeEzVvs@nostromo.in-berlin.de>
Source record: 28065
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@diomedes.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
]
] But there exists hardware to connect a Dlink DE600 to the catridge port.
] Hardware layout is available from fortec.tuwien.ac.at.

Whar I'd need to know is: What about compatibility between different
parallel-port connectors ? (hardware and software)

Do I have to buy this special connector to use the interface and software
from the TU Wien or can I use any other connector as well ?

My most favorite software (besides the basic driver) would be a
'harddisk' driver that can mount NFS-volumes as if they were plain
AHDI drives and a simple telnet client.

A great thing to have would be a SCSI-network connector that can
disguise as a plain SCSI harddisk to the machine it is connected to.
This would be dead simple to use from the ST or any other SCSI-capable
machine without the need for special network driver software...

Greetings,
Ripley

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

197. mh-mint112h2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 17:17:02 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <790535822snz@bigbox.demon.co.uk>
Source record: 28067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could someone either tell me a fast site where I can ftp mh-mint112h2 from,
or upload to to hensa or atari archive?

Last night tried to ftp it from tu-dresden, but had to give up after three
quarters of an hour after only having recieved 60K (around half). I was
getting a throughput of 30cps - which isn't funny when you do it by phone
as opposed to a straight link :-(

Also, I have been told that there was a project to write a version of GEM
AES for MiNT, either as a free or as a shareware product, but that it has
been dropped because of lack of time. Apparently a large proportion has
been written already. Is there any chance of someone picking up the
development of it again or have we seen the last of a great idea?

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

198. Re: 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 17:53:05 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.94.0011E311@lobby.ti.com>
Source record: 28068

In article <790181124snz@xciv.demon.co.uk> paul@xciv.demon.co.uk (Paul Civati) writes:

>Stay resident as in a TSR? There are plenty of desk accessories around that
>can probably do this, the excellent Butler James to name but one.

Yes... Butler James .... it worked when my tos was tos 1.04. Now my lowest tos
is tos 2.05 and it don't work at all!! What tos ver are you using? The james
that I had was old, must be at least 2 years back... wonder where it is now..

Regards
William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

199. Re: 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 17:54:16 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.95.0011E81D@lobby.ti.com>
Source record: 28069

In article <790049194snz@gw6hva.demon.co.uk> martin@gw6hva.demon.co.uk (Martin Vernon) writes:

>I've got a non TSR one on the BBS somewhere, if that's any good to you,
>mail me back.

Non TSR ... it's OK I can get them from aa or elsewhere. Thanks. Let me know
if TSR versions surface on your BBS :-).

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

200. Dead 1040ST?!? HeLp!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-19 23:49:03 UTC
From: fedirko@CS.Softimage.COM
Message-ID: <3fmtpf$ap2@paperboy.RND.Softimage.COM>
Source record: 28071

I have a dead (?!?) 1040ST... I was using it while
it was raining (outside, I was inside), so I think
my place got zapped by lightning. The monitor went
blank, and when I turned it off/on, there is this
annoying "ehhhhhhhhhhhhhhhhhhhhhhh" sound....

And I've never gotten it to work since (months now)

Q: Is there a fuse that could be checked/replaced?
or is this just a write-off.

Any comments (email preferred) appreciated.

ciao!
k.

--

Keven Fedirko Courseware Designer
-----> email: k_fedirko@softimage.com

201. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 01:14:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2oJFt.AG2@cix.compulink.co.uk>
Source record: 28066
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> In <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
> roemer@diomedes.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
>]
>] But there exists hardware to connect a Dlink DE600 to the catridge
> port.] Hardware layout is available from fortec.tuwien.ac.at.
>
> Whar I'd need to know is: What about compatibility between different
> parallel-port connectors ? (hardware and software)

Well in my experience different adaptors need different drivers. The DE600 and DE620 won't work with each others drivers for instance. DLINK and XIRCOM need their own drivers as do LONGSHINE. AFAICS you need a *real* DE600 to get this to work. OTOH DE600 are obsolete - so you should be able to pick one up quite cheaply. They might even be available new still.

> Do I have to buy this special connector to use the interface and
> software from the TU Wien or can I use any other connector as well

I FTPed some of the stuff on the DE-600/Cartridge adaptor board yesterday. The .IMG circuit diagram make sense - but the PCB seems to be in HP plotter language (at least thats my guess). Does anybody make/sell a PCB for this adaptor - or alternatively have the PCB in a bitmap file I could make my own template from?

> My most favorite software (besides the basic driver) would be a
> 'harddisk' driver that can mount NFS-volumes as if they were plain
> AHDI drives and a simple telnet client.

Surely MiNT-Net can already do this? At least I can mount TT volumes on my Linux PC. I haven't tried telnet myself.

> A great thing to have would be a SCSI-network connector that can
> disguise as a plain SCSI harddisk to the machine it is connected to.
> This would be dead simple to use from the ST or any other SCSI-capable
> machine without the need for special network driver software...

Yes - but how does this adaptor know how to present the data to the computer? Not all computers partition their disks alike. Plug it into a Mac and it will need to pretend to be a Mac partition. Plug it into a Mini, it hasn't a hope of knowing whats expected.

Of course it wouldn't be impossible to build a sort of hardware NFS solution which appeared to be a CD-ROM (hence ISO9660 format). However this would be pretty limited (how do you choose which remote partition to mount? Size of the partition limited to 680Mb or so) - and also you still need CD-ROM drivers. A nice hack for the Atari - but I don't really see any

commercial advantage. The Atari has been very poorly supported in the networking area. This is now changing (with MiNT-Net and Linux/68k), and it makes sense to implement the Atari end in a flexible way that had more uses than just sharing files.

:-)

Roland.

@CiX

202. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 07:45:55 UTC
From: roemer@dares.rbi.informatik.uni-frankfurt.de
Message-ID: <3fnpnj$imb@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 28072
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2Mn3v.HLD@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > In fact I'm currently testing a self written .xif driver for this
> > combo. I works quiet well and the next MintNet release will contain
> > that driver. (ftp throughput is as good as can be expected for the
> > DE600, ie 90k/sec at up *and* download).

>Now thats *exactly* what I hoped you would say! Any chance of it working
>on a TT?

Yes, of course this should work on the TT without changes (except that there
may occure some timing problems within the driver because I can't test it on
any machine faster than 16MHz).

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

203. Parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 08:05:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAUUEAUYUp@stingray.manawatu.gen.nz>
Source record: 28070
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know the difference between an ST's centronics parallel port,
and a PC's?

I thought that the PC is supposed to be bidirectional, but not the ST, but
this is not the case, as I can send data out of the port quite happily.

Perhaps there are some extra pins used or something? Maybe these were
added to the Falcon, as I remember reading that it was coming out with a
bi-directional parallel port - yes "coming out" - it was an old mag.

Also does anyone know the max transfer rate for the port? And does it use
a PIA, or some other chip?

Any help would be appreciated, as I am (have) wired up a cable and
semi-written some software for transferring files between my ST and my 8bit.
As soon as I have finished that, I then need to write a PC version for some
friends.

Thanks,
Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

204. Re: Xvt for MiNT-X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 09:29:51 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <3fnvqf$r1s@ztivax.zfe.siemens.de>
Source record: 28073

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
> In article <3fjqge$hth@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:
..
> I took a look at the file sizes and decided the chances of running X usefully
> in 4Mb was very slim... My system has under 2Mb free by the time it hits
> the desktop now, and that's with the ROM AES! Add gem.sys and blamm, down to
> 1.2Mb, a window with tcsh and you have less than 700k to do work in. Does
> X give you more or less memory to play with?

Have you tried virtual memory? I use Outside III and it works fine, but i
have not tried running X until now.
--
+---+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE T SN 23 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+---+
Sig!
--------------- cut here 8< ----------------------

205. Re: Parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 11:14:27 UTC
From: s6354@YPSERV.rz.fhtw-berlin.de
Message-ID: <3fo5uj$ebv@RW320B49.rz.fhtw-berlin.de>
Source record: 28074
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Also does anyone know the max transfer rate for the port? And does it use
> a PIA, or some other chip?

its the PSG soundchip port B data, and strobe and busy are bits in port a.
the max transfer rate shall depend on the clock-cycles, may be a 10th of 8MHz

> Any help would be appreciated, as I am (have) wired up a cable and
> semi-written some software for transferring files between my ST and my 8bit.
> As soon as I have finished that, I then need to write a PC version for some
> friends.

well i tried that too with my ST and my C64 but i seem to have problems with the
voltage-levels, because my st doesnt seem to get the data bits ...
the GEMDOS (or was it BIOS) call to feed the PSG might can send but not receiving ...
i recently plugged a led to the strobe pin and was surprised that it seems to be
always on high ... |: (not even cycled)

i would appreachite too some advices ...

Jo'ogn

206. Re: Xvt for MiNT-X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 12:02:27 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3fo8oj$3rr@whitbeck.ncl.ac.uk>
Source record: 28075

In article <D2npsA.Gzy@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>I took a look at the file sizes and decided the chances of running X usefully
>in 4Mb was very slim... My system has under 2Mb free by the time it hits
>the desktop now, and that's with the ROM AES! Add gem.sys and blamm, down to
>1.2Mb, a window with tcsh and you have less than 700k to do work in. Does
>X give you more or less memory to play with?

X uses a lot of memory, true. And it's applications tend to be massive
(eg. Xterm uses around 650K when running).

But, to actually boot it, it uses around the same (perhaps a little less?)
memory as multiTOS. On a 4Meg f030, I have around 1.5Meg free once X
is running, with the TWM window manager on an 800*600 mono screen.

The memory usage is why I ported Xvt, as it replaces xterm but uses less
than half the memory. I can get 4 Xvt terminals up on my falcon as well as
the usual login shells & stuff. And it doesn't seem to slow down a deal
as you start more windows either.

There is no real reason to use X for MiNT (yet) unless you're a bit of
a Unix techie, as there are currently no useful applications compiled for
it (although compiling from Unix-X isn't dificult).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

207. Re: X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 12:08:16 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3fo93g$3v4@whitbeck.ncl.ac.uk>
Source record: 28076

In article <3fk9vs$2cn@amazon.cs.duke.edu>, dsb@amazon.cs.duke.edu (Scott Bigham) writes:
>>of being able to run on 68000 based machines, where-as Linux & X11R6
>>require a 68030 + 68882FPU before they do anything.
>
>Which is exactly why I asked about porting it to MiNTnet. It's Linux
>that has the `030 + `882 requirement, not X (AFAIK); moving it to MiNT
>removes that requirement.

Ahh yes, but no-one is doing a port of X11R6 are they? So you'll just
have to work with the R5 server for MiNT. Which is no bad thing really,
X11R6 is far from being a universal standard at the moment, I would think
that most people still use R5. The guy is working on the bugs it's
not like he just stopped work....so go with it.

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

208. fonts for Mint-X ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 13:38:42 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <3foed2$6n@aiscube.ais-dortmund.de>
Source record: 28077
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi !
Althoguh, i'm quite familiar with MiNT, i'm not a very experienced X-User.
I tried to add/replace the font(s) originally delivered in the X11R5-Archive
by replacing the appropriate fontfiles with other ones from a SUN.
The result was a rather strange looking Xterm. Obviously the fonts were
not ment to be used on an Atari ;-)
So, is it possible to add new fonts to Mint-X, and if so, how can it be
done ?. I know, there are tools like mkfontdir and bdftosnf but i'm not
quite sure how to use them. (I could not find the sources anyway ....)

Oh, and BTW: Anyone solved the "missing-libXext.a"-problem yet ?

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

209. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 15:25:52 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501201425.AA00337@ilmen.lanl.gov>
Source record: 28085

In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

> You can get a decent, actively accelerated, PCI-GFX-card for as little as
> 500,--DM. With 2 megs DRAM, that is. Tell me where I can get such a card for
> _any_ Atari at that price.

That's all well and good, Hendrik, but the problem is, when all is said and
done, that you _still_ just have a PC (albeit one with a fast display) ...
and that's an unacceptable solution for many of us. ;-)

-Hutch- @ Fair Dinkum Tech

210. Re: Minix and Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 15:44:06 UTC
From: thopman@uoguelph.ca
Message-ID: <3folo6$im7@ccshst05.cs.uoguelph.ca>
Source record: 28083

Julian F. Reschke (reschke_julian@msmail_gw.mdd.comm.mot.com) wrote:
: I don't understand this question. When you launch a GEM program, you don't
: have to pass a path for the resource file. Gemini works fine with plain
: TOS, MultiTOS and MagiC, so I assume that Geneva has a bug (unless someone
: can tell me what's done wrong by Gemini).

Well, what happens is that, when Geneva is running, programs launched by Gemini can't find their resource file(s), if they have an external one. Programs (such as Everest) that don't have an external resource work beautifully. I don't know if this is Geneva's fault or Gemini's, but NeoDesk 3.04 (which I don't have :-/) will launch programs properly, so there is a way to do it. Supposedly Geneva uses the same method as MultiTOS to start a multitasking program, so Gemini _should_ work, as you say.

THeo

211. Re: Minix and Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 15:46:18 UTC
From: thopman@uoguelph.ca
Message-ID: <3folsa$im7@ccshst05.cs.uoguelph.ca>
Source record: 28084

Thomas Binder (binder@rbg.informatik.th-darmstadt.de) wrote:
: AFAIK it's a bug in Geneva. Shel_find doesn't search the path the program is
: located in (as older AES-versions did), so you always have to set the current
: directory the application's before launching it.
I thought that might be the case, but since Gemini is in German, and I
can't read German (sigh) I didn't know how to set the current directory.

THeo

212. Re: mh-mint112h2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 17:10:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2prIw.HI3@westminster.ac.uk>
Source record: 28078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ben Bell (bjb@bigbox.demon.co.uk) wrote:
: Could someone either tell me a fast site where I can ftp mh-mint112h2 from,
: or upload to to hensa or atari archive?

Ben, check hensa before posting. :-)
It is there, and has been for the best part of the day...in the mint
section.

: Also, I have been told that there was a project to write a version of GEM
: AES for MiNT, either as a free or as a shareware product, but that it has

AFAIK, the author is still developing it...but has to finish his PhD
before carrying on with it. It is very nice indeed. But then, I talked
to the author a few moonths ago, due to lack of beta releases which I
was testing for him...hmmmm...I'll write to him again.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

213. Shel_write och appl_write

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 18:08:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <152066c7@ct.se>
Source record: 28079

Hello world! I have a quite big problem. I'm currently running Mag!X, and I would like to start a program in parallell and others serial. Now, using the shel_write it should be possible, but I can't get it to work! The only start I can get then is when the program terminates, the another can be started (like on a ordinary TOS). I would like to be able to start up a program parallell, and then start up a program serial. How do I do? (if examplecode, then please in C or ASM).

Now, when I have thoughs programs running, and when the program which I started in serial terminates, then I would like to send a message to the program I started in parallell through appl_write. The thing is that I can find out the PID through appl_find, but when I appl_write the message (16 bytes), the computer hangs totally, both under Mag!X and TOS. :-/ Would really like to know why!!

CD

(UUCP Dialup connection)

214. Monitor agony!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-20 21:17:20 UTC
From: e91rj@efd.lth.se
Message-ID: <3fp990$3kc@nic.lth.se>
Source record: 28080
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all!

I've come across an old monitor that has a painful(!)
resemblance to Atari's sm124 (the one with the knobs on the side), the
"box" looks exactly as the Atari equivalent but this one has no speaker
and the plastic frame around the screen is darker than the rest of the
monitor (which is/was atari-greyish).

It's from a company called Taxan (!), with ser # E4-70300086,
dated March -87. It has a chassis type MT-15 and a Goldstar tube with
a type # 31KGLA and/or (it says both on the sticker) 31KGB (russian
version ? ;) Tube serial nr. is 70302760. On the back of the monitor it
says "KAGA Electronics co LTD".

It doesn't have the 13 pin atari monitor plug, only a nine-pin
"joystick" male with only 6 or 7 pins available (it's at home now and
I forgot to write that down), something like this.

```
_________________________
| | |
_________________ |
\ . . . . . / These two pins have 1.7 and 0.7 volts
\ . . / over them when I plug the monitor in,
~~~~~~~~~~~~~~~ can't tell if its a signal or DC
```

Can I use this as a mono monitor? (it is a b/w monitor, I can
tell that from the cicuit board) What are the different pins on the
9-pin? Why do crocodiles cry? Mail or post and I will be happy.

Thanks in advance
--
----------//----------
Rickard Juteg&#65533;rd (disclaimers etc.) // +46(0)46 137019
Lund Institute of Technology // e91rj@efd.lth.se
http://www.df.lth.se/~rickard/ // rickard@df.lth.se

215. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 01:18:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2qEAr.JB8@cix.compulink.co.uk>
Source record: 28081
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> > Now thats *exactly* what I hoped you would say! Any chance of it
> > working on a TT?
>
> Yes, of course this should work on the TT without changes (except that
> there may occure some timing problems within the driver because I
> can't test it on any machine faster than 16MHz).

:-)

Good news!

All I have to do is sort the hardware out. I've located a spare DE600 -
just need the interface board.

Roland.

216. Re: Parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 03:41:20 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3fpvp0nqd1@perth.DIALix.oz.au>
Source record: 28082
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Does anyone know the difference between an ST's centronics parallel port,
: and a PC's?

: I thought that the PC is supposed to be bidirectional, but not the ST, but
: this is not the case, as I can send data out of the port quite happily.
<snip, snip>

I don't know the method of how it's done but I do know that 2 way data transfer is possible via the ST's centronics parallel port (and its quite fast as well)

How do I know you may ask ?? I have *ATARI* produced software that was produced for the STbook data trans to the ST,TT,Falcon (the STbook does not have a floppy only a HD).

AFAIK the magic is carried out within the CABLE.....

I'm sure that the *SLAVE* side of the software could produced for the other type of P.C.'s (you know those "clone" types and Mac's) it's just that nobody has sat down and done it....

BTW the above software is in two parts MASTER & SLAVE. It's simular to GhostLink in operation BUT without the excellent Ghostlink desktop operation

eMail me if you require more info

Regards Fezzy

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

217. NNTP and SMTP for MiNTnet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 12:14:10 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <790690450snz@bigbox.demon.co.uk>
Source record: 28086

I'm still looking for these two programs (smtp and nntp server/clients for MiNTnet). I have heard that people are porting cnews. Doesn't this have an nntp client/server in it? If so, where can I get it from?

Thanks

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

218. Mono monitor/TV switch

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 12:31:44 UTC
From: jim@damp.apana.org.au
Message-ID: <3fqurg$anh@frisbee.damp.apana.org.au>
Source record: 28087

I am looking for a convenient way to switch between using a mono monitor
and TV. At the moment I am unplugging the mono monitor each time and it is
becoming a pain.
Anyone know the answer(s)?
Thanks for any help.
jim@damp.apana.org.au

219. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 14:27:11 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3fr5k0$jro@usenet.INS.CWRU.Edu>
Source record: 28088
Cross-posted to: fr.comp.sys.atari,de.comp.st,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

```
BBS that have a Falcon 030 section
==========================
Version : 0.01
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thankUs the people who have contributed to
this list).

WhatUs New : added Canada, Germany, Sweeden, UK ; Added 9 bbs

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps no ratios 8-n-1

France (+33)
----------
Brasil
1 44 67 08 44 at least 14.4 Kbps ??? ???

Germany (+49)
------------
GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???
```

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
031 795624 14.4 Kbps ??? 8-N-1

Master
031 364423 14.4 kbps ??? 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
031 363973 28.8 Kbps ??? 8-N-1

U K (+44)

Chameleon
0272 881095 14.4Kbps Yes (?) 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

220. Linux SCSI tape device functional?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 15:46:11 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <3fra83$msc@taco.cc.ncsu.edu>
Source record: 28089

Is anyone else having problems with the Linux/68k SCSI tape device, in the precompiled 0.9pl4 kernel?

On my system, almost any attempt to read tapes seems to result in an `incorrect blocksize' error. And when writing, it writes a bad directory checksum after 15 or 20 files. Changing the blocksize doesn't seem to matter.

My SCSI devices: 4mm Python 25501 and a 340MB Seagate, on a TT030.

- thanks,
dave.

221. Mega ST 2 - SW/HW for sale (long post)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 15:47:18 UTC
From: tgrel@aol.com
Message-ID: <3fraa6$8g9@newsbf02.news.aol.com>
Source record: 28090

*** Long post warning *** Mega St and 'accessories' for sale!

Since I've had an avalanche of interest, I've decided to sell the whole deal to the highest bidder. (Escpecially since I don't know the current market, and you supposedly will) If I don't like the price (< $500), then

I'll just keep the machine and my (eventual) kids will have enough games to keep them happy a long time. I invested thousands here, so someone is going to get ALOT for their money.

All items are at least 4-5 years old. I don't have the latest 'anything'. I'll leave that up to whoever gets the system. All software comes with boxes and doc's unless otherwise listed. I got alot of this stuff when I bought the system, so I've never even run it myself.

Please email tgrel@aol.com with any questions, offers. I'm NOT breaking up all this stuff seperately, so don't ask. I want one buyer, and its gone. Shipping costs will be the buyers responsibility. I will only sell it C.O.D. and as a warning the shipping will be over $50 (I'm positive of that).

Here we go....

Hardware

MEGA ST 2
Mono Monitor
Color Monitor
Monitor Master
85 Meg ICD hard drive (needs new power supply)
360k 5-1/4" external floppy drive
Okimate 20 Color Printer (three black and one color cartridge)
Avatex 1200 Baud Modem
2 Quickshot Joysticks

Software

Simulation

Falcon
Falcon Mission Disk 1
Their Finest Hour
Red Storm Rising
Gunship
Midwinter
Fighter Bomber

Carrier Command
Starflight
Tracker

Sports

Wayne Gretzky Hockey
MicroLeague Baseball

Sierra Adventure Games

Colonel's Bequest
KQ II, III, IV
Hero's Quest - So you want to be a Hero
Space Quest I , III
ManHunter / New York
Police Quest I

Other Adventures

Dungeon Master
Dungeon Master - Chaos Strikes back
Ultima IV - Quest of the Avatar
Zak McKraken and the Alien Mindbenders
Star Trek - The Rebel Universe
Space Ace
Drakkhen
Paladin
The Pawn
Bard's Tale (I think a disk was bad)
Infocom - Hollywood Hijinx

Arcade/General Games

Barbarian
Obliterator
Oids
Xenon 2
Sim City
Populous
Populous - the promised lands
Risk
SpeedBall
SpeedBall 2
BlockBuster
Vampire's Empire
Monster Grand Slam
Prince
North and South
Armada

System

NeoDesk 3.0
NeoDesk Developers Kit
NeoDesk CLI
PC Ditto
Minix
Revolver
Turbo ST v 1.6
A&D Universal Item Selector II v2.0
ICD utilities

Word Processors/DTP

Calamus
Calamus Font Editor
Word Perfect
1st Word Plus
Neocept Wordup
Neocept Fontz
Thunder Spellchecker
Mavis Beacon Teaches typing (bad disk I think)

Graphic Editors

Spectrum 512
Unispec
Touch Up
Cyber Paint
CAD 3D 2.0
Degas
Neochrome
Flair Paint
GFA Artist
Aegis Animator
C.O.L.R. Object Editor
ST Sprite Factory
Advanced Art Studio

Compilers/Interpreters/etc

Laser C w/ Debugger
Mark Williams C (no docs, just disks)
Personal Pascal
Assemble Pro
GFA Basic 3.0
GFA - Ray Trace
STOS - Compiler
STOS - The Game Creator
STOS - Maestro
STOS - Games Galore

Misc. S/W

The Astronomy Lab
The Astronomy Lab Plus
Atari Planetarium
Phasar 4.0 (Home Accounting)
PC Intercomm (communications)
Interlink ST (communications)
... Tons of disks with no docs...

Books

The Guide to Calamus DTP
Atari ST Machine Language - Abacus
Atari ST Gem Programmers Ref - Abacus
Atari ST 3D Graphics Programming - Abacus
GFA Basic Book 3.0
Programming with GFA Basic 3.0
Various Atari manuals
D Basic for ST
From Basic to C
Learning C Programming Graphics on Atari ST
Computes ST Programming Guide
40 More Great Simulation Adventures
Runaway USA

OK. Whew. There you have it. A complete (of what I could find) list of the
goodies I have. I also have all the STart Magazine disks, Computes Atari ST
disks, and various other disks from Mags gone by. I don't REMEMBER throwing
away the mags themselves, So I'll look again if your interested. All this

will probably fill 5 or 6 large boxes (at least it does now), thus the large
shipping fee. But hey, sell off the extras to recoup some of the cost.

I'll be watching the email, so all those interested....

Dave (tgrel@aol.com)

222. Re: X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 20:05:34 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAVSFBBZUP@galaxy.teuto.de>
Source record: 27945

In <3fo93g$3v4@whitbeck.ncl.ac.uk> Craig Graham wrote:

>Ahh yes, but no-one is doing a port of X11R6 are they? So you'll just

For Linux or MiNT?

AFAIK, the R6 for Linux68k is already up and running.

Hendr!K

223. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-21 22:26:30 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>
Source record: 27941
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2oJFt.AG2@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
] > My most favorite software (besides the basic driver) would be a
] > 'harddisk' driver that can mount NFS-volumes as if they were plain
] > AHDI drives and a simple telnet client.
]
] Surely MiNT-Net can already do this? At least I can mount TT volumes on
] my Linux PC. I haven't tried telnet myself.

You have it in the wrong direction although the other way round would be
useful as well. But I'm not sure whether I really want to use MiNT on a
plain simple 520STM, even with a speeder installed...

] > A great thing to have would be a SCSI-network connector that can
] > disguise as a plain SCSI harddisk to the machine it is connected to.
]
] Yes - but how does this adaptor know how to present the data to the computer?

If it fakes a real harddisk drive it doesn't have to. This would be a raw
disk w/o a filesystem. The drawback would be that the exporting machine
won't be able to access the files itself...

Greetings,
Ripley

PS: Anyone out there know about a source for a DE600 adaptor ?
--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

224. Re: MSTE data tran > 19200

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 02:57:25 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D2sDJp.C2E@cix.compulink.co.uk>
Source record: 27942

In response to neptune@galaxy.teuto.de's message:

> In <ftn_2.203.221.14_dc310aec_Bertil.Jagard@ct.se> Bertil Jagard wrote:
>
> > KE!? Install a program called HSmodem that support the Modem2 on your
> > MSTE you can set the baud to 115200 on that port. So there is no
> > problems what so ever to run a 28800 Bps modem on your computer.
>
> Are you sure there aren't any mods made with in this MegaSTE?
>
> IMHO, 115k2 seems a little bit too high, to be achieved with sw, only.

Eh? The port supports 115k2 - HSModem just allows the software to make
use of it AIUI.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

225. Re: 14.4 modem on 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 05:48:40 UTC
From: ekl@sdf.saomai.org
Message-ID: <D2sLH6.232@sdf.saomai.org>
Source record: 27943

In article <3fa78k$fhr@lucy.infi.net> joneil@infi.net (John O'Neil) writes:
>In article <LEWIS.95Jan14182708@chaos.ph.utexas.edu>, lewis@chaos.ph.utexas.edu (Greg Lewis) says:
>>
>> I just got a 14.4k modem and can only run it at 9600. I check
>>the documentation and the centronics port suports 19.2k and 9600 but
>>not 14.4. I would just get faster modem that can run at 19.2k but
>>the account I log into (university of Texas Telesys only supports
>>up to 14.4k. I would really like to take advantage of the
>>compression at 14.4k. I have an old 1040 (bought in '87 I think).
>>can I replace the DMA chip or something to get 14.4?
>>
>>
> Make sure that you set the modem port speed in your main control
>panel (xcontrol, etc..) as well as in your terminal package.
> I ran into this problem myself at first but now have 14.4 working
>fine on my 520ST. You may also want to look for the serial port
>patch file that will fix a bug in some TOS versions that effect
>high speed modem use. The file I'm using is SERFX20.PRG.
>

I think the original poster was confused about the difference between DTE and DCE speed. DTE is what the computer and modem talk at, which can be 2400, 4800, 9600, 19200, 38400, and sometimes faster. DCE speed for the v32 communications protocol is 9600bps. DCE speed for a v32bis modem is 14400bps. The data compression available with these modems (v42/v42bis) requires that the DTE speed be HIGHER than the DCE speed. So the computer and modem task fast (19.2K or 38.4K) and then compress the data and send it at 14.4Kbps, so it seems like data is being sent much faster than it really is.

You can set your modem to 19.2kbps (19200bps) and it will talk fine to any 14.4 modem. You may want to get HSMODM for the higher speed MFP drivers (that is the serial chip, not the DMA, and centronics is your printer port, not serial) and the RTS/CTS fixes and such. Going above 19200bps requires modifying the circuits feeding the MFP chip.

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

226. MagicMac/Powerbook 100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 09:31:50 UTC
From: arch@insane.apana.org.au
Message-ID: <3ft8mp$4u@otis.netspace.net.au>
Source record: 27944

Could someone please tell me if MagicMac will allow me to run atari st applications on a Powerbook 100 (16mhz 68HC000)?

I can get one pretty cheaply but my decision to buy it or not depends largely on whether it will do what I'm asking.

Also, any ideas on what a 68HC000 processor is?

cheers.

227. Re: Parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 13:44:26 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAWMEFXG@ttgk.textlitho.nl>
Source record: 27951
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3fo5uj$ebv@RW320B49.rz.fhtw-berlin.de> Joogn wrote :

>well i tried that too with my ST and my C64 but i seem to have problems with the
>voltage-levels, because my st doesnt seem to get the data bits ...
>the GEMDOS (or was it BIOS) call to feed the PSG might can send but not receiving ...
>i recently plugged a led to the strobe pin and was surprised that it seems to be
>always on high ... |: (not even cycled)
>
>i would appreachite too some advices ...

The Atari printer port has NO automatic strobe on writing to the data port
(the C-64 PIA can be programmed to generate a strobe on write), you have to
put the data to port B of the PSG and then toggle the strobe line yourself
by bitsetting and clearing...
With some careful asm coding you can reach about 100kb per second writing
data on a standard ST. (I used this to fill up a 512kb ROM emulator)

In principle you can connect two ST's with the datalines tied 'one-on-one'
together, but chances are you blow out one of the ports (or both). For
safety I placed some 1k resistores in series with each dataline. You will
have to cross connect the strobe and busy lines.

When using the port for input (with TOS) through the Bconin call (BIOS 2)
the port is automatically switched to input.
The performance through TOS Bios routines is low, say about 1kb per
second...

Gert

--

-- --
Atari TT-Point
-- --

228. Re: Mono monitor/TV switch

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 15:02:02 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAWPDIUV@ttgk.textlitho.nl>
Source record: 27954

In <3fqurg$anh@frisbee.damp.apana.org.au> Jim Edson wrote :

>I am looking for a convenient way to switch between using a mono monitor
>and TV. At the moment I am unplugging the mono monitor each time and it is
>becoming a pain.
>Anyone know the answer(s)?

Easiest way is to connect a switch in series with the Monochrome-Sensor
input.
Openup the monitor plug and disconnect the lead that goes to pin 4 of the
plug, put in a simple on/off switch between the lead and pin 4.
A word of caution though, when switching the system to TV mode (switch
open) be sure to switch off the monitor first ! I'm not sure what will
happen if you don't, but the monitor will be fed the same sync signals as
the TV (too low) and could cause harm.
If you wan't to be absolutely sure, use a switch with more poles and
disconnect V-SYNC and H-SYNC too, something like this:

```
ST MONITOR

switch

# UP = TV
. DOWN = MONITOR
.
___
PIN 4 ---------o . o---------- wire connected to PIN 4
.
___
PIN 9 ---------o . o---------- wire connected to PIN 9
.
___
PIN 12 --------o o---------- wire connected to PIN 12
```

Gert

--

-- --
Atari TT-Point
-- --

229. GCC installation problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 15:03:46 UTC
From: ied2@aber.ac.uk
Message-ID: <3fts4i$2qi@osfa.aber.ac.uk>
Source record: 27946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just installed GCC on my Atart STFM. When I attempt to compile any
C program (say first.c) I get the following error reports:

```
In file included from first.c:2:
e:\\gnu\\include\\stdio.h:85:'fp' undeclared, outside of functions
e:\\gnu\\include\\stdio.h:86: parse error before ';'
e:\\gnu\\include\\stdio.h:87: parse error before '{'
```

The file first.c is just a simple 'Hello World' program. eg.

```
#include <stdio.h>
main{
printf("blah");
}
```

I looked at the offending lines in stdio.h:

```
line no.
84 if defined(__GNUC__) && !defined(__NO_INLINE__)
85 static inline int __getc__(fp)
86 FILE *fp;
87 { int c;
```

As far as I can see, everything is set up OK. My environment vars are
fine. My GNU stuff is all in e:\gnu, includes in e:\gnu\include, libraries
in e:\gnu\lib and binaries in e:\gnu\bin.

What is going wrong? What's wrong with my STDIO.H file? All the library and
header files are the ones which came with the distribution of GCC I'm using.

I've tried versions 2.5.8 and 2.3.3b both with the same result.

In case it matters, my setup is :

2.5 meg Atari STFM with 40 meg Vortex HD.
TOS 1.02 with NVDI 2.5 installed.
I'm calling GCC from the PCommand CLI.

I'd appreciate any help you could give me. Either reply here on the group
or to me personally.

Thankyou very much.

230. Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 15:50:04 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3fturc$o3@news.xs4all.nl>
Source record: 27947

Yo everybody.....

I have some genuine Megafile troubles....
(You know, those old Atari Hard Disks with the ACSI (aka DMA) interface.)
Mine's pretty old, and it was donated to me by my uncle, so I don't know
everything about it, and don't have the manual (If there ever was one).
The trouble is, sometimes he (it's a male...:) won't start up right.
I can hear (Quite clearly, I assure you...:) the fan starting, but it
sounds like the HD itself wont start. I opend it up, unscrewed
everything, and tested it. The harddisk dit get power, the light went on
(there's a light inside too, does exactly the same as the normal light,
on the front) but it didn't flikker or anything. So I pushed every chip
firmly on the board (without the power, ofcourse) tried it again, no
reaction.
Then I unscrewed the disk itself,(Hey, it's only 30 Meg! Besides, I had
just formatted it, and there wasn't anything important on it,) and tried
all the connections. Unscrewed the tiny board, pushed the chips again,
checked all the connections, found nothing.
So I pluged it in again, and it WORKED!
It's happend about five times, every time it just quits for a while,
seemingly not reacting to my attemps to repair it, and then it suddenly
workjs again!
Does anybody know what is wrong??
I hope so...!!!
thanx... zonny

231. Re: 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 17:34:52 UTC
From: paul@xciv.demon.co.uk
Message-ID: <790796092snz@xciv.demon.co.uk>
Source record: 27948

In article <wongck.94.0011E311@lobby.ti.com>
wongck@lobby.ti.com "William Wong" writes:

> >Stay resident as in a TSR? There are plenty of desk accessories around that
> >can probably do this, the excellent Butler James to name but one.
>
> Yes... Butler James .... it worked when my tos was tos 1.04. Now my lowest tos
> is tos 2.05 and it don't work at all!! What tos ver are you using? The james
> that I had was old, must be at least 2 years back... wonder where it is now..

The version of BJ I have is 1.2P, and I'm still stuck on TOS 1.2 I'm afraid.

> William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
> Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
> MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD

520STFM 2.5mb 40mb HD

and as much as I hate the technology, soon to be

486DX2-66 8mb 525mb (SCSI) HD, NEC 3xi CD-ROM, running OS/2 Warp and Linux
(and possibly NeXTSTEP)

too.

Note the SCSI bias :-), wonder why, oh yes so I can plug and play with the
Atari too. Plans include adding a SCSI tape streamer and replacing the
500megger on the PC with a 1Gb and moving the 500megger to the ST. :-)

Plans = money, money, money...

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC You see that small child, the one that can't do */
/* Owner division, well that's your Pentium that is. */

232. Game port pinout please

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 19:59:17 UTC
From: gallen@iaccess.za
Message-ID: <gallen.790804414@minnie>
Source record: 27949

I need to modify an Atari device (Koala pad) for the IBM-PC world.
To do so I need the schematic for the game port.
Please mail me a reply as my NetNews source is unreliable.
Mail to : gallen@iaccess.za
or : Druid.Solutions@digitec.co.za
or even better, both.

Thanks in antici.....pation.
-Mark Allen +
- Jhb, ZA ||
mHnmII..||Mummm

233. Running UNIX on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 20:11:01 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950122150524.28843A-100000@zeus.towson.edu>
Source record: 27950

I've been out of the Atari news for a long time now. I've had a Falcon since they were released and an ST for about 7 years. Well, a couple friends of mine are researching into an Internet service provider. Looking to start out small and get it up, then buy a mini or mainframe to expand.

Well, they want me to find out what's out there for the Falcon that would do this. So...what's out there? :) As far as what's available for the Falcon in this area, I'm clueless. So anything you could tell me will be news to me.

Also, out of curiousity...does anybody know anything about linking a Falcon and Amiga 4000 together in this area? My friend with an Amiga 4000 thinks it's possible to to link the two systems together and run them both as Internet providers.

Also...where's the best play to run an ad to sell my Falcon? I gotta get an IBM.

234. How to create /pipe/log ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 22:01:58 UTC
From: selick@acs.bu.edu
Message-ID: <3fukkm$c8i@news.bu.edu>
Source record: 27952

Hello. I am trying to get several programs up and running under Mintnet, Mintos, and Tcsh. I seem to get an error rather often of "file /pipe/log" not found - or something to that effect. I have checked, and there is no u:/pipe/log, however there is a u:/pipe.

What's up with this?
-Steve
<selick@acs.bu.edu>

235. Re: Mono monitor/TV switch

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 22:35:45 UTC
From: larserik@oslonett.no
Message-ID: <1E36AE83.larserik@oslonett.no>
Source record: 27953

> I am looking for a convenient way to switch between using a mono monitor
> and TV. At the moment I am unplugging the mono monitor each time and it is
> becoming a pain.

There are monitor switch boxes... I don't know who sells them now, but
I've got one to switch between monochrome and RGB/compsite monitor....

--
Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

236. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 23:00:54 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAWWCFVK@ttgk.textlitho.nl>
Source record: 27964

In <3fturc$o3@news.xs4all.nl> zonny wrote :

>I have some genuine Megafile troubles....
>(You know, those old Atari Hard Disks with the ACSI (aka DMA) interface.)
>Mine's pretty old, and it was donated to me by my uncle, so I don't know
>everything about it, and don't have the manual (If there ever was one).
>The trouble is, sometimes he (it's a male...:) won't start up right.
>I can hear (Quite clearly, I assure you...:) the fan starting, but it
>sounds like the HD itself wont start.

It sounds like you have a 'sticky head' in your HD, this means that the surface of the HD platter(s) have worn out and the head(s) stick to the surface. Sometimes a little knock on the case is enough to loosen it but it nearly always means that the drive is on it's way to HD-heaven....

When the drive is new, the surface of the platter(s) and the heads are specially coated with a 'non-stick' material so when the drive starts up (and the head is still 'on' instead of floating above the disk), it will keep the friction (and thus wear) as low as possible. But after many starts and stops this tiny layer will wear out and the head sometimes sticks to the platter as a stamp to a letter :-/

It may help using a park program before shutting the system down, I think there is such a program on the older AHDI disks. This way the head will stop on a special landing zone on the disk.

And finally let me guess, is it a Seagate mechanism ? (just curious...)

--

-- --
Atari TT-Point
-- --

237. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-22 23:23:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAWXECVXUP@galaxy.teuto.de>
Source record: 27955

In <9501201425.AA00337@ilmen.lanl.gov> Hutch wrote:

>> You can get a decent, actively accelerated, PCI-GFX-card for as little as
>> 500,--DM. With 2 megs DRAM, that is. Tell me where I can get such a card for
>That's all well and good, Hendrik, but the problem is, when all is said and
>done, that you _still_ just have a PC (albeit one with a fast display) ...
>and that's an unacceptable solution for many of us. ;-)

Ok, I rest my case then ;-))

Hendr!K

--
Just my 0.0199995975567463$ (Pentium style)

238. Re: MagicMac/Powerbook 100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 00:46:34 UTC
From: arch@insane.apana.org.au
Message-ID: <3fuu9t$2je@otis.netspace.net.au>
Source record: 27956

Arturo Larizza (arch@insane.apana.org.au) wrote:
> Could someone please tell me if MagicMac will allow me to run atari st
> applications on a Powerbook 100 (16mhz 68HC000)?

> I can get one pretty cheaply but my decision to buy it or not depends
> largely on whether it will do what I'm asking.

> Also, any ideas on what a 68HC000 processor is?

In case anyone is interested...the answer is no. So no cheap portable
ataris yet!

68HC000??? who cares?!

cheers

arch

--

239. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 00:53:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2u2GD.KwG@cix.compulink.co.uk>
Source record: 27965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In message <H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>,
ripley@nostromo.in-berlin.de said:

> In <D2oJFt.AG2@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk

> Surely MiNT-Net can already do this? At least I can mount TT volumes
> on my Linux PC. I haven't tried telnet myself.
>
> You have it in the wrong direction although the other way round would
> be useful as well. But I'm not sure whether I really want to use
> MiNT on a plain simple 520STM, even with a speeder installed...

Well yes it would be nice if I could do it the other way around, but the
sad fact is that currently I can mount TT partitions on my Linux PC, but
not the other way around. There is no good reason for this - I just
haven't tracked the problem down yet. :-(

> Yes - but how does this adaptor know how to present the data to the
> computer?
>
> If it fakes a real harddisk drive it doesn't have to. This would be
> a raw disk w/o a filesystem. The drawback would be that the exporting
> machine won't be able to access the files itself...

Okay - so I can see this working, but yet again why bother? If the
exporting machine can't read the disk, then you might as well just connect
a real SCSI disk instead of this adaptor. SCSI disks are cheap as people
actually have a use for them. An adaptor as you describe doesn't seem to
have a market. Well at least I can't see one.

> PS: Anyone out there know about a source for a DE600 adaptor ? --

Or in my case - the board to connect a DE600 to the cartridge port (or even
a source for the PCB - or *even* a picture of the PCB ;-)

:-)

Roland.

@CiX

240. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 00:53:02 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2u2GF.Kx5@cix.compulink.co.uk>
Source record: 27957

>> If you spend 1k$ on a TT then you can buy a graphics card/monitor which
>> will leave the Falcon standing , and you can buy a 2nd hand TT for much
>> the same price as a new Falcon.

>But alredy you can also buy 2nd hand Falcon much cheaper then 2nd hand TT :)
>Of course you haven't TTram, VME. OTOH you have SCSI2, VGA, DSP and so on...

I think you get more for your money with a 2nd hand TT though.

>> It is. The TT is a good bit of kit for both.

>If it has color graphics card - I can agree with you.

I don't think the graphics card is necessary. TT-Hi is hard to beat. Even
the world of PCs and Mac - 1280x960 paperwhite on an 18/19" monitor costs
real money. Okay so 21" colour ones are more the flavour of the day now.

:-)

Roland.

@CiX

241. QMI DeskCart! cartridge help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 01:00:06 UTC
From: joneil@infi.net
Message-ID: <3fuv2m$37k@lucy.infi.net>
Source record: 27958

I have a cartridge for the ST called "DeskCart!" by QMI (Quantum Microsystems Inc.). The owners manual describes this cartridge as a set of GEM Desk Accessories on ROM including a battery operated clock, calendar, notebook, cardfile, calculator, control panel, disk utilities, ramdisk control and more. Sounds great but I don't have the disk software that came with cartridge! I've tried contacting the company but they seem to be out of business. If anybody has this software or knows where I might find it please email me! The files required for using the cart are BOOTCART.ACC and DESKCART.RCS .

Also if I can't find this disk, is there another way to access the cartridge?

Thanks!!
John O'Neil
joneil@infi.net

242. Re: MSTE data tran > 19200

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 01:03:50 UTC
From: "blacfire@crl.com" <blacfire@crl11.crl.com>
Message-ID: <Pine.SUN.3.91.950122165620.14215A-100000@crl11.crl.com>
Source record: 27959

```
> In <Pine.SUN.3.91.950116120923.29829B-100000@crl.crl.com> "blacfire@crl.com" wrote:
> >I have a mega ste with tos 2.5, how can I get it to go more than 19200
> >when the control panal will only permit me to select 19200?
>
> Which COMMS-pgoggi do you use? If you've installed HSMODEM (whch I highly
> recommend) you can select the higher speeds from within the application, e. g.
> CoNnect (which I highly recommend as well).
>
> See the HSMODEM-DOC's for further details of mapping the standard speeds to
> the new, higher ones.
>
> --
> /Hendr!K/
> ''~``
> ( o o )
> +------------------.oooO--(_)--Oooo.------------------+
> | Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
> | Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
> | +49-5221-855545 ( ) Oooo. PGP-key available |
> +--------------------\ (----( )--------------------+
> \_) ) /
> (_/
>
>
Thank you Hendrik. I used HSMODEM, and can now see a baud rate of 153600
while using Flash II. I still need to work out some others problems I'm
haveing while uploading.

blacfire@crl.com
```

243. Re: MSTE data tran > 1920

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 01:14:26 UTC
From: "blacfire@crl.com" <blacfire@crl11.crl.com>
Message-ID: <Pine.SUN.3.91.950122170728.14215B-100000@crl11.crl.com>
Source record: 27960

On 18 Jan 1995, Jon Dinga wrote:

> Date: 18 JAN 1995 08:14:03 -0500
> From: Jon Dinga <jondinga@io.org>
> Newgroups: comp.sys.atari.st.tech
> Subject: Re: MSTE data tran > 1920
>
> On 01-16-95 blacfire@crl.crl.com wrote to ALL...
> b> I have a mega ste with tos 2.5, how can I get it to go more than 19200
> b> when the control panal will only permit me to select 19200?
> b>
> Flash II v2.2* supports Modem 2 to 115200, if your modem can.
>
> Jon

THank you I just got Flash II and it's shows support for 115200 and up to 135600. Are you using an offline reader (qwk) for sending replies to this news group? If so, I would like to set up something that will work for me in the work space that my privider has allocated to me; can you help out here? Thank you

blacfire@crl.com

244. 38,400 mod

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 01:35:14 UTC
From: bseburn@vaxxine.com
Message-ID: <D2u4Er.Kv8@vaxxine.com>
Source record: 27961

I have just obtained the files showing how to make the 38,400 port
mod on the ST. I'm not sure if its worth doing.
First is there anyone out there that has made this change and does
it work really well??

Second, when using a 14,400 baud modem.. is this going to be of
any use to bother doing??

thanks Brian

==
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
==

___ Mountain Reader II - #00000039

245. Linux/68k X11 and NOVA cards?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 01:44:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3fv1l3$r0j@uqcspe.cs.uq.oz.au>
Source record: 27962

Looking at the available info, it looks like support for the NOVA board could be easily done (by the user). But has anyone attempted this?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au \ Microsoft is not the answer, Microsoft
/ * <- Comp Science Department,\ is the question. NO is the answer.
_.-._/ University of Queensland,)
v Brisbane, Australia. / Intel Inside? Don't Divide!

246. Fixing an SC1224 monitor...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 06:15:38 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan23.061538.17005@gov.nt.ca>
Source record: 27963

Hi, all!

I have having a little trouble with my Atari SC1224 color monitor. I well, sort of destroyed this vital part, see, and, er, well, the thing is, you see, well, it's, er, sort of, er VITAL! I first went to Radio Shack, since they have practically anything. However, they could only help me if I knew the _resistence_ of the part. The object in question is that little plastic screw-thingy in the back of the monitor that changes the vertical size of the screen. (I sort of knocked it out of place when trying to adjust it one time. Flimsy, I tell ya! They just don't make computers like they used to. A silicon chip should be thick enough to stop a bullet, otherwise it's just NOT a silicon chip!)

Anyway, back to the matter at hand. On the circuit board the component is designated as R616, and it has three little pins sticking out of it and a bunch of numbers written on it. I can't really draw ASCII graphics, so I can't show you what it looks like, but if you're familiar with monitors and their guts, then you should be able to help me.

If you can help me, please E-mail me at gopher@inukshuk.gov.nt.ca.

Thanks in advance.

Atarinator "The real McCoy"

```
+------------------------------+ .*@*.
| Atari 1040 ST, 20MB HD, :-\ | * ^ ^ *
| 2400 bps modem, mono and :~) | @| 0|0 |@ <-- Pathetic excuse for
| color. || ;-) | ( (-) ) ASCII drawing
| || | \{---}/
| _/ \_ | '---'
+------------------------------+
```

247. Re: 50/60 hz switcher

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 08:44:02 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.97.0008BC2E@lobby.ti.com>
Source record: 27975

In article <790796092snz@xciv.demon.co.uk> paul@xciv.demon.co.uk (Paul Civati) writes:

>520STFM 2.5mb 40mb HD

>and as much as I hate the technology, soon to be

>486DX2-66 8mb 525mb (SCSI) HD, NEC 3xi CD-ROM, running OS/2 Warp and Linux
>(and possibly NeXTSTEP)

>too.

>Note the SCSI bias :-), wonder why, oh yes so I can plug and play with the
>Atari too. Plans include adding a SCSI tape streamer and replacing the
>500megger on the PC with a 1Gb and moving the 500megger to the ST. :-)

>Plans = money, money, money...

I am thinking of getting off the ST hardware by getting the gemulator. Pity,
some of the neat games will definately not work on the gemulator, otherwise I
would get it and sell off the STs.

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

248. Re: Minix and Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 09:37:40 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <D2uqqt.JpK@info.uucp>
Source record: 27966

In article <3folsa$im7@ccshst05.cs.uoguelph.ca> thopman@uoguelph.ca (Theodore L Hopman) writes:

>I thought that might be the case, but since Gemini is in German, and I
>can't read German (sigh) I didn't know how to set the current directory.
>

I remember hearing back in the fall that someone was translating this into English. I think i have seen a .rsc file that had a little bit traslated but no more then half. Does anyone know what ever became of this project? From the looks of it Gemini looks like a great program and I'm sure I would not be the only one to considder registering if an english version was available.

KEith

--
_____/| _____/| bili6745@mach1.wlu.ca |_____ |_____
(__|__\|______ (__|__\|______ KEITH Bilinsky ______|/__|__) ______|/__|__)

249. Re: How to create /pipe/log ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 10:27:53 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Jan23112753@issan.informatik.uni-dortmund.de>
Source record: 27967

In article <3fukkm$c8i@news.bu.edu>, selick@acs.bu.edu () writes:

|> Hello. I am trying to get several programs up and running under Mintnet,
|> Mintos, and Tcsh. I seem to get an error rather often of "file /pipe/log" not
|> found - or something to that effect. I have checked, and there is no
|> u:/pipe/log, however there is a u:/pipe.

|> What's up with this?

You can either ignore the message, or run syslogd from Mintos. It's
the interface for the syslog call.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

250. Re: Xvt for MiNT-X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 12:05:51 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3g062v$6k3@whitbeck.ncl.ac.uk>
Source record: 27968

In article <3fnvqf$r1s@ztivax.zfe.siemens.de>, huth@stack.zfe.siemens.de (Hans-Peter Huth) writes:
>
>Have you tried virtual memory? I use Outside III and it works fine, but i
>have not tried running X until now.

I've been informed by Simon G. that MiNT-X doesn't work with Outside, I don't own it so I cann't check myself.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

251. Mint Terminal

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 12:28:36 UTC
From: forden@antelope.cs.man.ac.uk
Message-ID: <FORDEN.95Jan23122836@antelope.cs.man.ac.uk>
Source record: 27969

Just a quick question about using Mint 1.12 and tcsh...

When I run tcsh as a MiNT init program the cursor does not appear on the screen. Only by running certain applications can I get it to reappear. Does anyone know how I can rectify this? Can it be done by tcsh? If not, could anyone explain how I might write some C code to solve the problem.

(Note that I have to run tcsh without GEM to save memory.)

Thanks in advance.

Nick.
-----

252. Re: Minix and Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 13:02:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3g09db$ai@percy.cs.bham.ac.uk>
Source record: 27970

thopman@uoguelph.ca (Theodore L Hopman) writes:
>Is the English translation availble now? If so, where? I took a look at
>the German version of v1.99, and while I was impressed, I figured I might
>as well continue using Teradesk, with many of the features, and a
>language I can understand. If I get my hands on the English translation,
>I'll almost certainly switch. BTW, do you know if Gemini now passes the
>path for the resource when launching a program under Geneva?

No, it isn't available yet. I don't know about Geneva (I don't have
it), I'll ask for you. Surely setting the AES path in Geneva to
include all your application directories would solve your problem
anyway?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

253. VIDI ST Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 13:33:25 UTC
From: sgb94@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3g0b75$6sg@bright.ecs.soton.ac.uk>
Source record: 27971

Does anyone have, or knows where, I can get details of how to write a program using the Vidi ST. I have written a very limited vision system in STOS using the library supplied, but it is way too slow, and now very hard to track what code is where.

I tried phoning them, but they are always unhelpful, put you on hold for hours, and the say they cannot release details. I have not tried recently but now phone calls cost money, and letters get ignored, it is not practical.

Any help appreciated.

Steve.
sgb94@ecs.soton.ac.uk

254. Re: .SAM to .SND ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 13:33:36 UTC
From: s237012@apollo23.uni-trier.de
Message-ID: <s237012.790868016@apollo23>
Source record: 27972

G.R.Greenway@physics.salford.ac.uk writes:

> Hello,
> Does anyone know of a prog that converst Mastersound .SAM
>samples into Digisound .SND files. I've got a copy of a thing called

Hallo Giles!

Try 5 to 5, the filenmame is something like 525...lzh, there is a new
version available on many (german) ftp-servers. It convert .sam, .snd, etc.

Bye, MC.

255. Re: MagicMac/Powerbook 100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 13:42:39 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D2v234.J9x@hpbbrd.bbn.hp.com>
Source record: 28011

Arturo Larizza (arch@insane.apana.org.au) wrote:
> Could someone please tell me if MagicMac will allow me to run atari st
> applications on a Powerbook 100 (16mhz 68HC000)?

AFAIK, MagicMac needs the MMU, so you're out of luck with a 68000.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

256. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 13:45:31 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D2v27w.JBG@hpbbrd.bbn.hp.com>
Source record: 28012

```
zonny (zonny@xs1.xs4all.nl) wrote:
> I have some genuine Megafile troubles....
> (You know, those old Atari Hard Disks with the ACSI (aka DMA) interface.)
> Mine's pretty old, and it was donated to me by my uncle, so I don't know
> everything about it, and don't have the manual (If there ever was one).
> The trouble is, sometimes he (it's a male...:) won't start up right.
> I can hear (Quite clearly, I assure you...:) the fan starting, but it
> sounds like the HD itself wont start. I opend it up, unscrewed

Check your power supply (both the 5V and 12V line). They usually start
to drift after a while, and sometimes your harddisk will no longer
get enough power and won't start up. I had the same problem with a
SH205 way back when... when... well, in ancient times 8-)

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---------------------------------------------
```

257. Re: Mint Terminal

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 14:41:28 UTC
From: fvlarsen@nova.pvv.unit.no
Message-ID: <3g0f6o$i3q@due.unit.no>
Source record: 27973

In article <FORDEN.95Jan23122836@antelope.cs.man.ac.uk>,
Nick Forde <forden@antelope.cs.man.ac.uk> wrote:
>When I run tcsh as a MiNT init program the cursor does not appear on
>the screen. Only by running certain applications can I get it to
>reappear. Does anyone know how I can rectify this? Can it be done
>by tcsh?

```
% echotc vi
- cursor off
% echotc ve
- cursor on
```

if you have a termcap entry for vt52/st52 within reach...
--
%%Vidar Larsen, PVV IDT/NTH/UNIT, <http://www.pvv.unit.no/~fvlarsen/>

```
/a{def}def/t{translate}a/r{rotate}a/d{dup}a/M{exch}a/m{moveto}a/f{0 0
m d 0 M lineto 0 M t}a/s{d f 60 r d 3 div k 60 r d f}a/k{d 1 gt{s -120
r s pop}{3 mul d f -120 r f}ifelse}a 162 -30 50 200 t r k stroke showpage
```

258. Re: X11R6 for Atari Linux Released

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 14:59:25 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3g0g8d$7er@amazon.cs.duke.edu>
Source record: 27974

From the Holy Book of <3fo93g$3v4@whitbeck.ncl.ac.uk>
as spake by Craig Graham <Craig.Graham@ncl.ac.uk> :

>In article <3fk9vs$2cn@amazon.cs.duke.edu>, dsb@amazon.cs.duke.edu (Scott Bigham) writes:

>>Which is exactly why I asked about porting it to MiNTnet. [...]

>Ahh yes, but no-one is doing a port of X11R6 are they?

That's what I was asking. If no one else is working on it, I might just
take a crack at it myself.

> [...] So you'll just
>have to work with the R5 server for MiNT. [...]

But that's the point; I can't. Remember, my monitor doesn't speak mono,
and MiNT R5 doesn't (currently) speak color.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

259. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 16:51:16 UTC
From: roemer@achilles.rbi.informatik.uni-frankfurt.de
Message-ID: <3g0mq4$mqc@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 27976
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2u2GD.KwG@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > PS: Anyone out there know about a source for a DE600 adaptor ? --
>
>Or in my case - the board to connect a DE600 to the cartridge port (or even
>a source for the PCB - or *even* a picture of the PCB ;-)

I know a source for *expensive* DE600's ($280) here in Germany. If anyone wants to know this I can look up the address. But I'm sure you can get it cheaper somewhere.

The PCB's are available as HP plotter files from fortec.tuwien.ac.at. You can use GNU's hp2xx-3.1.4.tar.gz (available from every GNU site, eg. gnu.ai.mit.edu) to convert into something printable.

You could ask Peter Mayr (pm@fortec.tuwien.ac.at), the author of the adapter hardware, whether the board is still available (it was in the past for few bucks).

The driver for the DE600 is contained within MintNet 0.7, which is available from my WWW home page from now on and should appear on a.a.u.e these days.

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

260. Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 18:13:30 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.21.00123A27@cam.ac.uk>
Source record: 27978

I have installed Minixfs, but when I try to unZOO GNU C++ 2.6.1, the filenames are truncated to the 8.3 format - using Gemini 1.999e I can create filenames of 30 characters - what am I doing wrong (ZOO can list the correct filenames)?

It's probably dead obvious but I can't get it to work - I have told (& checked) that all the 8.3 options are completly off (directories / search / create / executable).

Thanks in advance.

Adrian

261. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 21:55:50 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.HKYgb5dS&HcC2@nostromo.in-berlin.de>
Source record: 27979
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2u2GD.KwG@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
] > PS: Anyone out there know about a source for a DE600 adaptor ? --
]
] Or in my case - the board to connect a DE600 to the cartridge port (or even
] a source for the PCB - or *even* a picture of the PCB ;-)

I seem to remember that there have been pictures of the cartridge port
to DE600 connector in the driver package from TU-Wien. They have been
in GEM-img format which is supposed to be easy to handle on the ST. It
is even possible to use them on a unix-box if you have the pbmplus (or
netpbm as it's called nowadays) package to convert the image data...

Greetings,
Ripley

PS: There is ka9q giving SLIP for the ST, but is there a PPP package ?
I didn't get the SLIP on my unix machine to work at all...

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

262. Re: Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-23 23:58:23 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2vuLB.I42@cix.compulink.co.uk>
Source record: 27977

In message <apb25.21.00123A27@cam.ac.uk>, apb25@cam.ac.uk said:
> I have installed Minixfs, but when I try to unZOO GNU C++ 2.6.1, the

Have you actually used 'minit' and reformated the partition as a MiNT
partition?

If all you've done is drop MINIXFS.XFS in the AUTO folder then you won't
get any gain.

(yes I *know* this might seem obvious to some people - but I've seen this
mistake before).

:-)

Roland.

@CiX

263. SM204 autoboot

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-24 08:11:47 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <628964013wnr@pigsty.demon.co.uk>
Source record: 27981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I haven't been using STs regularly lately but I recently picked up a 1040STFM and have been trying to get it working with an old SM204 hard disc. The problem is that the hard disc has a boot sector set up for a much older version of the machine and, for some reason, it bombs on the new machine. I now find the floppy on which I believe the boot intall program used to exist is unreadable. Can someone point me at a current copy of a program to install a workable boot or alternately to invalidate the boot sector so it can be booted from floppy? Otherwise I'm probably going to have to write a little program to invalidate the boot.

I _can_ access the disc alright if I switch it on after booting up the 1040 and then run adhi from floppy. This is obviously very clumbsy though and, since the system is intended for my mother, probably too clumbsy.

Malcolm

Malcolm

264. [Q] latest MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-24 08:20:38 UTC
From: uzuhara@sfc.keio.ac.jp
Message-ID: <UZUHARA.95Jan24172038@ccn18.sfc.keio.ac.jp>
Source record: 28034

I'm looking for free Unix on Mac and I've found and ftped MiNT(0.95),
but it seems to be an old version. Could you tell me what is the
latest (and stable :-) version and ftp-address where it is?

Thanks in advance,

Shigeru Uzuhara
(uzuhara@slab.sfc.keio.ac.jp)

265. Re: Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-24 08:27:16 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.95Jan24082716@hpbeo82.bbn.hp.com>
Source record: 27980

BRIDGETT> I have installed Minixfs, but when I try to unZOO GNU C++ 2.6.1, the filenames
BRIDGETT> are truncated to the 8.3 format - using Gemini 1.999e I can create filenames
BRIDGETT> of 30 characters - what am I doing wrong (ZOO can list the correct filenames)?

BRIDGETT> It's probably dead obvious but I can't get it to work - I have told (&
BRIDGETT> checked) that all the 8.3 options are completly off (directories / search /
BRIDGETT> create / executable).

You may have a crippled version of ZOO (one that can only handle 8.3 names).
Sorry, I don't know where to find a better one (I recompiled mine when I had
the same problem).

Bye,
Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

266. Re: Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-24 10:15:35 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.22.000A42D2@cam.ac.uk>
Source record: 27982

Thanks for the replies - I have now tried a different zoo program and now it works - I'm suprised as the old one would list them properly.

267. Re: Xvt for MiNT-X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-24 22:55:19 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D2xMC7.Mnn@exeter.ac.uk>
Source record: 27983

In article <3fnvqf$r1s@ztivax.zfe.siemens.de> huth@stack.zfe.siemens.de (Hans-Peter Huth) writes:

>> I took a look at the file sizes and decided the chances of running X usefull
>> in 4Mb was very slim... My system has under 2Mb free by the time it hits
>> the desktop now, and that's with the ROM AES! Add gem.sys and blamm, down to
> Have you tried virtual memory? I use Outside III and it works fine, but i
> have not tried running X until now.

Yes I've tried virtual memory. I keep on trying virtual memory. But, half of
my software crashes with the demo version of Outside installed (bus errors)
the mint-net software seems to make outside crash on paging and GNU C doesn't
work with it. So I'm not going to buy the full version. Instead I'm waiting
on a loan to put in a 16Mb RAM board.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

268. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 00:57:57 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2xs0L.Aw1@cix.compulink.co.uk>
Source record: 27985
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In message <H.elB.HKYgb5dS&HcC2@nostromo.in-berlin.de>,
ripley@nostromo.in-berlin.de said:
>
> In <D2u2GD.KwG@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:] > PS: Anyone out there know about a
> source for a DE600 adaptor ? --]
>] Or in my case - the board to connect a DE600 to the cartridge port
> (or even] a source for the PCB - or *even* a picture of the PCB ;-)
>
> I seem to remember that there have been pictures of the cartridge port
> to DE600 connector in the driver package from TU-Wien. They have
> been in GEM-img format which is supposed to be easy to handle on the
> ST. It is even possible to use them on a unix-box if you have the
> pbmplus (or netpbm as it's called nowadays) package to convert the
> image data...

Well its the TU-Wien stuff I'm working from. I have 1 .IMG file and 3(?)
.HP files full of plotter commands. Although I have no use for the
software, the newest version of MiNT-Net apparently has a driver for a
DE600 using the TU-Wien interface board.

Today I tried a sharware package (PRINTGL) on my PC which can display the
.HP files, and they are indeed the PCB masters that I thought they were,
plus the original circuit diagram which is also in the .IMG file. There
is also a block diagram (in a .HP file) which shows which chips plug where.

I'm still interested in speaking to anybody who has built this board,
especially if they can sell me a pre-made PCB.

> PS: There is ka9q giving SLIP for the ST, but is there a PPP package
> ? I didn't get the SLIP on my unix machine to work at all...

I though KA9Q did this anyway. And also MiNT-Net does PPP AFAIK (though
I'm using CSLIP).

:-)

Roland.

@CiX

269. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 00:57:59 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2xs0n.AwM@cix.compulink.co.uk>
Source record: 27986
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> I know a source for *expensive* DE600's ($280) here in Germany. If
> anyone wants to know this I can look up the address. But I'm sure
> you can get it cheaper somewhere.

Thats expensive. I'm sure I've bought them *new* less than that! I think my company might be prepared to part with one for a small fee if I ask them nicely. We did use them alot, but now use DE620s and Longshines.

> The PCB's are available as HP plotter files from fortec.tuwien.ac.at.
> You can use GNU's hp2xx-3.1.4.tar.gz (available from every GNU site,
> eg. gnu.ai.mit.edu) to convert into something printable.

Thanks - I've found something on the PC which seems to do the job as well.

> You could ask Peter Mayr (pm@fortec.tuwien.ac.at), the author of the
> adapter hardware, whether the board is still available (it was in
> the past for few bucks).

Will do.

> The driver for the DE600 is contained within MintNet 0.7, which is
> available from my WWW home page from now on and should appear on
> a.a.u.e these days.

Which is why I'm interested! :-)

Anybody going to do a driver for Linux/68K for this board as well? It would make sense to have this as a standard.

:-)

Roland.

@CiX

270. XFS Initialization Query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 01:01:13 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3g47sp$93o@status>
Source record: 27984

How do I call GEMDOS using the dos_tab entry in the kerinfo structure
passed to the XFS driver by MiNT at beginning of XFS initialization?
Is it an array of pointers to function or a single entry point, and do I
need to pass a function number to it?

I am using Lattice C 5.6
Some sample code in C or Assembler would help if possible.

-- Gaven Miller

(I (Mario Becroft) am posting this for a friend (Gaven Miller) and I
myself do not know what any of it means :-). Thanks for any help!

-- Mario Becroft (mbecroft@iconz.co.nz)
Please make email to me Short and To The Point! Thanks.
--

271. rsrc_load() quirk?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 03:15:56 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <63513-791003757@mindlink.bc.ca>
Source record: 27987

Although this question really belongs in comp.sys.atari.programmer, I can't receive this newsgroup so this question is going here in comp.sys.atari.st.tech.

I've written a simple GEM program and I seem to be having a problem with rsrc_load(). Basically, my source code looks like this:

```
if (rsrc_load("nhl.rsc") != 0)
{
/* abort program -- can't find resource file or out of memory */
}
```

What I find strange is that rsrc_load() returns the value 1 on my old TOS 1.2 Atari 520STFM. However, on my TOS 4.01 Falcon, rsrc_load() returns the value 0. According to the Atari Compendium, rsrc_load() should return a 0 if it successfully reads in the resource file.

I've ruled out the possibility of (a) rsrc_load() not finding the resource file and (b) insufficient memory on both machines.

Am I missing something here? Is this a known problem in TOS 1.2? If so, how can I code around this problem so that I can correctly cleanup and exit if rsrc_load() fails?

Desmond

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Intermediate Software Designer TCP/IP: a3148@mindlink.bc.ca

272. Re: Parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 06:46:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAZNFIWAUp@stingray.manawatu.gen.nz>
Source record: 28007
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>The Atari printer port has NO automatic strobe on writing to the data port
>(the C-64 PIA can be programmed to generate a strobe on write), you have to
>put the data to port B of the PSG and then toggle the strobe line yourself
>by bitsetting and clearing...
>With some careful asm coding you can reach about 100kb per second writing
>data on a standard ST. (I used this to fill up a 512kb ROM emulator)

Do you have some asm. source to do this that you could share? Please =8-]

>In principle you can connect two ST's with the datalines tied 'one-on-one'
>together, but chances are you blow out one of the ports (or both). For
>safety I placed some 1k resistores in series with each dataline. You will
>have to cross connect the strobe and busy lines.

I have my ST and 130XE (8bit Atari) connected up with the 8data lines going
to the 8data lines on the 2 j/sticks of the XE (i.e. 4lines each), which
are port A of the XE's PIA chip. I use the 8th bit as a sort of strobe -
I set it low with the data on pins 0-6, then set it high, then low again.
I found this was ideal as the pins seemed to require time to settle - that's
how it appeared anyway. I presume I needed to hook up the grounds too so
that they have the same reference (or something), which was a pain, as then
I couldn't use old joystick cables (which don't have ground connected).
I have a switch that goes across the BUSY line and ground - so that it's
either ground or floating (seems to work ok).

>When using the port for input (with TOS) through the Bconin call (BIOS 2)
>the port is automatically switched to input.
>The performance through TOS Bios routines is low, say about 1kb per
>second...

Yeah - I get about 290bytes per second - which is actually 290*3 (as I send
the byte 3 times with the MSB toggled (as stated above).

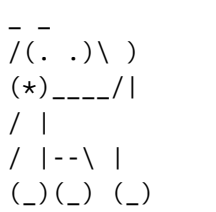
This works most of the time - occaisionally I need to re-transfer stuff,
but it has worked and once "warmed-up" transfers without error.

Is there a way to bypass the routines? Do I just write directly to the chip
or something? Is there a vector or something? Or is the chip in the same
location on every 16/32 bit Atari? And once again, would you happen to have
any source for this?

One last thing, I unfortunately have to change the BUSY line by hand (switch)
this means that I can't send data in the opposite direction automatically,
e.g. for ACKnowledging data...

Your advice is appreciated,
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

273. SM204 autoboot help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 08:41:26 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <73055810wnr@pigsty.demon.co.uk>
Source record: 27988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

(Sorry if this gets double posted but I thing my news system lost my first attempt.)

A few years back I used to program an ST profesionally though I've since been forced into the clone camp. Anyway I recently bought a second hand 1040stfm for my mother, thinking that I had lot's of software and a hard disc I could let her have.

I have a problem though with the SM204 hard disc. It appears that the boot sector I put on it many years back is either corrupt or incompatible with the 1040. If I switch the ST on after the disc is up to speed it bombs and locks as it tries to boot. I can access the disc OK by powering it up after booting and running the driver from floppy.

Obviously I need either to put a valid boot program on the hard disc (my first choice) or, if necessary, invalidate the one which is there. The trouble is that I can't locate the little program which set up the boot sector. If the worst comes to the worst I'll have to write a little program to clobber the boot (invalidate the checksum) but someone must have a copy of the boot sector program out there. I've looked on several archives without success - I can't use archie because I've no idea of the filename.

Malcolm

274. Re: Parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 10:09:38 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D2yHK2.7zA@muster.hrz.uni-giessen.de>
Source record: 27989
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Does anyone know the difference between an ST's centronics parallel port,
: and a PC's?

: I thought that the PC is supposed to be bidirectional, but not the ST, but
: this is not the case, as I can send data out of the port quite happily.

: Perhaps there are some extra pins used or something? Maybe these were
: added to the Falcon, as I remember reading that it was coming out with a
: bi-directional parallel port - yes "coming out" - it was an old mag.

: Also does anyone know the max transfer rate for the port? And does it use
: a PIA, or some other chip?

: Any help would be appreciated, as I am (have) wired up a cable and
: semi-written some software for transferring files between my ST and my 8bit.
: As soon as I have finished that, I then need to write a PC version for some
: friends.

: Thanks,
: Richard =8-]

: --
: _ _
: /(. .)\ )
: (*)____/|
: / |
: / |--\ |
: (_)(_) (_)
: Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
: If you are sending a large file - please e-mail me for confirmation first

--
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

275. Re: rsrc_load() quirk?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 10:21:30 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D2yI3u.GqC@muster.hrz.uni-giessen.de>
Source record: 27990

Desmond Liu (Desmond_Liu@mindlink.bc.ca) wrote:
: I've written a simple GEM program and I seem to be having a problem with
: rsrc_load(). Basically, my source code looks like this:
: if (rsrc_load("nhl.rsc") != 0)
: {
: /* abort program -- can't find resource file or out of memory */
: }
: What I find strange is that rsrc_load() returns the value 1 on my old TOS
: 1.2 Atari 520STFM. However, on my TOS 4.01 Falcon, rsrc_load() returns the
: value 0. According to the Atari Compendium, rsrc_load() should return a 0
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
In the "Profibook", the german ST bible, it is said, that return value 0
(zero) indicates an error while reading the RSC.

: if it successfully reads in the resource file.
: I've ruled out the possibility of (a) rsrc_load() not finding the resource
: file and (b) insufficient memory on both machines.
: Am I missing something here? Is this a known problem in TOS 1.2? If so, how
: can I code around this problem so that I can correctly cleanup and exit if
: rsrc_load() fails?

As said above I use 0 as an indicator for an error in my PRG.
Works well with my TOS 1.2 (ST) and 3.6 (TT).

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

276. Re: XFS Initialization Query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 10:41:21 UTC
From: kuehn@pascal.math.uni-muenster.de
Message-ID: <KUEHN.95Jan25114122@pascal.math.uni-muenster.de>
Source record: 28006

In article <3g47sp$93o@status> mbecroft@iconz.co.nz (Mario Becroft) writes:

How do I call GEMDOS using the dos_tab entry in the kerinfo structure
passed to the XFS driver by MiNT at beginning of XFS initialization?
Is it an array of pointers to function or a single entry point, and do I
need to pass a function number to it?

Just call it like any other function on which you got a pointer...

I am using Lattice C 5.6
Some sample code in C or Assembler would help if possible.

Ok, lets call s_yield(), which is the internal name of what gets called
when you call Syield() via Trap2:

```
(*dos_tab[0xff])();
```

That is all. In fact, the pointer does not point to a dispatcher, but to
the function itself, as the trap 2 dispatcher itself uses this table
to determine the function to call :)

Oh, one thing is there to watch for: use stack parameter passing for
these functions.

Regards,
Ulrich

--
--
+---------------+----------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Life is uncertain -- |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | eat the dessert first |
+---------------+----------------------------+-----------------------+

277. Re: Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 11:04:45 UTC
From: ceebsm@cscd4c27.caledonia.hw.ac.uk
Message-ID: <D2yK3x.At3@cee.hw.ac.uk>
Source record: 27991

In article <D2vuLB.I42@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>In message <apb25.21.00123A27@cam.ac.uk>, apb25@cam.ac.uk said:
> > I have installed Minixfs, but when I try to unZOO GNU C++ 2.6.1, the
>
>Have you actually used 'minit' and reformated the partition as a MiNT
>partition?
>
>If all you've done is drop MINIXFS.XFS in the AUTO folder then you won't
>get any gain.

I am suffering the above problem too and _HAVE_ run minit. I can save files with the same name as those in the gcc261?.zoo file with no problem but trying to extract them just doesn't work!

It happens when 2 files with the same name upto the eighth character are in the .zoo file. For example :

bighugename.h <-- extracts
bighugenameagain.h <-- skipped ????

(But were I to do: echo 'test' >bighugenameagain.h
this would work!!!)

Any ideas???

Barry
--
+----------------+---+
Barry S. Munro	E-mail: ceebsm@clust.hw.ac.uk
/\/\/\/\/\/\/\/| ceebsm@cee.hw.ac.uk
\/\/\/\/\/\/\/\/	URL: http://www.cee.hw.ac.uk/~ceebsm/
+----------------+---+

278. *NEW* NeoN Demo Uploaded.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 11:04:50 UTC
From: m9003@abc.se
Message-ID: <3g5b8i$k9m@oden.abc.se>
Source record: 27993

The Neon Demo that has been available at ftp.cnam.fr is probably an old version wich *does* bomb out etc. Team Computer have however agreed to release the *up to date* demo to prevent the imperfect version to be spread. I have talked to the cnam guys and just UL:ed the *new* NeoN Demo to ftp.cnam.fr for all you F030 graphic fans to check out. It's called NEONDEMO.ZIP.

M.R.

___ Mountain Reader II - #01234567

279. Re: Parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 11:27:29 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D2yL5u.Gqr@muster.hrz.uni-giessen.de>
Source record: 27992
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Does anyone know the difference between an ST's centronics parallel port,
: and a PC's?
: I thought that the PC is supposed to be bidirectional, but not the ST, but
: this is not the case, as I can send data out of the port quite happily.
: Perhaps there are some extra pins used or something? Maybe these were
: added to the Falcon, as I remember reading that it was coming out with a
: bi-directional parallel port - yes "coming out" - it was an old mag.
: Also does anyone know the max transfer rate for the port? And does it use
: a PIA, or some other chip?
Let's have a look into the "Profibook", the german ST bible (short version):

On the parallel port (parallel, _NOT_ Centronics, because some lines f.i.
Papaer out are missing) you have the following lines:

pin 2 - 9 : DATA #0 - #7
pin 1 : Strobe out
pin 11 : Busy in
pin 18-25 : Ground

The data lines are generated by I/O-Port B of the PGS (Programmable Sound
Generator).
The data strobe out line is genarated by I/O-port A bit #5 of the PSG
(remember: counting bits starts with #0 !!)
The busy in line is connected to I0 (Input #0) _AND_ TAI (Timer-A-Input)
of the MFP (Multi-function Peripheral), 1kOhm pull-up to 5V.

The strobe line informs the Printer that the data lines are valid. Data
is taken with the raising strobe signal. The strobe line has to be set by
the program, it is _NOT_ genarated automatically.
The busy line informs the computer, that the printer needs some more
time, i.e. busy doing something.
You can read out the busy line or have an interupt genarated.

The port can be used for both directions !! (To my mind, PCs are not able
to do so)

Output _AND_ Input via the parallel port is fully supported by the system.
You can use the BIOS functions Bconout (BIOS #1) Bconin (BIOS #2) and
Bconstat (BIOS #0) with device 0 (= PRT = parallel port)
The transfer rate is about 4000 bytes/second.

Each line is able to drive one standart TTL load.
You get problems with some older printers, because they might have to low
pull-ups to 5V, so the current needed to force a data line becomes to

high for the PSG (current should be lower than three mA).
Attantion: On the power up of the ST port B of the PSG is set to output!
The line are set to low.
So if you want to use the parallel port as a input device, the sender
mustn't make a connection before the parallel port is set to input.
Otherwise you will get a conflict if one of the lines is set to different
voltage (by the sender and by the not-ready-or-not-configured ST).
The first thing that will happen is having a reason to go to your local
electronic shop... i.e. your PSG is blown away (not _blown_ away, but
fully out of order).

Hope it helps
Sorry for my english

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

280. Re X11R6 for Linux etc..

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 11:48:38 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <D2yM53.Fz5@dcs.ed.ac.uk>
Source record: 27994

Hi,
can some one who has managed to get X11R6 for Linux68K up and
running please tell me where I can get a version of the Linux68K kernel
binary which has been pactched to support Linux-X11R6?

Cheers,
Joe.

281. SM204 autoboot

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 12:39:00 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <malcolm.9.000CA6C8@pigsty.demon.co.uk>
Source record: 27995
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Let's try again <sigh> my mail to news service doesn't seem to be working at the moment so it's not unlikely that this message will appear multiple times.

OK, I'm trying to get a second hand 1040STFM working with an old SM204 hard disc which has an autoboot on the boot sector which crashes on the new(ish) machine. Anyone got the little kit for installing/uninstalling autoboot on these disks? My only copy seems to be unreadable.

Malcolm

282. Re: Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 13:47:33 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2501951347330001@ngalm099.gal.nt.com>
Source record: 27996

In article <D2yK3x.At3@cee.hw.ac.uk>, ceebsm@clust.hw.ac.uk wrote:

Stuff about minix deleted

> I am suffering the above problem too and _HAVE_ run minit. I can save
> files with the same name as those in the gcc261?.zoo file with no
> problem but trying to extract them just doesn't work!
>
> It happens when 2 files with the same name upto the eighth character
> are in the .zoo file. For example :
>
> bighugename.h <-- extracts
> bighugenameagain.h <-- skipped ????
>
> (But were I to do: echo 'test' >bighugenameagain.h
> this would work!!!)
>
> Any ideas???
>
> Barry

I had this problem, specifically with the man files.
I used a version of zoo for minix (available on a.au.e) which worked.
There is also a mint aware version of zoo available, you could try this.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

283. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 14:21:11 UTC
From: mora@sirius.mop.ibm.com
Message-ID: <3g5mon$ntd@monterosa.zurich.ibm.com>
Source record: 27999

zonny@xs1.xs4all.nl (zonny) writes:

[Megafile 30 failure symptomes...]
>Then I unscrewed the disk itself,(Hey, it's only 30 Meg! Besides, I had
>just formatted it, and there wasn't anything important on it,) and tried
>all the connections. Unscrewed the tiny board, pushed the chips again,
>checked all the connections, found nothing.
>So I pluged it in again, and it WORKED!

Your disk controller (the board you unscrewed) probably has
some faulty soldering on a chip. What you do seems to restore
a contact that goes wrong after a number of thermal cycles.
--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com **I don't speak for IBM **

284. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 14:21:54 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1995Jan25.142154.10541@rhrk.uni-kl.de>
Source record: 28003
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

roemer@achilles.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:

>In <D2u2GD.KwG@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>> > PS: Anyone out there know about a source for a DE600 adaptor ? --
>>
>>Or in my case - the board to connect a DE600 to the cartridge port (or even
>>a source for the PCB - or *even* a picture of the PCB ;-)

>I know a source for *expensive* DE600's ($280) here in Germany. If anyone wants
>to know this I can look up the address. But I'm sure you can get it cheaper
>somewhere.

Hello,
u can have the (original) Atari Ethernet Cards for 300 DM ($150). They for
the VME-Bus and without software.

greetings Gunther

--

285. SH205 won't boot!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 14:26:48 UTC
From: mora@sirius.mop.ibm.com
Message-ID: <3g5n38$ntd@monterosa.zurich.ibm.com>
Source record: 28000

I proudly installed a 1040ST at my mother's home with my old SH205
so she can use Wordplus instead of having to buy a PC and then "enjoy"
MicroSlop Worst 6.0.

But now, the SH205 won't boot. I _KNOW_ it's a software problem
because she's fiddled a lot with her great new toy, but I'm clueless
about what's wrong. I can't access C:, even when I boot on a diskette
with AHDI on it.

Help me keep my mother out of the Evil PC Empire! What should I check?
Is there any program that could run a diag?
--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com **I don't speak for IBM **

286. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 14:50:11 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3g5of3$c3g@news.xs4all.nl>
Source record: 27998

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: It may help using a park program before shutting the system down, I think
: there is such a program on the older AHDI disks. This way the head will
: stop on a special landing zone on the disk.

: And finally let me guess, is it a Seagate mechanism ? (just curious...)
Yup, it WAS a seagate.....:))
But is indead on route to silicon heaven (Yes, it served me well..:)

I'll just get a new RLL drive, (if i can find it in Amsterdam, that is...:)
because now the darn thing starts, but doesn't respond. HDX is convinced
the drive is not connected, but ICD claimes it receives a 'timeout'.
Whatever that is.
So I'll just toss it away, and buy a bigger one...:)
Does anybody know if there's a limit to the size the RLL controler can
handle? Or a limit to the size of an RLL disk (else I'll keep looking for
a bigger one...:)...?
Does anybody know any address where I can find an RLL disk in AMSTERDAM?
please tell me...
thanx anyway, for all your advice....:)
zonny

287. Re: 38,400 mod

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 15:46:10 UTC
From: kfoley@h649.eeo.fob.ford.com
Message-ID: <3g5ro2$e69@eccdb1.pms.ford.com>
Source record: 27997

In article <D2u4Er.Kv8@vaxxine.com>, bseburn@vaxxine.com (Brian Seburn) writes:

> I have just obtained the files showing how to make the 38,400 port
> mod on the ST. I'm not sure if its worth doing.
> First is there anyone out there that has made this change and does
> it work really well??

Yes, it works fine. My advice would be to fish around for the one that is
software switchable if you are going to do it. Some faxmodems object to a fixed
port speed when they are faxing.

> Second, when using a 14,400 baud modem.. is this going to be of
> any use to bother doing??

If you receive anything that is uncompressed then you will see a difference as you be
limited to around 1920CPS due to the port speed. With an upgraded port
you will get in excess of 3000CPS if you have you modem wired correctly and are
using a decent serial patch such as HSMODEM.

--
Karl Foley - Contractor, Telephone: +44-268-405231
EEO Systems Fax: +44-268-404400
Ford Motor Company, Pager: +44-893-286286
Dunton, UK. Email: kfoley@h649.eeo.fob.ford.com

288. ST Xformer Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 17:00:53 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3g6045$l0a@svna0001.clipper.ssb.com>
Source record: 28001

I posted this on comp.sys.atari.8bit the other day to no avail.
Apologies to those that have alread read it. Thanks...

Does anyone have the pinouts for the ol' ST Xformer parallel to SIO
cable? I've been working on a utility to do something similar on the PC,
since I figured it would be easier for most to make this type of cable
rather than the SIO2PC TTL garbligoop (a simple swap of the pins). Of
course, when I'm done with the utility, I'll post it...

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

289. Connector types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 17:28:04 UTC
From: "Scott E. Parker WA7VYJ" <sparker@Coquina.cass.usu.edu>
Message-ID: <1995Jan25.112805.39198@cc.usu.edu>
Source record: 28002

What types of connectors are used for video and external floppy on
the ST? They look like DIN connectors, but I'm unfamiliar with DIN
connectors beyond 6 pins, so I'm not sure. Can anyone elucidate?

-SEP

Scott E. Parker WA7VYJ
Center for Atmospheric and Space Sciences
Utah State University Logan, UT 84322-4405
Internet: sparker@coquina.cass.usu.edu sparker@cedar.hao.ucar.edu
Twisted pair: 801-797-2975 (USU) 801-797-2992 (FAX) 801-753-3924 (home)

290. Re: Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 18:28:43 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.23.00127B15@cam.ac.uk>
Source record: 28005

Problem solved - get bmintzoo.zoo from Umich - or from one of its mirror sites
- eg. src.doc.ic.ac.uk/packages/atari/umich/
the path you want is Mint/Utilities/bmintzoo.zoo

This version works fine - I think it might be because this version was
compiled with the MiNTlibs and the other version isn't (just an idea).

Thanks to everyone who answered.

Adrian

291. Re: MagicMac/Powerbook 100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 18:36:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAZTCFVVUP@galaxy.teuto.de>
Source record: 28008

In <3ft8mp$4u@otis.netspace.net.au> Arturo Larizza wrote:

>Could someone please tell me if MagicMac will allow me to run atari st
>applications on a Powerbook 100 (16mhz 68HC000)?

Nope.

[MagicMacFAQ on]

Q: Which computers work with MagiCMac?
A: MagiCMac works with all Apple Macintosh computers with a 68030 or 68040
processor. For example, Quadra 700, PowerBook 150, Duo 270c, Performa 475
or 630. You should have at least 4 MB RAM available. With this
configuration you will only have 1.5 MB under MagiCMac. For convenient
working we recommend 8 MB RAM.

[off]

>I can get one pretty cheaply but my decision to buy it or not depends
>largely on whether it will do what I'm asking.

So don't by it then.

>Also, any ideas on what a 68HC000 processor is?

The CMOS-version I'd guess.

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

292. Re: Minixfs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 18:58:32 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791060312snz@bigbox.demon.co.uk>
Source record: 28004

> I have installed Minixfs, but when I try to unZOO GNU C++ 2.6.1, the filenames
> are truncated to the 8.3 format - using Gemini 1.999e I can create filenames
> of 30 characters - what am I doing wrong (ZOO can list the correct filenames)?
>
> It's probably dead obvious but I can't get it to work - I have told (&
> checked) that all the 8.3 options are completly off (directories / search /
> create / executable).

Are you using a MiNT aware version of Zoo? Try Mint/Utilities/bmintzoo.xxx
on atari archive.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

293. Mege STE/TT VME Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 20:57:58 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <791067478snz@yeadontt.demon.co.uk>
Source record: 28010

```
--
*******************************************************************************
* ||| ***** ***** *
* )|( Phil Yeadon | | *
* ) | ( phil@yeadontt.demon.co.uk | | *
* ) | ( | | *
*******************************************************************************
```

294. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-25 22:53:40 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAZWFHVGUP@galaxy.teuto.de>
Source record: 28009

In <3fturc$o3@news.xs4all.nl> zonny wrote:

[stuff snipped]

>It's happend about five times, every time it just quits for a while,
>seemingly not reacting to my attemps to repair it, and then it suddenly
>Does anybody know what is wrong??

This might be a problem which some older drives tend to get overthe years.
When the drives come out of production, the surface of the disks are roughened
to a certain extend.

During usage the surface gets smoother and smoother. If the heads land on such
an area they might stick together. This is the adhesion phenomenon. (or was it
cohesion? I always mix those up.)

If this shuld occur again, try to shake the drive a little or give it a little
clap on the side. This should break the heads loose.

I wouldn't store any important data on this drive anymore. It'll brake totally
if this happens too often.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

295. Laser Brain Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 04:28:43 UTC
From: renfro@bnr.ca
Message-ID: <3g78dr$edg@crchh610.bnr.ca>
Source record: 28014

Anybody familiar enough with the Laser Brain emulator to tell me how I can get it to work at 24 pin resolutions? I've read the docs over and over and it seems that it should be able to better than standard Epson 9-pin mode, but I can't figure out how. I've tried various Epson drivers, but can't find one that prints correctly. Anyone know a higher resolution Epson printer driver that works with Laser Brain?

Btw, I want to get this working so I can run my 486 serial port into my MegaST serial port and print on my SLM804.
I have this working for the MX-80 driver in Windows, but of course it looks like a 9-pin printout. Other Epson drivers don't seem to work at all.

Any ideas or suggestions greatly appreciated.

RandyH

296. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 06:07:04 UTC
From: Marco_Fris
Message-ID: <273e3400@p11.f202.n281.z2.fidonet>
Source record: 28013

In a message of <Wed 25 Jan 95 15:50>, zonny (2:281/202.0) writes:

> Does anybody know if there's a limit to the size the RLL controler
> can handle? Or a limit to the size of an RLL disk (else I'll keep
> looking for a bigger one...:)...?

No, I don't know the limit, but my guess is you won't be able to find a really big one. The largest I found was a 60 Mb, currently sitting in my Megafile 30. The 60' does need more power, you might run into problems there. I fixed it more or less by replacing two capacitors: the power supply now just manages it, after it's been on for 15 minutes or so.

If you need more help, email me on 2:281/202.11

- Marco -

---
* Origin: And now ... number one ... The Larch. (2:281/202.11)

297. Re: SM204 autoboot

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 08:49:23 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <malcolm.10.0008D2FE@pigsty.demon.co.uk>
Source record: 28015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <malcolm.9.000CA6C8@pigsty.demon.co.uk> malcolm@pigsty.demon.co.uk (Malcolm McMahon) writes:

>OK, I'm trying to get a second hand 1040STFM working with an old SM204 hard
>disc which has an autoboot on the boot sector which crashes on the new(ish)
>machine. Anyone got the little kit for installing/uninstalling autoboot on
>these disks? My only copy seems to be unreadable.

Ok, thanks Mark, I have what I need now.

Malcolm

298. TOS IMAGE to INTEL HEX....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 10:09:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3g7sc3$qem@golem.wcc.govt.nz>
Source record: 28016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

are there any programs out their to convert TOS IMAGE
files to Intel HEX format..

I have access to a PC prom burner, but it only handles INTEL HEX
format files, so I need a coverter, is there one...???

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

299. Re: MagicMac/Powerbook 100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 10:56:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA1LDIVAUP@galaxy.teuto.de>
Source record: 28020

In <3fuu9t$2je@otis.netspace.net.au> Arturo Larizza wrote:

>> Could someone please tell me if MagicMac will allow me to run atari st
>> applications on a Powerbook 100 (16mhz 68HC000)?
>> I can get one pretty cheaply but my decision to buy it or not depends
>> largely on whether it will do what I'm asking.

>In case anyone is interested...the answer is no. So no cheap portable
>ataris yet!

Buzzzzz. Wrong conclusion!

The MAC PB's with 68030 aren't all that expensive at all. Especially the used ones.

And they're most definetly a better buy than a lame ST-Book anyway.

Hendr!K

300. Re: Connector types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 14:37:36 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D30oMp.104@news.gu.se>
Source record: 28017

Scott E. Parker WA7VYJ (sparker@Coquina.cass.usu.edu) wrote:
> What types of connectors are used for video and external floppy on
> the ST? They look like DIN connectors, but I'm unfamiliar with DIN
> connectors beyond 6 pins, so I'm not sure. Can anyone elucidate?

It's DIN!!
The video connector is a DIN-13 and the Floppy is DIN-14!!!
The Atari is actually the only machine I've ever seen using these.

Stefan

--
Email: gubsb@trivux.ub.gu.se

301. Re: 38,400 mod

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 15:20:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA1PEHYVUP@galaxy.teuto.de>
Source record: 28022

In <D2u4Er.Kv8@vaxxine.com> Brian Seburn wrote:

> Second, when using a 14,400 baud modem.. is this going to be of
>any use to bother doing??

If you stick to pre-compressed files a DTE of 19k2 is just about fast enough.
As soon as you start transferring *uncompressed* stuff, you loose a lot of
speed. The modem is waiting for data to be transferred.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

302. Re: 38,400 mod

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 16:16:54 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.5GEAr&NJW5Q@icon.pp.se>
Source record: 28018

I`m sorry if this message shows up twice, but my provider has had
major system-problems lately.

In <D2u4Er.Kv8@vaxxine.com>, bseburn@vaxxine.com (Brian Seburn) writes:
>
> I have just obtained the files showing how to make the 38,400 port
> mod on the ST. I'm not sure if its worth doing.
> First is there anyone out there that has made this change and does
> it work really well??

I haven`t done it myself, but I know that most people that have are very
satisfied with the modification. The main problem as I see it is that
it`s hard to get the ST to keep up with a full 38k4 connection.
With some programs you will probably experience overrun problems and
other problems related to loosing bits or bytes. By using a good ROM-
patch (like HSMODA), a fast terminal-program and a sheilded and not
too long cable between the modem and the computer will probably give
you very good performerance after the modificarion.

> Second, when using a 14,400 baud modem.. is this going to be of
> any use to bother doing??

If you only download compressed binary files you will have little use
for it since you`ll never hit the roof (19k2) while transferring such
files. OTOH, if you often surf the net, read things online, cruise a
lot between menues on your favourite BBS or download a lot of uncompressed
text-files then you will definately find upgrading worthwile.

Good luck!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

303. Re: SM204 autoboot help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 16:32:05 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.116.000B8946@cfcsc.dnd.ca>
Source record: 28019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I have a problem though with the SM204 hard disc. It appears that the
>boot sector I put on it many years back is either corrupt or
>incompatible with the 1040. If I switch the ST on after the disc is up to
>speed it bombs and locks as it tries to boot. I can access the disc OK
>by powering it up after booting and running the driver from floppy.

>Malcolm

Hmmm... I think you don't want to reformat the hard drive 8^0 !
but that's all I can think of! Apparently you can use ahdi (latest version?)
to gain access to the hd, so why not back it up, and just reformat, installing
the atari hd boot? Probably wouldn't take more than 20 disks, ohh but the
time!! 8-[]
prends soins/take care
-ken

304. TT.EXE??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 18:41:03 UTC
From: kevinm2556@aol.com
Message-ID: <3g8qbv$3cd@newsbf02.news.aol.com>
Source record: 28021

Does anyone know how I can find an ST to PC converter called TT.EXE?
Many thanks for the help.
Kevin

305. Re: Connector types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 20:32:41 UTC
From: larserik@oslonett.no
Message-ID: <1E3AAAB6.larserik@oslonett.no>
Source record: 28023

> What types of connectors are used for video and external floppy on
> the ST? They look like DIN connectors, but I'm unfamiliar with DIN
> connectors beyond 6 pins, so I'm not sure. Can anyone elucidate?

DIN 13 PIN. It is possible to get hold of :-) I've seen it used some other
places too (digitizing boards for AutoCad, synth-modules)...
--
Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

306. HELP! I killed 1040 w/a Link2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 20:38:31 UTC
From: mfogarty@netcom.com
Message-ID: <mfogartyD315C7.Err@netcom.com>
Source record: 28024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My Friend is setting up a multichannel sampling system (Digital FX) on
his 1040STf. This system requires a min. 20msec access SCSI drive
(for direct recording of sound). I found and purchased an ICD Link2.*
While trying to make it work with two different (known working) SCSI
drives I seem to have killed it.

Now, even with the Link2 disconnected, on a totally minimal system,
the CPU powers up showing a variable number of bombs (~2-12) or
shows no bombs at all and just hangs.

During the several times that I was able to boot (before the above-
mentioned total failure) I used ICD's software to scan the SCSI bus
and never saw the drives. I tried scanning for the drives both
with drive parity enabled and disabled.

Please help! Either by direct mail or followups here.
1. Is the system recoverable?
2. What is the problem with the Link2?

Thanks,
Mike Fogarty

* ICD Link2 = Atari <-> SCSI convertor

<no sig>
--

"I mistrust all systematizers and I avoid them. The will
to a system is a lack of integrity." - Friedrich Nietzsche,
Twilight of the Idols,
Maxims and Arrows No. 34.
---

307. E-mail sent to gopher....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-26 21:06:47 UTC
From: joe_user@gov.nt.ca
Message-ID: <1995Jan26.210647.1766@gov.nt.ca>
Source record: 28025

If anyone tried to send E-mail to gopher@inukshuk.gov.nt.ca last night, I probably didn't get it. Please send it to joe_user@inukshuk.gov.nt.ca from now on.

Thanks.

Atarinator

308. Re: I need SPEED...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-27 04:38:16 UTC
From: Biker Bob <bikerbob@wchat.on.ca>
Message-ID: <3g9tbo$bct@alpha.netaccess.on.ca>
Source record: 28026

> : You should consider to speed up with a 28Mhz or even 36 Mhz card instead
> : of 16Mhz. If you really need speed the 16 Mhz is certainly not the best
> : choice.
>
> : Rainer
>
> Who makes and sells 28Mhz and 36 Mhz boards for the ST??
>
> Jack Deth

TOAD COMPUTER lists both a T28 board and the PAC 68030 boards.. not cheap really but I would assume that they are good. I think the PAC board to be better... they are both out of the UK... but the pricing seems good on these from TOAD.

James

309. Re: Connector types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-28 12:29:08 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1995Jan28.122908.11185@nomina.lu.se>
Source record: 28027

In article 39198@cc.usu.edu, Scott E. Parker WA7VYJ <sparker@Coquina.cass.usu.edu> writes:
> What types of connectors are used for video and external floppy on
> the ST? They look like DIN connectors, but I'm unfamiliar with DIN
> connectors beyond 6 pins, so I'm not sure. Can anyone elucidate?
>
> -SEP
>

They are DIN standard, not very common but still...

I quite sure that thy are available from the swedish electronics company Elfa. They are a bit expensive but, they have both the screen connector and the floppy connector.

I cannot recall their adress right now, but let me know and I'll post/mail it.

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

310. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-28 15:05:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2f2a5f2e_Bo.Leuf@daggskim.ct.se>
Source record: 28029

zonny wrote on 22 Jan 95 (to All)...:

> From zonny@xs1.xs4all.nl
> [...]
> So I pluged it in again, and it WORKED!
> It's happend about five times, every time it just quits for a while,
> seemingly not reacting to my attemps to repair it, and then it
> suddenly workjs again!

Most probable cause is 12 V supply being not quite good enough due to aging of the power supply unit's capacitators (lowers real C value causing greater line ripple and lower effective voltage). HD unit will not start unless 12 V is "good enough". Since the ripple is also a function of load, which varies in a temperature dependent way, you get sometimes no (usually when the HD is just turned on), sometimes yes (when the circuits might be warmed up, the mains voltage a bit higher, the cat not playing with your toaster. and other possible factors).

(Other often heard answers to this kind of problem involve "sticky heads", "worn out bearings", and other unusual causes...)

(illegible signature) Bo Leuf

(UUCP Dialup connection)

311. Re: rsrc_load() quirk?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-28 15:18:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2f2a61b7_Bo.Leuf@daggskim.ct.se>
Source record: 28030

Desmond Liu wrote on 25 Jan 95 (to All)...:

> From Desmond_Liu@mindlink.bc.ca (Desmond Liu)
>
> What I find strange is that rsrc_load() returns the value 1 on my old
> TOS 1.2 Atari 520STFM. However, on my TOS 4.01 Falcon, rsrc_load()
> returns the value 0. According to the Atari Compendium, rsrc_load()
> should return a 0 if it successfully reads in the resource file.

In general a zero return value indicates an error (= FALSE) and non-zero for error-free completion of call, usually -1 (= TRUE). Most programming references I checked just now on this bear this out for all the RSRC calls. The Compendium seems to have turned some of this around. What are the chances that TOS 4.01 did this mistake too?

(illegible signature) Bo Leuf

(UUCP Dialup connection)

312. Re: Laser Brain Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-28 15:26:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2f2a6322_Bo.Leuf@daggskim.ct.se>
Source record: 28031

Randy Hoekstra wrote on 26 Jan 95 (to All)...:

> From renfro@bnr.ca (Randy Hoekstra)
>
> Anybody familiar enough with the Laser Brain emulator to tell
> me how I can get it to work at 24 pin resolutions?

I wouldn't swear on this, but I think that it was designed as a 9-pin emulator only. The program is quite old, "Lazer Brain" being merely an English version of the older German "FX-Treiber" where the name says it all, i.e. FX(-80) Epson emulation = 9-pin.

(illegible signature) Bo Leuf

(UUCP Dialup connection)

313. Searching for address

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-28 16:15:14 UTC
From: darko@tjev.cc.etf.hr
Message-ID: <3gdqii$kg0@labs2.etf.hr>
Source record: 28028

I need contact address of software house RENEGADE(Bitmap bros;
their address, what games they made for atari because they are the
best in use of Atari's graphical & sound capabilities.).

Talking of games there are a few more companies that made interesting
games which I would like to get my hand on. Of course, I need their
contact addresses too!!!
First there is SENSIBLE SOFTWARE, then LANGKHOR and MICROPROSE.

LOOKING FORWARD FOR YOUR ANSWERS , GUYS!!!!!!!!!!!!!!!!

LONG LIVE ATARI ! ! !

That's not all.

There is one midi program I bought from pirat and it failed.

Program is called AURA made by C-LAB. So I anyone knows their address
I would appriciate it.
:-)))
Thanks again. BYE!!!

D
I would apriciated

314. Re: rsrc_load() quirk?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-28 17:07:31 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D34KwK.2HC@cix.compulink.co.uk>
Source record: 28032

>What I find strange is that rsrc_load() returns the value 1 on my old TOS
>1.2 Atari 520STFM. However, on my TOS 4.01 Falcon, rsrc_load() returns the
>value 0. According to the Atari Compendium, rsrc_load() should return a 0
>if it successfully reads in the resource file.
The Atari Compendium is wrong here - there are many errors in the book. A
list of addenda is available.

rsrc_load returns non zero if successful and 0 if an error occurred.
rscr_gaddr returns non zero if the address is valid and zero if the object
does not exist.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

315. Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 01:13:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D357E0.G4D@cix.compulink.co.uk>
Source record: 28033

I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?

If not, I'd be very greatful if people would post or email details of which drives, interfaces and software they use. If they also use the drive to back up a PC, then I'd be interested in this info also.

Thanks

:-)

Roland.

@CiX

316. Re: SM204 autoboot help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 08:43:12 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FA4IBCBYUp@warpcon.ersys.edmonton.ab.ca>
Source record: 28035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FA3PFDUWUp@stingray.manawatu.gen.nz> Richard MORRIS wrote :

>>>I have a problem though with the SM204 hard disc. It appears that the
>>>boot sector I put on it many years back is either corrupt or
>>>incompatible with the 1040. If I switch the ST on after the disc is up to
>>>speed it bombs and locks as it tries to boot. I can access the disc OK
>>>by powering it up after booting and running the driver from floppy.
>>
>
>Couldn't you just reinstall shdriver.sys on the hard drive? I once
>accidentally replaced my good copy of this, with a later version which ended
>up really slow as it had to time-out before it could continue (it was waiting
>for a response to the ID request for the drive or something).
>
>Anyway, if you just run hinstall.prg from the hard drive utilities, then it
>should install a new copy on there for you.
>
>Hopefully you can do this instead of having to reformat the disk (!!!)
>
>Richard.
>
I assume you're talking about AHDI 6.06. Version 6.06 did have
to timeout, but 6.061 fixes that and a few other problems with 6.06.
It has little to do with the conversation, but I thought it might
help. As for the previous problem, installing AHDI once again might
solve the problem.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

317. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 13:01:40 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <D3646t.J83@cix.compulink.co.uk>
Source record: 28036

In message <D357E0.G4D@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk said:
>I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?
I've not seen one.

>If not, I'd be very greatful if people would post or email details of which
>drives, interfaces and software they use. If they also use the drive to back
>up a PC, then I'd be interested in this info also.
I use an Archive Viper 150 (which is actually 250MB with the right tapes).
It works on my Falcon, and worked on an STe when I had one. I use DB3 to
do my backups.

When I had the STe, I used to transfer stuff to/from Suns using GNU tar
with TapeBIOS on the STe, and tar on Unix.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 01734 351783)

318. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 17:45:22 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.qPUgWinyGPFO_@nostromo.in-berlin.de>
Source record: 28038
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <1995Jan25.142154.10541@rhrk.uni-kl.de>, kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie]) writes:
] u can have the (original) Atari Ethernet Cards for 300 DM ($150). They for
] the VME-Bus and without software.

Where in a 520STM is a VME-slot ?
It doesn't even have the Mega-ST slot...

Greetings,
Ripley

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

319. Install Mint.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 18:40:36 UTC
From: Houn-Nam Ing <hing@engr.csulb.edu>
Message-ID: <Pine.SGI.3.91.950128100227.24261B-100000-100000@heart.engr.csulb.edu>
Source record: 28037

Hi,

Could someone please tell me what are the neccessery files I need to
install on my TT. On the ftp site that I went to had too many files and I
don't want to download all of them.

You can e-mail me your response.

Thanks

[0;5m
---O\ --
----- -\ <, Houn-Nam Ing --
----- (*)/(*) hing@engr.csulb.edu --[0;0m
-- ``If I live, I will fight, where ever I must, as long as I must, --
-- until the enemy is defeated and the national stain washed clean.'' --
-------------------------- Charles de Gaulle --------------------------

320. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 21:14:42 UTC
From: gathings@cs.utk.edu
Message-ID: <3gh0g2INN690@duncan.cs.utk.edu>
Source record: 28039
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

321. Connector Types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 21:21:54 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <791414514snz@yeadontt.demon.co.uk>
Source record: 27910

The ST video and Floppy drive connectors are 13 and 14 pin DIN sockets, a full range of these connectors is available from Maplin Electronics in England.

They do snail mail-order for overseas customers. Their UK telephone number is 01702-554161.

The following items are available

13 Pin DIN Plug order code JW95D Price £1.54
14 Pin DIN Plug order code JW96E Price £1.89
13 Pin PCB socket order code JW99H Price £1.39
14 Pin PCB socket order code JX00A Price £1.49
13 Pin in-line plug order code JW97F Price £1.69
14 Pin in-line plug order code JW98G Price £1.99

I hope this information is useful.


```
*******************************************************************************
* )|( ###### ###### *
* )|( Phil Yeadon # # *
* ) | ( phil@yeadontt.demon.co.uk # # *
* ) | ( # # *
*******************************************************************************
```

322. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 23:20:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D36wu0.J17@cix.compulink.co.uk>
Source record: 27891
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> In <1995Jan25.142154.10541@rhrk.uni-kl.de>, kemeny@rhrk.uni-kl.de
> (Gunther Kemeny [Chemie]) writes:] u can have the (original) Atari
> Ethernet Cards for 300 DM ($150). They for] the VME-Bus and without
> software.
>
> Where in a 520STM is a VME-slot ?
> It doesn't even have the Mega-ST slot...

Its in the TT or MSTE you buy to upgrade from your STM ;-(

These cards sound quite good - but I reckon I can get a DE600 for about
the same price. The disadvantages is that a VME connection is better than
the DE600 parallel connection. The advantages is that there are supported
drivers for the DE600 (for MiNT-Net at least) and that a DE600 is of use in the
PC world so has some residual value.

Roland.

@CiX

323. Re: Atari Web Pages Update 3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-29 23:28:32 UTC
From: paul@xciv.demon.co.uk
Message-ID: <791422112snz@xciv.demon.co.uk>
Source record: 28040

In article <3gaoo6$j25@mserv1.dl.ac.uk> msh@mserv1.dl.ac.uk "M.S. Smith" writes:

> Atari Web Pages Latest News
> ~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~
> Version 1.0
> ~~~~~~~ ~~~
> Date 27/1/95
> ~~~~ ~~~~~~~
> Mark Stephen Smith
> ~~~~ ~~~~~~~ ~~~~~

This is all very nice but is still not being cross posted properly, hence I
am downloading and reading it twice. :-(

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

324. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 08:53:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi9eb$c6c@nic-nac.CSU.net>
Source record: 27892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

What is with all of these "for sale" and "auction!" posts which are

all double spaced!?

I mean, is it something with Usenet that when it sees "for sale" in the

subject line, it has to double the height of the post? Or are all of

these posts from the same person? Or maybe it's a PC thing with the

useless LF characters.. Man, PC ASCII is OUT OF >DATE<!

-bill!

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!

William (Bill) Kendrick / | \ ** New Breed Software **

325. Re: PAK3 in STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 09:07:59 UTC
From: bericd@bri.hp.com
Message-ID: <D37o1B.HpL@bri.hp.com>
Source record: 27893

Beric Dunn (bericd@hawkeye.bri.hp.com) wrote:
: I have just installed the PAK3 into my Atari, but have the following problems:

: 1) The 32 MHz option always fails to reach GEM - this I think is due to the
: slow driver chips on the ST motherboard - 2 of which I've changed the other
: 2 will be changed tonight when I get the chips.

: 2) In the 16 MHz mode boot-up is OK but I can't read data off the floppy. An
: error message (In German) comes up and as I don't speak the lingo I'm not
: sure if it's saying data is damaged or there is no disk. The disk does try
: to seek, and if the computer is powered up without the drive connected no
: icons show - hence it can tell the drive is there. If I remove the PAK and
: plug the old 68000 back in all is OK.

: Is the PAK trying to clock the disk controller at 16 or 32 MHz instead of 8?
: This would surprise me very much, but I do not have ready access to a 'scope
: to check this. Or is it simply the buffer chips being too slow?

: I would like to hear anyone else's experiences with the PAK board as far as
: installation and setting up goes.

: Beric..

: BTW: My hard disk fails to autoboot even at 16 MHz - could this be TOS3.06 or
: is it more likely to be the buffers once again? The reason I suspect that
: it may not be the buffer chips is that the ST RAM check works - although
: not as fast as on a TT.

Since writing this post I have replaced the drivers on my motherboard
and all is now OK - The hard disk even autoboots, and at 32 MHz the
computer seems to fly - and with an FPU CBZONE (Battle Zone) flys!

I am now going to get a 50 MHz clock driver to see what happens!!!!

Beric..

326. Re: Connector types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 14:25:12 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <3giss8$18k@whitbeck.ncl.ac.uk>
Source record: 27894

Doug Frith (Doug.Frith@balmybeach.gryn.org) wrote:
> These are strange plugs. I have never seen a floppy plug anywhere but I
> have a few (4) monitor plugs that I bought a few years back. The p[lace
> (sorry) Place I bought them off had now Idea what they were used for.
> But, I have seen these plugs on clarion car audio CD changers so you may
> be able to get one off them if you need one. (pinouts are in the st
> maual..... But you already knew that EH!)
> --
> | Fidonet: Doug Frith 1:250/422
> | Internet: Doug.Frith@balmybeach.gryn.org
> | Standard disclaimer: The views of this user are strictly his own.

Here in the UK, Maplin Electronic Supplies sells both the 13-pin and
14-pin plugs and sockets and lables them as "Used in the Atari ST's Disk
drive/monitor port but may find other applications..." I can post their
address if you like. They also stock the in-between sizes from 2-way
upwards and the mini-DIN style connectors used on PS/2 mice
(mouses?) on PCs.

Regards,
Simon
--

* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex: 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *

327. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 15:04:38 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5NCIUUUP@galaxy.teuto.de>
Source record: 27900

In <D357E0.G4D@cix.compulink.co.uk> "Roland Givan" wrote:

>I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?

Nothing that I am aware of.

>If not, I'd be very greatful if people would post or email details of which
>drives, interfaces and software they use. If they also use the drive to back
>up a PC, then I'd be interested in this info also.

SCSI-drives should work on any SCSI-equipped machine. The software is likely
to be a problem.

For the usage of any SCSI-streamer I strongly recommend *GEMAR* by Steffen
Engel (steffen_engel@pe2.maus.de).

This brilliant peace of software works on all Ataris (including Medusa,
excluding MAC's with MagiCMac) and can be configured to work with a broad
variety of streamers. GEMAR is shareware. I believe it can be found on all
major ftp-sites.

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

328. Re: [Q] latest MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 15:50:22 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3gj1ru$32q@infa.central.susx.ac.uk>
Source record: 27895

Shigeru Uzuhara (uzuhara@sfc.keio.ac.jp) wrote:
: I'm looking for free Unix on Mac and I've found and ftped MiNT(0.95),
: but it seems to be an old version. Could you tell me what is the
: latest (and stable :-) version and ftp-address where it is?

: Thanks in advance,

: Shigeru Uzuhara
: (uzuhara@slab.sfc.keio.ac.jp)

The latest Atari version of MiNT is 1.12 which can be got from a.a.u.e or
local mirror. Don't know about Mac though, sorry.

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central

329. Opinions about the Gemulator board?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 16:20:02 UTC
From: fender@intellimedia.com
Message-ID: <3gj3ji$e0i@metro.atlanta.com>
Source record: 27896

What compatibility problems has anyone experienced
with productivity software (DA's Vector, Phoenix, etc.)?
How much faster is the board than a real ST (if you're
using a 486dx2-80)? Is there MIDI support for PC midi
cards? What about software that requires a math chip
such as InShape?

THE Storehouse of the Arcane

330. Searching for address

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 17:38:22 UTC
From: darko@tjev.cc.etf.hr
Message-ID: <3gj86e$3be@labs2.etf.hr>
Source record: 27897

IMPORTANT, Regarding the text on the top

Recently I got lots of E-mail regarding my text above. So to prevent further misunderstanding, I felt it was needed to write an explanation.

I did buy cracked version of Aura, but from friend, (who by the way is not a pirat) because the program wasn't available for me in any other form (that's why I need the address). Knowing it doesn't work, I used it as a demo (to see how it looks, capabilities, etc.) and I'd really appriciate it if anyone would give me C-lab's (and other's - Sensible Software, Renegade) contact address so I could write them for a catalogue and the program.

In Croatia there aren't any specialised disk shops or even something similar where one could buy desired software for Atari (if there is one or more such places in Croatia or Slovenia please just write it under these text). You'd have to go to another country to buy software. So I'm depending on you, who read this text.

If I get any address I'll give it (them) to computer magazines that are going out in Zagreb so they could publish it (that is, of course if you agree), because when I asked them they didn't have a clue.
I am sure there are many people in Croatia interested in how to order or where to buy original software and would be greatfull for such information.

My appologies for the misunderstanding I caused with a text above. It was miswritten due to a shortage of time and my lack of knowlidge of English language.

Greetings to people of C-lab, Renegade, Bitmap Bros., Langkhor and Sensible software to whose software I'm looking forward to enjoy.

Awaiting for your response !

P.S.: In countries like Croatia people learn more quickly how to appriciate software, because it's hard to find.

331. Searching for address

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 17:49:58 UTC
From: darko@tjev.cc.etf.hr
Message-ID: <3gj8s6$3bk@labs2.etf.hr>
Source record: 27898

IMPORTANT, Regarding the text on the top

Recently I got lots of E-mail regarding my text above. So to prevent further misunderstanding, I felt it was needed to write an explanation.

I did buy cracked version of Aura, but from friend, (who by the way is not a pirat) because the program wasn't available for me in any other form (that's why I need the address). Knowing it doesn't work, I used it as a demo (to see how it looks, capabilities, etc.) and I'd really appriciate it if anyone would give me C-lab's (and other's - Sensible Software, Renegade) contact address so I could write them for a catalogue and the program.

In Croatia there aren't any specialised disk shops or even something similar where one could buy desired software for Atari (if there is one or more such places in Croatia or Slovenia please just write it under these text). You'd have to go to another country to buy software. So I'm depending on you, who read this text.

If I get any address I'll give it (them) to computer magazines that are going out in Zagreb so they could publish it (that is, of course if you agree), because when I asked them they didn't have a clue.
I am sure there are many people in Croatia interested in how to order or where to buy original software and would be greatfull for such information.

My appologies for the misunderstanding I caused with a text above. It was miswritten due to a shortage of time and my lack of knowlidge of English language.

Greetings to people of C-lab, Renegade, Bitmap Bros., Langkhor and Sensible software to whose software I'm looking forward to enjoy.

Awaiting for your response !

P.S.: In countries like Croatia people learn more quickly how to appriciate software, because it's hard to find.

332. Re: Opinions about the Gemulator board?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 18:05:05 UTC
From: hing@csulb.edu
Message-ID: <3gj9oh$r8q@garuda.csulb.edu>
Source record: 27899

```
Gene Fender (fender@intellimedia.com) wrote:
: What compatibility problems has anyone experienced
: with productivity software (DA's Vector, Phoenix, etc.)?
: How much faster is the board than a real ST (if you're
: using a 486dx2-80)? Is there MIDI support for PC midi
: cards? What about software that requires a math chip
: such as InShape?

: THE Storehouse of the Arcane

I just read one of the French ST Magazine and saw ads for a TT emulator
of any IBM compatibles, it cost about $1000.

May be you should look into that to.

--
[0;5m
---O\ ------------------------------------------------------
----- -\ <, Houn-Nam Ing --
----- (*)/(*) hing@engr.csulb.edu --[0;0m
-- ``If I live, I will fight, where ever I must, as long as I must, --
-- until the enemy is defeated and the national stain washed clean.'' --
-------------------------- Charles de Gaulle --------------------------
```

333. SP/DIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 20:41:44 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D38K5K.JIo@info.bris.ac.uk>
Source record: 27901

Where can I get a SP/DIF interface (or S/DIF interface) for my Falcon, and how much would it cost? I know someone who uses one, but haven't seen them advertised anywhere.

334. emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 21:10:31 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.29.00152D7E@cam.ac.uk>
Source record: 27911

Could someone tell me what the latest version of emacs for MiNT and minixfs is, where to get it and pretty simple instructions on how to get it working? I have got 18.58 but cannot get it to work. I have tried various different programs, and I cannot get the right files or they cannot find them when I try to dump emacs.

Thanks in advance

Adrian (apb25@cam.ac.uk)

335. Printers ?????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 21:13:39 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01301995.211339@empyr.dircon.co.uk>
Source record: 27904

Hello to all printer gurus out there..!

I have just completed my ST system with the addition of the missing link, a printer. It's only a small 9 pin dot matrix, but it'll do for what I want.

Now, how does the ST deal with printer drivers ? I'm used to such stuff on the PC, but how do I get my printer to change fonts, go to NLQ mode, etc etc. It is a Philips NMS1438, but according to the menus it prints out, it will emulate an EPSON FX-800 and an IBM PROPRINTER XL.

I don't yet have the manual for it, but it is being sent to me soon.

How do these things work with STs ? I know that the standard Atari control panel only lets me change a couple of things, and I'm not sure if even they work ! I do have Neodesk 4, so I suppose I could use the 'MAKEPRN' program to create a driver, but I don't really use Neodesk that much, preferring Teradesk [it's faster], so for most purposes any driver created with Neo wouldn't be used.

Apart from that, how do I tell the Atari to use a printer driver ???

Thanks in advance.

VQWK 6.20 [Rev H - 04/04/94]

336. Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 21:28:19 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D38MB7.KnG@info.bris.ac.uk>
Source record: 27902

Is there anyway of making the window gadgets smaller on my Falcon -
running in truecolour etc does tend to limit the resolution.

Thanx

Ellis Breen

337. Motor/device controller interface for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 22:07:23 UTC
From: fender@intellimedia.com
Message-ID: <3gjnur$i3t@metro.atlanta.com>
Source record: 27903

Is there one? I need such a device for controlling
a programmable camera mount and paerhaps a
robot.

THE Storehouse of the Arcane

338. Re: emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 22:32:28 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rZ4Zz-0005u2C@black.csi.cam.ac.uk>
Source record: 27905

In article <apb25.29.00152D7E@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.) wrote:

> Could someone tell me what the latest version of emacs for MiNT and minixfs
> is, where to get it and pretty simple instructions on how to get it working?
> I have got 18.58 but cannot get it to work.

It works on my system, but all the keyboard bindings are wrong (no cursor keys, delete etc). There was a message in either here or c.s.a.s a week or so ago saying how to fix that using xkey.

I also get a message about it not finding various files, it's looking for them in /usr/lib I think. This doesn't seem to matter too much though.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

339. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-30 23:10:36 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11693@gos.ukc.ac.uk>
Source record: 27906

In article <3fturc$o3@news.xs4all.nl>, zonny <zonny@xs1.xs4all.nl> wrote:
>I have some genuine Megafile troubles....
>(You know, those old Atari Hard Disks with the ACSI (aka DMA) interface.)
[...]
>The trouble is, sometimes he (it's a male...:) won't start up right.
>I can hear (Quite clearly, I assure you...:) the fan starting, but it
>sounds like the HD itself wont start. I opend it up, unscrewed
[...]
>checked all the connections, found nothing.
>So I pluged it in again, and it WORKED!
[...]
>Does anybody know what is wrong??

Our Megafile 30 has a similar problem. A procedure that seems to work is, when it fails to spin up: turn the drive off, pick it up, "twist" it in the air about the vertical axis, put it down and turn it on again.

You have to twist it somewhat violently, and I'm sure it can't be much good for the drive, but it seems to work. We think the problem might be that the axle bearings are sticky... Maybe there are ball-bearings inside which have worn to an oval shape or something!

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

340. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 01:22:11 UTC
From: tdcflcn@infinet.com
Message-ID: <3gk3c3$3fq@horus.infinet.com>
Source record: 27908

EAM. Breen (eb4336@irix.bris.ac.uk) wrote:

: Is there anyway of making the window gadgets smaller on my Falcon -
: running in truecolour etc does tend to limit the resolution.

: Thanx

: Ellis Breen

I don't think it can be done under normal TOS, but I maybe wrong.
I use Geneva and NeoDesk 4, they allow you to change the gadget sizes.
(This is not an ad..... but I do use it all the time)

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

341. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 01:51:34 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.I1R_0yBhHMc@icon.pp.se>
Source record: 27907

In <D357E0.G4D@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?

No, none that I know of anyway.

> If not, I'd be very greatful if people would post or email details of which
> drives, interfaces and software they use. If they also use the drive to back
> up a PC, then I'd be interested in this info also.

I`ve got a Wangtek 6130HS (4mm DAT) mounted in my Falcon and it works
great most of the time. The only software I`ve tried so far is Erling
Henanger`s SCSI-drivers for MiNT. They give me a /dev/tape which I can
use like this:

```
# tape -r (this command rewinds the tape)
# cd /
# tar cvf /dev/tape usr/* home/* var/* src/* etc/* &
```

Erling`s drivers are "universal", meaning they can be used together with
many different units without having to be configured for each unit. If
you are running MiNT then ehscsi05.tgz is the file you should be looking
for! :-)

Unfortunately my Falcon suffers from SCSI timing-problems and sometimes
the whole system just hangs while backing up. I`m waiting for a new
motherboard which I hope will fix this problem.

However, if you don`t like MiNT there`s at least one other alternative.
The program is called GEMAR (v2.20 is probably the latest) and is
supposed to work great with a large number of different drives (not just
DAT-drives). I haven`t tried this one out myself, so someone else will
have to fill you in on the details.

```
--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|
```

342. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 03:22:27 UTC
From: whitema@rtsg.mot.com
Message-ID: <3gkadj$2ko@delphinium.cig.mot.com>
Source record: 27909

In article <D357E0.G4D@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?
>

Roland,
I meant to write one after my ordeal of getting one set up, but there's not a lot to it. Here's the major points:

1. Any SCSI tape drive seems to work with either the ST with a SCSI host adapter or straight from the TT/Falcon SCSI port. I uses a viper 2150 1/4" tape drive (up to about 250 MB, which is great cause I have a 245 MB drive).

2. Two commercial software packages seem to be out there to support a tape drive on your Atari: Diamond Back 3 and Beckemeyer Development's Hard Disk Toolkit Plus SCSI Tape Kit. Diamond Back 3 is available from Oregon Research Associates ((503)620-4919, on Genie at B.LUNESKI1), and I have no experience with it. I've used Diamond Back 2, and found it to be ok.

The Beckemeyer was the only commercial tape driver out when I bought my tape drive, so it's the one I went with. I had a little problem with the installation, and you have to load the driver in after Speedo, but it works. They also give you a TAR program that reads and writes in Unix TAR format (makes for great ease when bringing home large files ftp'd off the net). The software restores and saves flawlessly, although it is a very simple interface and cannot handle the simplest of errors (e.g. the program exits if you try to write to a write protected tape). The packages are not integrated, either. You have one program to back up with, one to restore with, one to rewind and retension with, etc... But it does seem to be complete. Using a shell with MiNT, you can run backups in the backgroup, and I'd be willing to bet you could back up a Minix file system using the TAR porgram. Beckemeyer Development can be reached at (510)530-9637 (voice), (510)530-0451 (FAX), or (510) 530-9682 (BBS), or at "Beckmeyer Development; PO Box 21575; Oakland, CA 94620; USA".

3. The terminator may or may not be needed. I use a AdSCSI+ host adapter, and nothing worked when I put the terminating resistor pack on. The moment I took it off, it worked great. So if whoever you buy the tape drive from offers to terminate it internally, decline and ask for an external terminator instead if you need it later.

That's all I can think of off the top of my head. The tape drive was a good investment, and it allows you to repartition your drive easily. If you

have any more questions, post 'em here or email me. It sure beats backing up to floppies.

Mike
whitema@cig.mot.com

343. more IDE's on falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 08:37:04 UTC
From: Paul Janson <paul@win.tue.nl>
Message-ID: <3gksrg$hbj@svin09.win.tue.nl>
Source record: 27912

Hi,

I was wondering if some one tried to connect
more than one IDE drive on a falc. (so I can
connect a cheap PC drive as 2nd drive).
Is the IDE cable a standard one which can
be replaced by one with 2 (or more) connectors.

Can some one who has done this tell us what is needed?

Thanks Paul Janson.

344. killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 09:18:57 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-310195101857@131.111.14.85>
Source record: 27913

Does anyone know how to turn off the Fuelcan's internal speaker
via s/w? If I don't find out soon the snip-snip h/w option
will start to look a bit more promising.

PS don't tell me to use the control panel pls :-)

srp

345. Re: PAK3 in STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 11:11:00 UTC
From: jan.sjoberg@p7.kockens.ct.se
Message-ID: <ftn_2.200.423.7_2f2e1b9f_Jan.Sjoberg@p7.kockens.ct.se>
Source record: 27926

In a message of <27 Jan 95 12:06:25>, Beric Dunn (2:200/427.1) writes:

BD> From: bericd@hawkeye.bri.hp.com (Beric Dunn)
BD>
BD> I have just installed the PAK3 into my Atari, but have the following
BD> problems:
BD>
BD> 1) The 32 MHz option always fails to reach GEM - this I think is due
BD> to the slow driver chips on the ST motherboard - 2 of which I've
BD> changed the other
BD> 2 will be changed tonight when I get the chips.
BD>
BD> 2) In the 16 MHz mode boot-up is OK but I can't read data off the
BD> floppy. An

I have also the PAK3 now running in 50MHz with FRAK030 fastram card, everything works just fine!

Tell me more about your PAK and your computer and I'll be able to help!

Greets from

Jan Sjoberg, Sweden

(UUCP Dialup connection)

346. Second Internal Floppy Errors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 11:20:39 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <D39oun.4wC@festival.ed.ac.uk>
Source record: 27915

Hi, I've a problem with a second floppy I've connected. I'm using a Desktopper with the second
floppy cable - the ribbon that goes from the Shurgart bus to both floppies, with one wire cut off
after connection to the first drive and connected to pin 19 of the soundchip for drive select
(I've forgotten which number). The problem is this:

Drive A B Reads
Disk In In B
In Out A
Out In B
Out Out Normal Error

This is whenever I try to access drive A or B from the desktop. The ribbon seems alright, tested with a ohm meter, and System Solution have been a bit slow in responding. Also both drives
spin at once. Basically the preference is always for drive B.
Any help would be greatly appreciated.

Alan.

347. Re: killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 11:45:21 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3gl7sh$jkc@infa.central.susx.ac.uk>
Source record: 27916

Steve Payne (srp20@cam.ac.uk) wrote:
: Does anyone know how to turn off the Fuelcan's internal speaker
: via s/w? If I don't find out soon the snip-snip h/w option
: will start to look a bit more promising.

: PS don't tell me to use the control panel pls :-)

I believe there is an auto program you can get which does this, though I know not its name. Sorry. I disconected mine when I installed an FPU, you can just unplug it, no need for snipping :)

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central

348. Re: Second Internal Floppy Errors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 11:46:40 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <D39q1u.ApI@festival.ed.ac.uk>
Source record: 27914

I forgot to mention that drive B is always spinning and both the drives are high density drives
from System Solutions, but the eLCo module isn't installed.

Alan.

349. host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 12:46:28 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D39stG.96L@nntpa.cb.att.com>
Source record: 27917

I'm having some problems with my icd host adapter
does anybody know the checksum's of the gal's ??

Thanx !!

Richard

350. ATARI 520STFM FOR SALE !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 15:48:03 UTC
From: cs9h4hsh@Swansea.ac.uk
Message-ID: <D3A184.Erp@info.swan.ac.uk>
Source record: 27918

I know that this may not be the right place to place an ad,
however if anyone in the UK, South Wales, Mid Glam etc. area interested
then please e-mail me !

What I have for sale is :

Atari 520STFM computer with mouse,
Phillips CM8833 colour monitor,
Over £900 of software and games,
all cables and boxes are included.

I will be asking about £250 o.n.o.

Cheers all

Simon

351. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 19:52:43 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3gm4eb$hua@canton.charm.net>
Source record: 27921

whitema@rtsg.mot.com (Michael A. White) wrote:
>
> In article <D357E0.G4D@cix.compulink.co.uk>,
> Roland Givan <rgivan@cix.compulink.co.uk> wrote:
> >I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?

Toad Computers sells Viper 250MB drives for $379, and 525MB drives for
$499. We recommend the use of DiamondBack 3, which is $59.

Please contact me if you're interested in getting more information
on these products.

Dave Troy
Toad Computers
(800) 448-8623 Orders
toad@charm.net

352. Re: Printers ?????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 20:54:42 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.123.000FE9E6@cfcsc.dnd.ca>
Source record: 27919

>Now, how does the ST deal with printer drivers ? I'm used to such stuff
>on the PC, but how do I get my printer to change fonts, go to NLQ mode,
>etc etc. It is a Philips NMS1438, but according to the menus it prints
>out, it will emulate an EPSON FX-800 and an IBM PROPRINTER XL.
GDOS is what you need. SpeedGDOS 5.0 is the latest and best, able to use gem fonts, speedo fonts, adobe type1 fonts and true type fonts although there is NVDI which handles fonts(adobe, true type, +...?) - but someone here will know whether it can handle printing, Hmmm actually I've seen some remarks about creating printer drivers with/for NVDI, so you must be able to. You run GDOS by putting it in your auto folder soit runs at boot up, although I suppose you could run it any time. Other here will correct me if I am incorrect <g>, and choose your printer, Epson is pretty standard so there should be no problem there, Speedo uses an extend.sys file in the root direcory on boot-up. Your fonts are in your assign.sys file, loaded at boot up from the root directory

>I don't yet have the manual for it, but it is being sent to me soon.
>How do these things work with STs ? I know that the standard Atari
>control panel only lets me change a couple of things, and I'm not sure if
>even they work ! I do have Neodesk 4, so I suppose I could use the
>'MAKEPRN' program to create a driver, but I don't really use Neodesk
>that much, preferring Teradesk [it's faster], so for most purposes any
>driver created with Neo wouldn't be used.
>Apart from that, how do I tell the Atari to use a printer driver ???
>Thanks in advance.
Its not Atari so much as the software you'll be printing from that you'll be concerned with. CalamusSL for example has its own printer drivers, and a utility to create printer drivers also, but it doesn't use GDOS so it is a special case.
I'll e-mail you the GDOS FAQ just shown here last week

> VQWK 6.20 [Rev H - 04/04/94]

353. PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 21:12:16 UTC
From: illusion@rz.tu-ilmenau.de
Message-ID: <3gm93g$p2@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 27923
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Hallo alle !

Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
emulieren kann.

entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
ich bedake mich jetzt schon mal dafuer

DJ Illusion

A R T A C A D E M Y - We make computers dream...	DJ Illusion
P.O.Box 159, 98682 Ilmenau, Germany	of
e-mail:illusion@rz.tu-ilmenau.de	AA

P.S. ich probier auch was gleich wertiges zurueckzuschicken...
und bitte nur auf legaler ebene, also PD und solche sachen...

354. Re: killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 21:31:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gma6v$ok5@bs33n.staffs.ac.uk>
Source record: 27920

Steve Payne (srp20@cam.ac.uk) wrote:
: Does anyone know how to turn off the Fuelcan's internal speaker
: via s/w? If I don't find out soon the snip-snip h/w option
: will start to look a bit more promising.

: PS don't tell me to use the control panel pls :-)

There's a little proggy called SPEAKOFF.PRG that you slam into your AUTO folder and when you boot- it does the amazing and turns the speaker off! no.. really.. it does! If it was the source code for turning your bleep box off you were after - heck - sorry, ask someone else! :-)

RiCH :)

355. Re: killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-01-31 23:28:11 UTC
From: drz@raven.cybercom.com
Message-ID: <3gmh2b$156@crow.cybercom.com>
Source record: 27922

Fractal ASCII list from parameters: srp20@cam.ac.uk comp.sys.atari.st.tech
<srp20-3101951018 57@131.111.14.85>

: Does anyone know how to turn off the Fuelcan's internal speaker
: via s/w? If I don't find out soon the snip-snip h/w option
: will start to look a bit more promising.

It's really easy just to open up your Falcon, and just take out the speaker
(it's "plugged" in). That's what I did. :)

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D ''':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

356. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 00:26:06 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D3Ap7I.6F8@cix.compulink.co.uk>
Source record: 27924

In response to cpbs@ukc.ac.uk's message:
> In article <3fturc$o3@news.xs4all.nl>, zonny <zonny@xs1.xs4all.nl> wrote:
> > I have some genuine Megafile troubles....
> > (You know, those old Atari Hard Disks with the ACSI (aka DMA)
> > interface.)
> [...]
> > The trouble is, sometimes he (it's a male...:) won't start up right.
> > I can hear (Quite clearly, I assure you...:) the fan starting, but
> > it sounds like the HD itself wont start. I opend it up, unscrewed
> >
> [...]
> > checked all the connections, found nothing.
> > So I pluged it in again, and it WORKED!
> [...]
> > Does anybody know what is wrong??
>
> Our Megafile 30 has a similar problem. A procedure that seems to work
> is, when it fails to spin up: turn the drive off, pick it up, "twist"
> it in the air about the vertical axis, put it down and turn it on again.
>
> You have to twist it somewhat violently, and I'm sure it can't be much
> good for the drive, but it seems to work. We think the problem might
> be that the axle bearings are sticky... Maybe there are ball-bearings
> inside which have worn to an oval shape or something!

It's termed 'stiction'.

I'd start saving if I were you... 8^{<

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

357. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 00:57:23 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <3gmm9j$dhr@martha.utk.edu>
Source record: 27925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Golando Gathings (gathings@cs.utk.edu) wrote:

: F O R S A L E

: Item Desc Asking Price

:

: >>> For Parts ONLY <<<<

: Atari 1027 Printer $10

: Atari 1050 Disk drive $10

: Atari 800xl $10

: or take all for $25

I have a sale pending on the above ... stay tuned.

Golando

358. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 04:08:12 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Feb1.040812.12201@honte.uleth.ca>
Source record: 27844

In article <D38MB7.KnG@info.bris.ac.uk>, eb4336@irix.bris.ac.uk (EAM. Breen) writes:
>
>Is there anyway of making the window gadgets smaller on my Falcon -
>running in truecolour etc does tend to limit the resolution.
>
>Thanx

Using Geneva is the only way that I've seen so-far. MagiC will probably
offer the same capability in the Falcon version as well.
I could also recomend that you consider a resolution enhancer such as
Screen Blaster II (which I own, and I am very fond of) or Blow Up, or even the
Speed/Resolution Card. (I think there are others too.) The S.R. card will
even give you an 80 column Truecolour on a VGA screen.

>
>Ellis Breen
>

359. Re: Connector types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 05:55:22 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <ac_green-010295165504@mg4_84.its.utas.edu.au>
Source record: 27928

In article <1995Jan25.112805.39198@cc.usu.edu>, Scott E. Parker WA7VYJ <sparker@Coquina.cass.usu.edu> wrote:

> What types of connectors are used for video and external floppy on
> the ST? They look like DIN connectors, but I'm unfamiliar with DIN
> connectors beyond 6 pins, so I'm not sure. Can anyone elucidate?
>
> -SEP

Everywhere I've seen them they have been advertised as 13 and 14 pin DIN connectors respectively. They are also often sold for a lot more than they are worth but are readily available through most suppliers, so hunt around.

Anthony Green

E-Mail : ac_green@postoffice.utas.edu.au

360. Speedo GDOS, NVDI v2.5 and Atari Works

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 06:13:30 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <ac_green-010295170039@mg4_84.its.utas.edu.au>
Source record: 27927

I have been battling to get NVDI and Speedo GDOS to behave properly when running Atari works on my Falcon, 4Mb TOS 4.01.

I have successfully installed the former two to run with the latter on my 4Mb TOS 2.06 STFM and it works great. I installed Works on the Falcon in exactly the same way as the STFM with no success to an almost bare root directory and AUTO folder. The only things resident besides NVDI and SPEEDO are BCONMAP FIX, FPATCH 2 and XControl.

When I run works everything seems ok until I load a document then I am confronted with pages of invisible text that I can print to the printer but not see. I think something is clashing with SCREEN.SYS or the like.

On both systems the installation was as follows:

Install SPEEDO with all fonts and drivers into the DRIVERS folder (to ensure everything can be found when NVDI is running) using the supplied install program. Then I install NVDI using the supplied installer and I am given the prompt saying 'the assign.sys file uses the DRIVERS path so why don't we use it to for our SYS files etc.!' and OK that.

I've tried the GDOS on and off in NVDI and tested it with and without the various other options.

This has been a real pain in the butt so any assistance would be greatly appreciated.

Post to the Newgroup by all means but please also post to my e-mail as I am on vacation at the moment and don't use the net that much.

cheers,

Anthony Green

E-Mail : ac_green@postoffice.utas.edu.au

361. Re: killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 06:47:24 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3gnaps$rts@cxc1.cl.msu.edu>
Source record: 27929

srp20@cam.ac.uk (Steve Payne) writes:

>Does anyone know how to turn off the Fuelcan's internal speaker
>via s/w? If I don't find out soon the snip-snip h/w option
>will start to look a bit more promising.

There's a program, I believe you can find it on Atari Archive, that writes
a bootsector to a floppy which will turn off the internal speaker. I
believe it is ZIPped together with another program which can be run in
the AUTO folder or manually activated which will turn off that godawful
tin gerbil Atari installed in our machines.

Look for something called SPEAKOFF.ZIP (I think...)

>PS don't tell me to use the control panel pls :-)

You could always used the control panel...

:)
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

362. How to use a printer switch with a mega-2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 07:59:46 UTC
From: leonp@cs.kun.nl
Message-ID: <D3BA7n.873@sci.kun.nl>
Source record: 27930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everybody,

I've got one hell of a problem.
I have one PC (I'm sorry) and one Mega-II and one deskjet printer.
I bought a printer switch (automatic) to hook both machines to the
printer. The problem is that the PC prints allright through the
printer switch but my Atari doesn't!!! Not from the desktop
and not from Wordplus.
I do want to keep using both of my machines, but how?
What do I have to do to hook up my atari correctly to the
printer switch?

My TOS is dated 1989

Please answer by email, since I am not able to read the
atari newsgroups on a regular basis.

Leon
leonp@cs.kun.nl

363. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 10:34:24 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.791634864@acp5>
Source record: 27931

eb4336@irix.bris.ac.uk (EAM. Breen) writes:

>Is there anyway of making the window gadgets smaller on my Falcon -
>running in truecolour etc does tend to limit the resolution.

No, there is no way.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

364. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 11:06:44 UTC
From: sanders@sci.kun.nl
Message-ID: <D3BIv9.EKt@sci.kun.nl>
Source record: 27843

In <D38MB7.KnG@info.bris.ac.uk> eb4336@irix.bris.ac.uk (EAM. Breen) writes:

>Is there anyway of making the window gadgets smaller on my Falcon -
>running in truecolour etc does tend to limit the resolution.

When using BlowUP030, you can use the 8x8 style gadgets (select double
line on and 40 columns text), as you'll get the resolution you
selected with BlowUP, not the one you'd expect from the menu.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

365. SCSI 2.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 11:30:08 UTC
From: julian@loose.apana.org.au
Message-ID: <3gnrc0$7mu@loose.apana.org.au>
Source record: 27841

I am using a 1040 STE with a 105 meg SCSI HDD.
I am looking at upgrading to a 355 meg SCSI 2.
Can I? What is the difference between SCSI 1 and 2?
Thanks,
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

366. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 12:26:29 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3BMK6.5nJ@iglou.com>
Source record: 27935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

I don't think it's a PC thing. On my newsreader (trn), PC posts come out
single-spaced with a ^M at the end of each line.

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

367. Re: Second Internal Floppy Errors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 13:02:26 UTC
From: dba@jet.uk
Message-ID: <3go0p2$bqf@postman.jet.uk>
Source record: 27932

```
FLOPPY DISK DRIVES

Using external floppy disk drives with the STe computer:

Most standard 3.5 or 5.25 floppy disk drives can be connected to the STe
computer. To use High Density drives requires some work on the ST P.C.B. and
a faster floppy controller chip. A total of only two disk drives may be
connected one internal and one external drive.

Jumpers:
STE internal jumpers W300 1-2 and W301 1-2
external 14 pin FD connector (as shown in the documentation)
pin 5 Drive Select 0 ---- Floppy disk jumper DS0 (Disk drive A)
pin 6 Drive Select 1 ---- Floppy disk jumper DS1 (Disk drive B)

STE internal jumpers W300 2-3 and W301 2-3
external 14 pin FD connector (the default shipping config)
pin 5 Drive Select 1 ---- Floppy disk jumper DS0 (Disk drive B)
pin 6 +5v via 10K resistor ---- not used

Connectors:
34 way connector on floppy drive (5.25 card edge - 3.5 pin header)
.___.
Ground 0v 1| |2 Reserved (High Density Detected on some HD drives)
Ground 0v 3| |4 In Use/Head Load/Open
|---| keyslot only on 5.25 disks
Ground 0v 5| |6 Drive Select 3
Ground 0v 7| |8 Index Pulse Sensor
Ground 0v 9| |10 Drive Select 0
Ground 0v 11| |12 Drive Select 1
Ground 0v 13| |14 Drive Select 2
Ground 0v 15| |16 Motor ON
Ground 0v 17| |18 Direction IN Select
Ground 0v 19| |20 Step Pulse
Ground 0v 21| |22 Write Data Pulses
Ground 0v 23| |24 Write Gate
Ground 0v 25| |26 Track 00 Sensor
Ground 0v 27| |28 Write Protect Sensor
Ground 0v 29| |30 Read Data Pulses
Ground 0v 31| |32 Side ONE Select
Ground 0v 33| |34 Drive Ready
---

All signals are active LOW ie the signal is normally high (for example to
switch the Motor ON signal active, pin 16 should be connected to 0 volts).
So be careful plugging in the cables.
```

Male Power connector on drive
3.5 5.25
---.
|o / o | pin 1 +12 volts DC (may not be required by disk drive)
|o | o | pin 2 0v
|o | o | pin 3 0v
|o \ o | pin 4 +5 volts DC

Cable connections
14 pin STe 34 way IDC
pin no pin no
1 <---------- 30
2 ----------> 32
3 ---------- 1,3,5,7 etc (any odd numbered pin)
4 <---------- 8
5 ----------> 10
6 <---------- 2 (for use with a High Density Drive?)
7 ---------- 1,3,5,7 etc (any odd numbered pin)
8 ----------> 16
9 ----------> 18
10 ----------> 20
11 ----------> 22
12 ----------> 24
13 <---------- 26
14 <---------- 28

The terminating resistor pack on the floppy disk drive may have to be removed.

Note: for use internally on the floppy cable connect all wires to all connectors
and change the drive select jumper on the floppy drive.
ie. for "A" set Drive select 0 (DS0) for "B" set Drive select 1 (DS1).

368. Re: SP/DIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 13:31:15 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <3go2f3$mfa@rs18.hrz.th-darmstadt.de>
Source record: 27933

You can get various S/PDIF interfaces here in germany.
There's the Soundpool interface (FDI) which is the same
as the Steinberg interface, then there's one from Compo
and - of course - PSI from BlowUp which I am using.

I can only tell something about the PSI. It works.
That's the fact. It does what it is demanded for.
You have a coax and a optical input, if you have only one
source connected it will be recognised automatically.
You can also tell the source by software.
You have two outputs (optical and coax) both fed with the
same data. You can set SCMS on internal DIP's (00,01,10,11) !

Haven't had any problems with it but I could only connect it
to my CD Player (nice thing: shows Emphasis on a LED) though
I don't know which DAT to buy yet. Ah, DAT. There's another thing:
PSI comes with a DAT Bakup Software. Looks quite good but I
couldn't check it (no DAT). But it has a nice feature:
the newest versions of PSI (so is mine) comes with a IR
remote control for the LAN port. This way the bakup software\
can remote control the DAT player. A real nice feature I think.
And it will be easy to use it for other things (CD, Tape, etc)
in other programms. Just waiting for the documentation...

I think this should be a short overview on PSI, if you need
more information or if you have a special question - just ask.

Oh yeah: the information that might me interesting for you:
PSI costs 448 DM, FDI (Soundpool, Steinberg) ~600 and
Compo's `500 DM

That's why I bought PSI.

Alex

PS: $1 should be about DM 1.6; don't know where the GBP is laying...

Alexander Graham Informatik TH-Darmstadt

Falcon 030/14/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

369. Re: more IDE's on falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 13:42:17 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <3go33p$mfa@rs18.hrz.th-darmstadt.de>
Source record: 27934

I tried this with a 100 MB Seagate drive,
I got it to work once, but after repartioning my SCSI drive
it wouldn't work together any longer.
Any IDE device alone was running (my internal 2.5" 80 MB Seagate
and the 100MB one). Maybe some jumper installation one the
internal drive could do it.
Normaly IDE has three device states: single, master and slave.
I don't know if 2.5" have this two, but if so the internal
one would be on single mode and should be set to master.
But I could't find information on this and I have also not
the time to do so.

The internal Falcon IDE cable is a standard 2.5" cable.
You just need a cable with a 2.5" connector on one side and
a 3.5" connector on the other with a 2mm cable.
Than you just plug on another 2.5" connector for your
internal drive. The only thing I had to do on my cable is
to get the power supply to the internal drive again.
But this should'n be a problem.
If you have problems getting such a cable (I didn't want to make
it myself) I could tell you the adress were I got mine here in
Germany but I'm not shure if they sell to foreign countries.

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/14/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

370. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 15:06:34 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3go81q$nk2@motmot.doc.ic.ac.uk>
Source record: 27937
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

```
|>Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
|>Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
|>ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
|>ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
|>emulieren kann.
|>
|>entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
|>ich bedake mich jetzt schon mal dafuer

I hope tyhat you can understand English, because I have a few problems
with German:

You can buy a hardware board called "PC-Speed" which will change your
Atari into a 286-based PC.

I hope that helps.

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"How many people think dirty?" - Jeff Magee
```

371. Re: Megafile 30 troubles....:)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 15:14:58 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3go8hi$4l3$1@perth.DIALix.oz.au>
Source record: 27936

Marco_Fris wrote:
: In a message of <Wed 25 Jan 95 15:50>, zonny (2:281/202.0) writes:

: > Does anybody know if there's a limit to the size the RLL controler
: > can handle? Or a limit to the size of an RLL disk (else I'll keep
: > looking for a bigger one...:)...?

Don't know the upper limit but two months ago I fitted a 75meg drive to my mates expired 20meg unit and it's been working very nicely since (a bit on the slow side though)... The PSU does not seem to mind the bigger drive...

Regards FezzY 8-}
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

372. PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 17:58:36 UTC
From: illusion@rz.tu-ilmenau.de
Message-ID: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 27940
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Hallo alle !

Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
emulieren kann.

oder eine Programm womit ich 720kByte-PC-dos formatierte Disketten
auf dem Atari ST oder STE lesen kann.

entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
ich bedanke mich jetzt schon mal dafuer.

DJ Illusion

A R T A C A D E M Y - We make computers dream...	DJ Illusion
P.O.Box 159, 98682 Ilmenau, Germany	of
e-mail:illusion@rz.tu-ilmenau.de	AA

P.S. ich probier auch was gleich wertiges zurueckzuschicken...
und bitte nur auf legaler ebene, also PD und solche sachen...

373. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 18:03:19 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3goid7$ibc@hearst.cac.psu.edu>
Source record: 27938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: I don't think it's a PC thing. On my newsreader (trn), PC posts come out
: single-spaced with a ^M at the end of each line.

: --

Its a configuration problem with the networking software. Either on
your end or the senders. LF/CR should be converted to HR and vice versa...
same thing happens when looking at IBM text on the Atari... (almost)

The news sender should strip and or convert the EOL characters or the
news reader should do it.

However, it also might be the display device you are using...
if you are using trn on unix LESS and MORE display information differently
if those are the pagers you are using.

Andrew
--
100 buckets of bits on the bus
100 buckets of bits
Take one down, short it to ground
FF buckets of bits on the bus

FF buckets of bits on the bus
FF buckets of bits
Take one down, short it to ground
FE buckets of bits on the bus

ad infinitum...

374. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 18:56:31 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3golgv$6r6@ra.ibr.cs.tu-bs.de>
Source record: 27939

Alexander Goerlitz (illusion@rz.tu-ilmenau.de) wrote:
: Hallo alle !

: Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
: Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
: ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
: ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
: emulieren kann.

: entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
: ich bedake mich jetzt schon mal dafuer

: --
: |A R T A C A D E M Y - We make computers dream... | DJ Illusion |
: | P.O.Box 159, 98682 Ilmenau, Germany | of |
: | e-mail:illusion@rz.tu-ilmenau.de | AA |
: --

Ohren ab wenn Du sowas noch mal machst!
Ein Crosspost in alle Atarigruppen und ein Followup das ebenfalls
in die ganze Welt zeigt.

Und dann noch nicht mal eine g"ultige email-adresse f"ur pers"onliche
Antworten.

Da meine mail an Dich gebounced ist, hier an die Gruppe:

Der Atari kann PC-formatierte Disketten lesen und schreiben.
Zu Strafe verrate ich Dir nicht mit welchen Optionen Du eine
720K Diskette formatieren kannst, frage einfach einen DOSEN-
Besitzer. Der weis das auch nicht, aber es macht Spa"s deren Gesicht
zu beobachten.

(Irgendwas mit F:720 (neues DOS) oder N:9 T:80 (altes DOS))

Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

375. Re: killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-01 20:26:21 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Feb1.202621.21378@honte.uleth.ca>
Source record: 27842

In article <srp20-310195101857@131.111.14.85>, srp20@cam.ac.uk (Steve Payne) writes:
>Does anyone know how to turn off the Fuelcan's internal speaker
>via s/w? If I don't find out soon the snip-snip h/w option
>will start to look a bit more promising.

I use a small autoboot programme called "SPEAKOFF.PRG" that works very
well. Takes zero k, and causes no problems whatsoever. If you have trouble
finding it, let me know in mail and I'll (try) to send it to you.

>
>PS don't tell me to use the control panel pls :-)

Or, you could just use the control panel... >:)

>
>srp

Jon

376. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 05:16:27 UTC
From: vegard@henry.interlink.no
Message-ID: <3gpprb$dse@henry.interlink.no>
Source record: 27845

EAM. Breen (eb4336@irix.bris.ac.uk) wrote:

: Is there anyway of making the window gadgets smaller on my Falcon -
: running in truecolour etc does tend to limit the resolution.

WINX (must be used with GEMRAM) will do this. I do not know if it works on the Falcon, though (I've got a MSTE). It should be available from umich.edu.

Vegard Hofsy

377. Packer with header ATM5???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 05:37:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBCRBAVIUp@stingray.manawatu.gen.nz>
Source record: 27846
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Could someone please tell me what sort of packer is used that creates files
with the first 4 characters as: ATM5?

Is this some AuToMation packer?

Richard.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

378. MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 08:48:09 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3gq689$9hm@voyager.cris.com>
Source record: 27847

I'm having some trouble transfering with my modem when I do a file transfer using zmodem. I am running on an ST with mega roms and a US Robotics sportster 14.4 fax modem. I have tried using it with both the turbocts and serfx20x RTS/CTS patches installed. I have the serial rate fixed to 19.2 (&B1), the TD flow control set to hardware flow control - clear to send CTS (&H1), software flow control off (&I0), compression om auto (&K1), and the receive data (RD) hardware control - request to send (RTS) set to 'Received data to computer only on RTS'.

Now whenever I'm downloading a file about every 15,000 bytes I get a bad check and it has to send the offset and restart from that point. The first time it does it is always at 14433 bytes. Anyone have any suggestions??? This is driving me nuts. It does this about 40 times when Im downloading a nice sized file! What the hell?

Jack Deth

379. TOS1.4 no HD likes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 10:21:22 UTC
From: stephan@abmx.rz.rwth-aachen.de
Message-ID: <stephan.28.000A5B7C@abmx.rz.rwth-aachen.de>
Source record: 27848

My good old 1040STF uses TOS 1.4 an an Apple SCSI Miniscribe. In this configuration the SM124 Monitor breaks down as soon as I boot from the HD. TOS 1.0 doesn't. May be someone knows how to handle this problem?

I heard rumors of a capacitor missing in the keyboard???

Thank you
Klaus

380. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 10:48:39 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.31.000ACFF2@cam.ac.uk>
Source record: 27853
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <FBCRBAVIUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>Could someone please tell me what sort of packer is used that creates files
>with the first 4 characters as: ATM5?

I think it is Atomik 3.5 - a very good packer - if you are going to depack it the use New Depack or Mega depack - I think they will work - or you can use the unpacker built in to Atomik (which you can get from most archives).

381. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 11:02:45 UTC
From: zincke@buran.fb10.tu-berlin.de
Message-ID: <950202120245.3555AAAAO.rainer@energija>
Source record: 27849
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

ERZ> Date: 1 Feb 1995 17:58:36 GMT
ERZ> From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
ERZ> Subject: PC-Emulator gesucht fuer Atari ST
ERZ>
ERZ>
ERZ> oder eine Programm womit ich 720kByte-PC-dos formatierte Disketten
ERZ> auf dem Atari ST oder STE lesen kann.
ERZ>
ERZ>

Dazu brauchst du kein Programm, denn das geht sowieso, das Atari und das DOS Format ist eigentlich identisch, nur es durfte nicht identisch sein aus igendwelchen rechtlichen Gruenden.

Also hat Atari an die Stelle, an der DOS die Version des Betriebssystems ablegt, einfach quatsch gesetzt, da diese Frage am Atari ignoriert wird.

In Klartext, auf DOS formatierte Disks lassen sich auf den Atari weiterverarbeiten,
auf Atari formatierte aber nicht auf der DOS Kiste.

Urspruenglich hatten wir uns mal ein kleines Assembler Prg geschrieben, um Atari disks auch noch nachtraeglich umzusetzen, spaeter, jedenfalls glaube ich, wenn wir mit FCopy 3.0 formatiert haben, war das bereits 100%iges DOSformat.

Rainer

ERZ> --
--
ERZ> |A R T A C A D E M Y - We make computers dream... | DJ Illusion
|
ERZ> | P.O.Box 159, 98682 Ilmenau, Germany | of
|
ERZ> | e-mail:illusion@rz.tu-ilmenau.de | AA
|
ERZ> --
--
ERZ> P.S. ich probier auch was gleich wertiges zurueckzuschicken...
ERZ> und bitte nur auf legaler ebene, also PD und solche sachen...
ERZ>

382. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 11:05:11 UTC
From: zincke@buran.fb10.tu-berlin.de
Message-ID: <950202120511.3555AAAAP.rainer@energija>
Source record: 27850
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

ERZ> Date: 1 Feb 1995 17:58:36 GMT
ERZ> From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
ERZ> Subject: PC-Emulator gesucht fuer Atari ST
ERZ>
ERZ> Hallo alle !
ERZ>
ERZ> Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
ERZ> Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst
besitze,
ERZ> ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ERZ> ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das
Ataridiscformat
ERZ> emulieren kann.

Es gab da mal eine Softwareversion vor langer langer Zeit, habe aber nur schlechte Erinnerungen daran, der SoftwareAladin (MacEmulator) war da viel stabiler

Rainer

383. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 13:41:15 UTC
From: walton@emc.com
Message-ID: <3gqndr$c38@ns0.emc.com>
Source record: 27851

Sorry I haven't been able to pick this up.
Where in U.S.A. is a MiNT archive site?

Thanks

384. AES Documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 19:03:46 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791751826snz@bigbox.demon.co.uk>
Source record: 27854

Hi,

Can anyone point me at some good AES documentation somewhere on the net?
Preferably including all the new MultiTOS calls - tool bars, iconification
etc.

Thanks!

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

385. Seeking PAK3 infos ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 19:08:13 UTC
From: jmb@cao-vlsi.ibp.fr
Message-ID: <3grait$69l@vishnu.jussieu.fr>
Source record: 27855

Hi,

I'm looking for informations on the PAK68/3 card. I own a Mega ST, and
this card seems to be the perfect solution for me.
All I know is :
* 68030 (?? MHz)
* fast ram expansion slot (?? Mo)
* faster than a TT (Qindex? Gembench?)
* suitable for a mega ST box
* needs 68000 unsoldering (OUCH!)

But what about :
? TOS versions (language)
? options (cost)
? FPU slot
? 68k/8Mhz emulation mode
? compatibility (Which program do you use with it)
? Linux development

Have anyone here more information ?

Thanks.
--
o---------------------------------- Jean-Michel Blin --------------------o
| Universite Pierre et Marie Curie laboratoire MASI - PARIS - FRANCE |
| Tel : 33-(1) 44.27.39.67 |
| "And now for something Fax : 33-(1) 40.35.71.97 |
| completely different..." E-Mail : Jean-Michel.BLIN@masi.ibp.fr |
o--o

386. Re: killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 19:17:46 UTC
From: ac382@freenet2.carleton.ca
Message-ID: <D3E09M.z3@freenet.carleton.ca>
Source record: 27856

The speaker on the Falcon is plugged into a little 2 pin soket. Once you open up the Falcon you can very easily disconnect it or connect an on/off switch or a POT for a volume control. I unplugged mine for now but I think I'll make another little audio plug on the back of my Falcon so I can plug in the speaker on the outside (with a volume control). Very often I only want to hear some keyclicks or a bell or play a sample to hear what is sounds like. Right now I have to power up my stereo to do that, which is a bit of an overkill.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

387. Monitor switching device plan ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 19:40:14 UTC
From: jmb@cao-vlsi.ibp.fr
Message-ID: <3grceu$69l@vishnu.jussieu.fr>
Source record: 27857

Hi,

I intend to make a switch to connect boths my colour and mono monitors
to my ST. I have given a look at several FTP servers with no success.

I know the pin description of the video output, and that's all.
Must all the 13 pins be switched ?
Isn't there some special treatment for the mono detect pin ?

My monitors are the basic ones (SM124 and SC1224), no multisync.

Thanks for any help, and sorry for my English.

--
o---------------------------------- Jean-Michel Blin --------------------o
| Universite Pierre et Marie Curie laboratoire MASI - PARIS - FRANCE |
| Tel : 33-(1) 44.27.39.67 |
| "And now for something Fax : 33-(1) 40.35.71.97 |
| completely different..." E-Mail : Jean-Michel.BLIN@masi.ibp.fr |
o---o

388. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 19:46:01 UTC
From: skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de
Message-ID: <SKRODZKI.95Feb2194601@teco40m.tk.telematik.informatik.uni-karlsruhe.de>
Source record: 27852
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> In the future there will be hardware available to plug a $50 ne2000 card
> into your atari. Prototypes exist already and a MintNet driver is currently
> beeing written.

And it works fine by this moment :-) (So we should do something on the speed
which is between 90 and 170k/second (depending on the counterpart...))

Bye
Steve

--

---------- Stephan Skrodzki - Karlsruhe / Germania -------------
----------- "Frau Werwolf sagt, das muss so sein." -------------
---

389. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 22:11:29 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <3grlah$9vq@martha.utk.edu>
Source record: 27858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: What is with all of these "for sale" and "auction!" posts which are

: all double spaced!?

I will check my autoposter again to see what is the problem.

390. killing mr speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-02 22:58:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f3163e2_Christian.Andersson@tnogobl.ct.se>
Source record: 27859

> Does anyone know how to turn off the Fuelcan's internal speaker
> via s/w? If I don't find out soon the snip-snip h/w option
> will start to look a bit more promising.

There is a Program which you place in the Auto-folder (First ofcourswe :)
Its called speakoff and is only 255 bytes large.

Chris.

(UUCP Dialup connection)

391. Re: Second Internal Floppy Errors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 10:51:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gt1s3$hv3@golem.wcc.govt.nz>
Source record: 27860

In article <D39q1u.ApI@festival.ed.ac.uk>, emdu02@castle.ed.ac.uk (Alan Swanson) writes:
>I forgot to mention that drive B is always spinning and both the drives are high density drives
>from System Solutions, but the eLCo module isn't installed.
>
>Alan.

Well a number of things, you could have the drive plug the wrong way around, no drives are the same regarding this connector...

Thier could be a fault with the drive, disk in switch not working..

Notes: I would never run a HD disk drive in a long lead, all Atari drive leads are far to long for HD use..

If this is the eLCo module that piggy backs over the WD 1772, you could have problems as most WD 1772 02 02 will not work at 16mhz...

The other problem is the step rate, it will end up being to fast, you would need to load a fix from the HD befor you could use the Floppy...

The only Real way to get HD drives to work it to use a Ajax Controler chip..

This is all food for thought....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

392. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 11:46:56 UTC
From: djs@jet.uk
Message-ID: <djs.791811984@gen-off-1>
Source record: 27861

seimet@chemie.uni-kl.de (Uwe Seimet) writes:

>eb4336@irix.bris.ac.uk (EAM. Breen) writes:

>>Is there anyway of making the window gadgets smaller on my Falcon -
>>running in truecolour etc does tend to limit the resolution.

>No, there is no way.

Bzzt! Yes there is. Blowup030 does this.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

393. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 11:52:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBDMCIUUUP@galaxy.teuto.de>
Source record: 27862

In <seimet.791634864@acp5> Uwe Seimet wrote:

>>Is there anyway of making the window gadgets smaller on my Falcon -
>>running in truecolour etc does tend to limit the resolution.
>No, there is no way.

Um, how about WinX?

With the switches L2 and G8 you can get ridd off the horizontal scrolling bar
completely and get a smaller slider-background, too.

One needs GEMRAM to install these patches in RAM or, even better, put it into
Eproms.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

394. Atari files read by Amiga/PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 11:52:10 UTC
From: hhijg@alfred.uib.no
Message-ID: <3gt5da$aa1@due.uninett.no>
Source record: 27863

Help! I am looking for a utility that reads Atari files and writes them
to an Amiga/PC. Please help me!!

Yours, Jostein!

395. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 14:56:20 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Feb3.145620.6174@bay.cc.kcl.ac.uk>
Source record: 27864

```
>
> RE: TAPE DRIVES FOR ATARIS
>
>
>> I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?

I've got a Wantek 5150 in my Falcon - it worked first time I tried :-)
It even works with Linux 68k :-)))))

Keith
```

396. Re: rsrc_load() quirk?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 14:57:37 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3gtg91$joq@mserv1.dl.ac.uk>
Source record: 27865

```
Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Last edit: 1-Feburary-1995
Additions/changes since last list: 1

- ftp.cnam.fr (163.173.128.15) (IP number update)

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
---------
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari
```

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............./atari/
ezinfo.ethz.ch....(129.132.2.72)........../st/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....

- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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397. Re: MagicMac/Powerbook 100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 18:50:40 UTC
From: arch@netspace.net.au
Message-ID: <arch-0402950620490001@dialup-25.insane.apana.org.au>
Source record: 27866

In article <FA1LDIVAUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

> In <3fuu9t$2je@otis.netspace.net.au> Arturo Larizza wrote:
>
> >> Could someone please tell me if MagicMac will allow me to run atari st
> >> applications on a Powerbook 100 (16mhz 68HC000)?
> >> I can get one pretty cheaply but my decision to buy it or not depends
> >> largely on whether it will do what I'm asking.
>
> >In case anyone is interested...the answer is no. So no cheap portable
> >ataris yet!
>
> Buzzzzz. Wrong conclusion!

Bzzzt yerself!

> The MAC PB's with 68030 aren't all that expensive at all. Especially the used ones.

All depends on your definition of "cheap", Hendrik...

> And they're most definetly a better buy than a lame ST-Book anyway.
>

Agreed.

398. Can I do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 20:26:38 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3gu3hu$bti@netline-fddi.jpl.nasa.gov>
Source record: 27867

My hard disk won't autoboot.

I have Berkeley BMS-100 -> Emulex MD21 (SCSI->ESDI) -> CDC 81 MB ESDI disk.

I partitioned and formatted the disk with Supra utilities. I've put Supra auto-boot software on the disk. Supra utilities insist the autoboot is enabled.

So I turn on the disk, wait for it to come up to speed and the controller to quit negotiating with the disk (all the lights quit flashing), then turn on the ST. The disk light flashes twice, then the A: drive starts working. If I ignore the A: activity, after about 90 seconds I have A:, B: and trash icons on my screen. If I subsequently manufacture an icon for C:, it doesn't work. If I put a diskette with Supra software in its AUTO folder, and appropriate DESKTOP.INF in its root, in A:, the system comes up right away with working icons for the HD.

If it would help anybody diagnose what's happening, here's output from the Unix utility "diskinfo -v" for the Emulex MD21 + CDC ESDI setup:

```
SCSI describe of /dev/rdsk/md21.1:
vendor: EMULEX
product id: MD21/S2 ESDI
type: direct access
size: 79447 Kbytes
bytes per sector: 512
rev level: A00
blocks per disk: 158895
ISO version: 0
ECMA version: 0
ANSI version: 0
removable media: no
response format: 1
```

When I had Berkeley BMS-100 (same board) -> Adaptec ACB-4000a -> Seagate ST-4038 it all worked, and autobooted (but I ran out of space, and got a good deal on the Emulex + CDC -- $25 + $0).

I'd rather not have to use the HD boot floppy.

I have an antique Magic Sac with a burned-out ROM in it (it fell out of the port, and my 6 year old son pushed it back in -- the computer was on at the time).

Can I somehow put the Supra software on ROM chips, and put the chips in the cartridge? I have uv-e-proms lying about, and access to a prom programmer. I just don't know the format for programs in the cartridge. I'm not sure that knowing the format is enough: I might not be able to transform the

Supra software into a form suitable for loading into prom.

If it's possible, or if you've already done it, please send me a file to
send to the prom programmer, or tell me where to ftp it from, or instructions
how to change the Supra .PRG in my AUTO folder so it works from the cartridge.
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

399. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 20:35:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3gu427$oc4@golem.wcc.govt.nz>
Source record: 27868
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] >Could someone please tell me what sort of packer is used that creates file
] >with the first 4 characters as: ATM5?
]
] I think it is Atomik 3.5 - a very good packer - if you are going to depack
] the use New Depack or Mega depack - I think they will work - or you can use
] the unpacker built in to Atomik (which you can get from most archives).

Atomik hasn't been terribly reliable in my experience, half the programs
I pack with it cease to operate, whereas Ice-pack v2.4 and PFX-Pack v2.1
both work fine. Ice-Pack is quite quick, and gets good compression,
PFX-Pack is very quick and still gets good compression, although not
quite as good as Ice. (Ice must do more passes or something)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

400. Re: Can I do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 20:48:35 UTC
From: bjgrier@bnr.ca
Message-ID: <3gu4r3$nf4@brtph500.bnr.ca>
Source record: 27869

[No readable article body recovered]

401. diskette transfer???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 20:55:12 UTC
From: 1brittmi@uvsc.edu
Message-ID: <1brittmi.4.2F329830@uvsc.edu>
Source record: 27870

I have a diskette from france on atari and I live here in the U.S
I cannot transfer my diskette on a pc or on mac because I do not have the
right tools.
Is there anyone out there willing to help me.
The diskette has a game on it that I really would like to play,
it is called " multi soccer player manager"
thanks
michel

402. Floppy-based tape drive for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 21:20:42 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3gu6na$bti@netline-fddi.jpl.nasa.gov>
Source record: 27871

My brother has a Summit SE-120 tape drive, originally intended for use in a PC. It connects to the Floppy Drives cable.

Can he use it with his ST? If so, where does one get software for it?

E-mail replies if possible. It's for my brother, who has no news feed, and I don't read this column very often.
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

403. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 21:51:53 UTC
From: joachim@tequila.in-ulm.de
Message-ID: <1995Feb3.215153.194@tequila.in-ulm.de>
Source record: 27887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Rainer Zincke (zincke@buran.fb10.tu-berlin.de) wrote:

> In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
> weiterverarbeiten,
> auf Atari formatierte aber nicht auf der DOS Kiste.

Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter Linux.
Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.

cu, Joachim
--
* Joachim Grill * joachim@tequila.in-ulm.de *
* Rapunzelweg 50 * joachim@tequila.ulm.sub.org *
* 89077 Ulm * 0731-385221@phone *

404. ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-03 23:54:00 UTC
From: bertil.jagard@p14.straight.ct.se
Message-ID: <ftn_2.203.221.14_5c20531a_Bertil.Jagard@p14.straight.ct.se>
Source record: 27872

Hi Folks..

Is there anyone that have ICD INC's Email address?? I'm trying to contact them but they don't answer my messages on there support board.

I can also ask if there is someone that nows if it's possibly to upgrade a old ICD ST Hostadapter to the Adscsi+ version? This is what I want to ask ICD if they have any chip upgrade for it. Why maybe someone wonder. This is so I can use my Extendos Pro and play music CD's and PhotoCD's on my CD-Rom.

Regards Bertil Jagard..

Email: bertil.jagard@straight.ct.se
(UUCP Dialup connection)

405. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 00:45:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3guimi$pto@golem.wcc.govt.nz>
Source record: 27873

In article <3gq689$9hm@voyager.cris.com>, Jackdeth@voyager.cris.com (JACKDETH) writes:
> I'm having some trouble transfering with my modem when I do a file transfer
>using zmodem. I am running on an ST with mega roms and a US Robotics
>sportster 14.4 fax modem. I have tried using it with both the turbocts and
>serfx20x RTS/CTS patches installed. I have the serial rate fixed to 19.2
>(&B1), the TD flow control set to hardware flow control - clear to send CTS
>(&H1), software flow control off (&I0), compression om auto (&K1), and the
>receive data (RD) hardware control - request to send (RTS) set to 'Received
>data to computer only on RTS'.

Well toss both your turbo and serfix away and use HSMODA05, this is the ONLY
one to use....

Also get a good Zmodem, thier is only one of these GSZRZ5.x but its not
PD...

Also you could have buffer problems, to small, also are you saving to a slow
hard drive, try a fast Ram Disk....?

>
> Jack Deth

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

406. Re: Monitor agony!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 02:03:46 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3guna2$bnq@wilma.netinfo.com.au>
Source record: 27874
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Rickard Jutegaard (e91rj@efd.lth.se) wrote:
: Hi all!

: I've come across an old monitor that has a painful(!)
: resemblance to Atari's sm124 (the one with the knobs on the side), the
: "box" looks exactly as the Atari equivalent but this one has no speaker
: and the plastic frame around the screen is darker than the rest of the
: monitor (which is/was atari-greyish).

What's wrong with the sm124? I bought mine in 1986 and it's
still going strong.

: It's from a company called Taxan (!), with ser # E4-70300086,
: dated March -87. It has a chassis type MT-15 and a Goldstar tube with
: a type # 31KGLA and/or (it says both on the sticker) 31KGB (russian
: version ? ;) Tube serial nr. is 70302760. On the back of the monitor it
: says "KAGA Electronics co LTD".

I belive mine was made by Goldstar. At least it has some Goldstar
components in it, though I think that is actually the makers name.

: It doesn't have the 13 pin atari monitor plug, only a nine-pin

I can't help with the pinouts, though...

407. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 02:15:55 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3guo0r$bnq@wilma.netinfo.com.au>
Source record: 27875

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: I'm looking to add a SCSI tape drive to my TT and STM. Is there a FAQ?

: If not, I'd be very greatful if people would post or email details of which
: drives, interfaces and software they use. If they also use the drive to back
: up a PC, then I'd be interested in this info also.

I am using a Tandberg TDC3600 (QIC150 standard) drive connected
via an ICD adSCSI+ Host Adapter. I wrote the backup software myself
(modifying someone elses who? TBIOS SCSI code to do it)

It works like a charm.

408. Resources

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 02:53:41 UTC
From: jyoung57@delphi.com
Message-ID: <Ro6Z7wV.jyoung57@delphi.com>
Source record: 27876

Hi,

I need a few assembler pointers for accessing a resource file.

I created a sample resource file consisting of a menu bar object and
a dialog box object using the RCS.PRG.

I then used the RSRC_LOAD() call returning a zero which I believe indicates
a successful load.

I then try to obtain the menu bar object tree addres with RSRC_GADDR()
using values of 0 object type (To find an object tree) and an index
of 1 to find the first occurrance which would be the menu bar object.

However, upon calling, the routine returns a non-zero indicating the
object does not exist.

Can anyone suggest any help? Do I have to reserve memory for the resource
file prior to shrinking memory at run-time or does GEM do this? Anyway,
thanks for any help...

Jeffrey Young
jyoung57@delphi

409. Re: Can I do this?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 04:07:01 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3guuh5$cvc@wilma.netinfo.com.au>
Source record: 27877

Van Snyder (vsnyder@math.jpl.nasa.gov) wrote:
: My hard disk won't autoboot.

: I have Berkeley BMS-100 -> Emulex MD21 (SCSI->ESDI) -> CDC 81 MB ESDI disk.

I didn't think the BMS-100 was ever autobooting?

: When I had Berkeley BMS-100 (same board) -> Adaptec ACB-4000a -> Seagate ST-4038
: it all worked, and autobooted

But apparently I am wrong...

: how to change the Supra .PRG in my AUTO folder so it works from the cartridge.

Yes, it is definately possible to autoexecute programs from
the auto-folder. Though I don't know whether they're copied into memory
before execution. Anyway, I have various docs so I'll look them up and
get back to you.

410. my 520 ignores 2nd bank of ram why?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 04:28:23 UTC
From: ay973@FreeNet.Carleton.CA
Message-ID: <D3GKFB.95M@freenet.carleton.ca>
Source record: 27878

i picked up ram in simms for my 520st to bring it up to 1m.
the board sayes 1040 on it and there is place for 16 chips and
16 resistors.
i took the chips off the simm cxards along with the resistors and put
them on the mother board . the chips had 2 different numbers 1 of them match
the others don't(between the orignal chips and the simm chips).

at first i got only bombs and realized there were 3 330 ohm resistors missing
so i put them in and everything works the way it used to but the new bank
of ram is not recognized what gives?

--
-
B.Hatt. Ottawa.On.Ca.
---- ay973@freenet.carleton.ca

411. TCN repair guy?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 09:54:24 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3gvisg$8ul@news2.delphi.com>
Source record: 27879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Since TCN (The Computer Network) in Glendale closed, I have NO IDEA where to get my ST fixed. Does anybody know how to get in touch with Tony? He's the guy who did all ther repairs for TCN. Either that or where in L.A. can I get my ST fixed?

Dom

412. Re: my 520 ignores 2nd bank of ram why?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 14:41:24 UTC
From: sturm@ost1.ping.de
Message-ID: <FBEOBAVQUp@ost1.ping.de>
Source record: 27880

In <D3GKFB.95M@freenet.carleton.ca> Bruce Hatt wrote :

>i picked up ram in simms for my 520st to bring it up to 1m.
>the board sayes 1040 on it and there is place for 16 chips and
>16 resistors.
> i took the chips off the simm cxards along with the resistors and put
>them on the mother board . the chips had 2 different numbers 1 of them match
>the others don't(between the orignal chips and the simm chips).
>
> at first i got only bombs and realized there were 3 330 ohm resistors missing
>so i put them in and everything works the way it used to but the new bank
>of ram is not recognized what gives?
>
There is an odd version of MMU in some older atari computers. I don't
know at the moment how to check, but as this chip (the odd one) can't
deal with more than 512kb, you might have to put in a new one.

>
>--
>-
>B.Hatt. Ottawa.On.Ca.
>---- ay973@freenet.carleton.ca
>

--

Oliver Sturm sturm@ost1.ping.de

413. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 14:42:59 UTC
From: paul@xciv.demon.co.uk
Message-ID: <791908979snz@xciv.demon.co.uk>
Source record: 27881
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

In article <SKRODZKI.95Feb2194601@teco40m.tk.tele
skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de

> > In the future there will be hardware available to plug a $50 ne2000 card
> > into your atari. Prototypes exist already and a MintNet driver is currently
> > beeing written.
>
> And it works fine by this moment :-) (So we should do something on the speed
> which is between 90 and 170k/second (depending on the counterpart...))

Will this h/w be brought out commercially, and any idea how much?

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

414. Re: ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 16:29:16 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3h0a0s$r0v@netnews.upenn.edu>
Source record: 27882

ICD has answered my mail sent to:

icdinc@delphi.com

I have been very happy with their products.

Rob S. Rice

415. Re: my 520 ignores 2nd bank of ram why?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 16:42:28 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <3h0apk$aul@sndsu1.sedalia.sinet.slb.com>
Source record: 27883

In article 95M@freenet.carleton.ca, ay973@FreeNet.Carleton.CA (Bruce Hatt) writes:
>i picked up ram in simms for my 520st to bring it up to 1m.
>the board sayes 1040 on it and there is place for 16 chips and
>16 resistors.

> i took the chips off the simm cxards along with the resistors and put
>them on the mother board . the chips had 2 different numbers 1 of them match
>the others don't(between the orignal chips and the simm chips).

If you really did solder in 16 resistors, then that's your problem. If they were actually 16 capacitors, then you did the right thing -- they're there to smooth out the ripples in the 5V line caused by the operation of the chips.

Otherwise, what were the numbers on the original 520's chips, and what were the numbers on the chips from the SIMM board? This should help in finding out if you soldered in the right chips.

Mathew

Mathew Lodge, Software Engineer,	"Education could go hang as long as a
Schlumberger Automatic Test Eqpt	boy could hit a six, sing the school
Ferndown, Dorset, UK, BH21 7PP	song very loud, and take a hot crumpet
Email: lodge@ferndown.ate.slb.com	from behind without blubbing"
Phone: (+44) 202 893535 x404	Black Adder Goes Forth "Captain Cook"

416. Re: TCN repair guy?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 17:08:15 UTC
From: sammcgee@crl.com
Message-ID: <3h0c9v$kgb@crl5.crl.com>
Source record: 27884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: Since TCN (The Computer Network) in Glendale closed, I have NO IDEA where
: to get my ST fixed. Does anybody know how to get in touch with Tony?
: He's the guy who did all ther repairs for TCN. Either that or where in
: L.A. can I get my ST fixed?

: Dom

Tony said he was going to start-up his own shop. Someone at CodeHead BBS
818 980-6763 must know.

Sam

417. PGP version 26

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 17:52:44 UTC
From: Bent Meyer <meyer@u.washington.edu>
Message-ID: <Pine.A32.3.91c.950204094509.47577B-100000@homer18.u.washington.edu>
Source record: 27885
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am looking for a compiled copy of PGP version 26. The binary
is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill
to use one, I'm hoping someone has already done it. I would be grateful,
to be able to download it.

Bent Meyer Email: meyer@u.washington.edu
University of Washington Phone: (206) 543-5680
Publications Services Beeper: 997-7194
3900 7th Ave. N.E. PGP: ID B06569
Box 359000
Seattle, WA 98195-9000

418. Re: Connector types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 17:57:44 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb4.175744.7445@bradford.ac.uk>
Source record: 27886

On 25 Jan 95 11:28:04 MDT, Scott E. Parker WA7VYJ wrote:
: What types of connectors are used for video and external floppy on
: the ST? They look like DIN connectors, but I'm unfamiliar with DIN
: connectors beyond 6 pins, so I'm not sure. Can anyone elucidate?

They are a type of DIN connector that is virtually Atari specific.
Although the floppy port was also the power port on some old Amstrad.

Anyway, they are freely available in the Maplin catalogue (well not free
of course) as:
13 pin (as monitor):
Plug - JW95 - 154p
Line socket - JW97 - 169p
PCB socket - JW99 - 139p
14 pin (as floppy)
Plug - JW96 - 189p
Line socket - JW98 - 199p
PCB socket - JX00 - 149p

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

419. Re: PGP version 26

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 20:59:56 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3h0psc$fv8@news.cc.utah.edu>
Source record: 27888
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bent Meyer (meyer@u.washington.edu) wrote:

: I am looking for a compiled copy of PGP version 26. The binary
: is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill
: to use one, I'm hoping someone has already done it. I would be grateful,
: to be able to download it.

I thought the binary was the compiled version! Have you looked at the
binary? It should contain pgp.ttp, that requires no compiling. Also, I
don't know which version ftp.tu-clausthal.de has, but
atari.archive.umich.edu has PGP 2.6.2. It's in Utilities/PGP I believe.
pgp262st.zip.

--
\ Eric Jolley \
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

420. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-04 21:32:29 UTC
From: diehl@bonk.io.org
Message-ID: <3h0rpd$8o4@ionews.io.org>
Source record: 27889
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Could someone please tell me what sort of packer is used that creates files
: with the first 4 characters as: ATM5?

: Is this some AuToMation packer?

It's Atomic Packer version 5.

: Richard.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

421. Re: ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 04:16:44 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBFEAAVGUP@dksoft.ping.dk>
Source record: 27792

In <ftn_2.203.221.14_5c20531a_Bertil.Jagard@p14.straight.ct.se> Bertil Jagard wrote:

>Hi Folks..
>
>Is there anyone that have ICD INC's Email address?? I'm trying to contact
>them but they don't answer my messages on there support board.
>
>I can also ask if there is someone that nows if it's possibly to upgrade a
>old ICD ST Hostadapter to the Adscsi+ version? This is what I want to ask
>ICD if they have any chip upgrade for it. Why maybe someone wonder. This is
>so I can use my Extendos Pro and play music CD's and PhotoCD's on my
>CD-Rom.
>

Hi Bertil.

I doubt you can just upgrade with a few chips, as this adscsi+ is much
different from your adscsi. One thing missing is the clock.
I have the address for ICD somewhere here, but can't find it just now.
(I'll send it to you netmail when i find it, ok?).

I also doubt you'll be able to get an adscsi+ at all, as they stopped
producing them long time ago, (very stupid if you ask me, cause thats
the best thing that did ever happen to the atari world).

Alternatives, hmm! Difficult if you ask me. Try seek an adscsi+ second hand,
as it's really worth waiting for. I got an exstra here, but unfortunatly
i probably need it myself.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

422. Mega ST 2 decides that it doesn't like mono.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 09:54:12 UTC
From: sak@nauvax.ucc.nau.edu
Message-ID: <5FEB95.09541292@nauvax.ucc.nau.edu>
Source record: 27890

I have a mega ST 2 and a sm124 monitor. One day the monitor just stopped working. i had a color monitor, and soon after this incidence i got another one. The ST liked both of these monitors. i am wondering what would make it stop sending a mono signal. It makes a loud humming noise when a Mono monitor is hooked up. i took it out today and hooked it up to a functioning mono sm124 and it did the same thing that it did with mine. i am sure that it is the computer.
Related... When i thought that this problem was indicative of the monitor,i took out the fuses from the SM124, i moved after that and i have misplaced them. Now that i know that it works, i want to replace these fuses, BUT i don't know what size they are. Couls someone please help?
Model: SM124
Power: AC 117v 60Hz 0.4A
SN#: n1141080279
M Date April 1991 (newer then i thought)
Chasis no.: mt-9

One more thing, possibly related. I was receiving a lot of bombs after the Monomonitor went out. I associated these with disk errors, now i am wondering if it could have something to do with the same "problem" that is causein the Mono failure. I am worring that my St is on it's last legs, please help.

Scott kammerzell

(please respond by E-mail)

423. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 13:04:18 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3h2ici$gul@voyager.cris.com>
Source record: 27791

: Also get a good Zmodem, thier is only one of these GSZRZ5.x but its not
: PD...

: Also you could have buffer problems, to small, also are you saving to a slow
: hard drive, try a fast Ram Disk....?

I've downloaded/FTP'd the HSMODA05.LZH and it wouldn't undo. For some reason alot of the LZH'ed files I get off the internet won't uncompress ?? I'm using unlzh1.72... Also, I am using Freeze Dried Terminal with the XYZ201.ttp and FZDSXFER.ttp files. I am transfering to and from a ram disk. Also, I don't have a program to increase the buffer, will the hsmoda05 do it? and where can a get a good copy..?

Jack Deth

424. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 16:17:44 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBFNFFWMUP@cabal.shnet.org>
Source record: 27795
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <SKRODZKI.95Feb2194601@teco40m.tk.telematik.informatik.uni-karlsruhe.de>
Skrodzki Stefan wrote:

From: skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de (Skrodzki Stefan)
^^
Wow! Has anyone in here seen a longer address yet? And btw, welcome,
Stefan, to _the_ net. May I mention that you are a good source of
information on the Volksfarben 4000 board?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

425. Re: more IDE's on falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 18:50:00 UTC
From: magnus.kollberg@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2f351dfa_Magnus.Kollberg@f0.n200.z2.ct.se>
Source record: 27793

On 01-31-95 Paul Janson wrote to All...
A> I was wondering if some one tried to connect
A> more than one IDE drive on a falc. (so I can
A> connect a cheap PC drive as 2nd drive).
A> Is the IDE cable a standard one which can
A> be replaced by one with 2 (or more) connectors.

Yes you can connect 2 IDE drives to your falcon. I haven't done it, but I think you need a cable with 3 connectors (1 in one end and 2 in the other end). You also need SCSI TOOLS from Hard & Soft (the HUSHI driver with SCSI TOOLs can handle 2 internal IDE drives).

Magnus K
* (QW|{ 2.6 *

(UUCP Dialup connection)

426. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 20:06:18 UTC
From: Paul.Baker@mettav.exnet.com
Message-ID: <792212312.0@mettav.exnet>
Source record: 27794

```
> From: rgivan@cix.compulink.co.uk ("Roland Givan")
> Organization: Compulink Information eXchange
>
> I'm looking to add a SCSI tape drive to my TT and STM. Is there a
> FAQ?
> If not, I'd be very greatful if people would post or email details of
> which drives, interfaces and software they use. If they also use the
> drive to back up a PC, then I'd be interested in this info also.
>

I've got an Archive Viper 150/250 meg , uses 5 1/4 inch cassettes and I'd
recommend using GEMAR tape software as it's very easy to use.

* Origin: THE TAVERN 44-(0)181-445-6514 24 HOURS (Turbonet 100:1011/0)
```

427. Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 21:57:48 UTC
From: hallvart@oslonett.no
Message-ID: <3h3hks$sfp@hasle.oslonett.no>
Source record: 27796

I'm thinking about installing a 1.44MB "HD" disk drive inside my Atari STE as well as a hard disk. I need to know a couple of things first.

- I have gathered a lot of info on how to install a HD disk drive from the net
and know that I need to have a drive controller chip that can handle 16MHz.
I have heard that I need the 1772-02-02 for this. Now, I don't know if it's the one I have in my STE. It looks like this:

```
____________________
| | ________ _____________________
| C398739-001A | | X'tal | | V L S I |
) ATARI 1990 | -------- ) 9029BV 110282 |
| -31 I60511-01 | | 4070ACPIA |
| | | VL1772-02PC |
|____________________| |_____________________|
(DMA chip) (floppy drive controller)
```

I'm also wondering about the drive itself. I now have a SONY MPF 110-03 720K drive, and it would be nice to get a HD drive with the same physical dimensions regarding screw holes and eject button etc. Is there another drive from SONY with the same physical dimensions etc. but with HD capacity?

In one of the text files about the modification, it was mentioned that by making a jumper at "E6" (to the left side of the "hi" ROM chip, where you have several open jumper positions marked "E0" to "E7") you gain access to HD formatting on the desktop.
I tried this and it worked- instead of just having the "single-" and "double-" sided format options you also got "high density"!

All you do is solder the two sides of the "E6" together.
Does anyone know anything about the other jumper positions? What are they for and what features will they give access to by conecting them together?

My other question is about installing an internal IDE (2.5") hard disk drive inside my machine. Has anyone done this on the STE before?
I know it's possible to do for the STF and STFM, but when I checked some time ago I got the impression that it wasn't possible on the STE.

I know I need a controller card- is there anything else. How much will the whole thing cost? Can I use the DMA connector on my STE for another hard disk later, or does the IDE drive use this chip?
Thanks for any help.
Please reply directly to my email address as I only have a slow modem, so I rarely scan the newsgroups. thanks!

Hallvard, Oslo, Norway (hallvart@oslonett.no)

428. contact problems-power supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-05 21:59:30 UTC
From: hallvart@oslonett.no
Message-ID: <3h3ho2$sir@hasle.oslonett.no>
Source record: 27797

I've got a problem with my STE, and for a long time I thought it was a virus, but now I'm sure it isn't because I've asked around and checked with a virus killer as well as using different disks that I'm sure aren't infected.

Basically the machine is working perfectly, but all of a sudden everything might just "freeze", or the mouse might work and I can access the drop-down menues, but I can't access them at all or type. And on a few occasions the machine freezes as well as bombs appearing on the screen.

I suspect this to be a contact problem, especially since I changed over to TOS 2.06 and had to de-solder the old chips (there were no sockets) which was a mess. I damaged several traces, but managed to fix them again (I think).
The machine's been working perfectly for months when this suddenly happened. I've opened my machine and tried to jerk the ROMs to see if the problem comes back then, but it doesn't.

Now, I'm wondering if the problem can lie in the power supply. Can a problem like this come from it? I had a problem with it a year ago, but found out that it had a contact problem. And it disappeared after re-soldering all the components on it. Any ideas?

Also, now that I'm on the subject of power supplies. I read here that someone had found out that the European power supplies could be run on US 110V by removing or adding a jumper. Is this correct? If so, where is the jumper, and what does it say on the PCB besides it?

Thanks.

Please reply email: hallvart@oslonett.no

Hallvard, Oslo, Norway

429. Re: Monitor switching device plan ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 04:50:27 UTC
From: whitema@rtsg.mot.com
Message-ID: <3h49qj$lep@delphinium.cig.mot.com>
Source record: 27798

In article <3grceu$69l@vishnu.jussieu.fr>,
Jean-Michel BLIN <jmb@cao-vlsi.ibp.fr> wrote:
> Hi,
>
>I intend to make a switch to connect boths my colour and mono monitors
>to my ST. I have given a look at several FTP servers with no success.
>
>I know the pin description of the video output, and that's all.
>Must all the 13 pins be switched ?
>Isn't there some special treatment for the mono detect pin ?
>
>My monitors are the basic ones (SM124 and SC1224), no multisync.

I think the only one you'll have to switch is the mono detect pin.

Mike
whitema@cig.mot.com

430. Re: Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 06:40:56 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D3KFw9.6F5@hpbbrd.bbn.hp.com>
Source record: 27799
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

Alexander Goerlitz (illusion@rz.tu-ilmenau.de) wrote:
> Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
> Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
> ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
> emulieren kann.
[...]
> P.S. ich probier auch was gleich wertiges zurueckzuschicken...
> und bitte nur auf legaler ebene, also PD und solche sachen...

Es gibt keine PD-Software zur PC-Emulation. Solltest Du doch was
finden, lass die SGI eine DOS-Diskette schreiben. Ataris
lesen sowas einfach so.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

431. Re: TOS1.4 no HD likes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 06:47:03 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D3KG6F.AFI@hpbbrd.bbn.hp.com>
Source record: 27744

Klaus Stephan (stephan@abmx.rz.rwth-aachen.de) wrote:
> My good old 1040STF uses TOS 1.4 an an Apple SCSI Miniscribe. In this
> configuration the SM124 Monitor breaks down as soon as I boot from the HD.
> TOS 1.0 doesn't. May be someone knows how to handle this problem?

What exactly do you mean by "the monitor breaks down" - the screen
goes blank? The computer resets?

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

432. Re: Atari files read by Amiga/PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 06:48:23 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D3KG8n.BCB@hpbbrd.bbn.hp.com>
Source record: 27743

Jostein Dahl Gjelsvik (hhijg@alfred.uib.no) wrote:
> Help! I am looking for a utility that reads Atari files and writes them
> to an Amiga/PC. Please help me!!

The Atari reads and writes DOS disks by default, so the PC should not
be any problem. For your Amiga, you'll need a DOS filesystem driver.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

433. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 07:42:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3h4jtn$ogq@golem.wcc.govt.nz>
Source record: 27800

In article <3h2ici$gul@voyager.cris.com>, Jackdeth@voyager.cris.com (JACKDETH) writes:
>
>: Also get a good Zmodem, thier is only one of these GSZRZ5.x but its not
>: PD...
>
> I've downloaded/FTP'd the HSMODA05.LZH and it wouldn't undo. For some reason
>alot of the LZH'ed files I get off the internet won't uncompress ?? I'm using
>unlzh1.72... Also, I am using Freeze Dried Terminal with the XYZ201.ttp and
>FZDSXFER.ttp files. I am transfering to and from a ram disk. Also, I don't
>have a program to increase the buffer, will the hsmoda05 do it? and where can
>a get a good copy..?

Well for one think get hold of that Pointer and Trash that very old
Unlzh1.72, it looks like you have been away from the Atari scene
for some time...

The only one to use is LHA3101, and it has a nice GEM shell...

Note: HSMODA05 has a new SETTER program, GEM one at that, but don't
do what I did a rename the SETTER_E.RSC file, its the SETTER_E.STR
that has to be renamed for English use......

Use SETTER to up the RS232 Buffers....

This gives you a nice Window with Hypertext options/paramerters to set,
very very nice..

Also this later HSMODA05 lets you go faster with a Standard 8 MHZ ST,
like 57600 BPS when using the RSVE Hardware Mod....

> Jack Deth

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

434. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 09:40:49 UTC
From: donderer@Informatik.TU-Muenchen.DE
Message-ID: <3h4qr1$4sc@hpsystem1.informatik.tu-muenchen.de>
Source record: 27803
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Joachim Grill schrieb:
> > In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
> > weiterverarbeiten,
> > auf Atari formatierte aber nicht auf der DOS Kiste.
>
> Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
> formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter Linux.
> Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.

Ich hab mir sagen lassen, dass (wenn Du unter Dos arbeitest) es von der Dos-Version abhaengt, ob Du ST-Disks laden kannst. Bei alten Dos-Versionen wird immer die uebliche Kennung auf dem Boot-Sektor (ich weiss leider nicht mehr, welche Zeichenfolge das war ... MSDOS ?) verlangt. Neuere Versionen koennen soviel ich weiss sogar Disketten einlesen, die mehr als 80 Spuren enthalten... (also nicht mehr dem ueblichen Dos-Format entsprechen).

Falls ich mich taeusche, dann korrigiert mich bitte.

Guenther (donderer@informatik.tu-muenchen.de)

435. Libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 10:58:42 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D3Krtv.AsC@cee.hw.ac.uk>
Source record: 27801

Can anyone tell me if there any programs to convert between GST/GNU/DRI object file libraries? If there aren't any such programs, can anybody supply me with where I can get the file formats?

I know a DRI->GNU exists but I'm really looking to convert GST and GNU libraries to DRI (i.e. GNU CC libraries into ones that work with Sozobon X C). In particular I'm looking to convert the Lattice EGEM library to work with Sozobon.

Thanks in advance,
Stuart.

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

436. Re: ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 11:55:02 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D3KuFq.Aw@nntpa.cb.att.com>
Source record: 27804

In article <3h0a0s$r0v@netnews.upenn.edu>,
Rob S. Rice <rrice@netnews.upenn.edu> wrote:
>ICD has answered my mail sent to:
>
>icdinc@delphi.com
>
>I have been very happy with their products.
>
> Rob S. Rice
>
You can also try icdinc@genie.geis.com

But I give you a small chance, they only react to your
mail if you want to buy somthing.

I have also tried ask to the following questions to icd here but they
don't seem to anwser maybe somebody else can help.
My icd host adapter _quit_ for the second time now and
I think it's the same again. one of the gal's died, so I
asked icd for the checksums so I can find out if there o.k
or not and maybe prgram a gal myself, This is probabely the
only solution for me , as there are no more atari dealer's
here in Holland who can repair the pcb for me (there hardly
are any atari dealers left anyhow). and the best idea they
have is buy a LINK .....wow is'nt tht a good idea. ;-((

So is there anybody out there that can HELP !

Cheers Richard
.

437. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 12:19:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950206121931.L.J.Sak@sp0008.kub.nl>
Source record: 27802

In Article <D38MB7.KnG@info.bris.ac.uk> "eb4336@irix.bris.ac.uk (EAM. Breen)" says:
>
> Is there anyway of making the window gadgets smaller on my Falcon -
> running in truecolour etc does tend to limit the resolution.
>
> Thanx
>
> Ellis Breen

Ludo says: there is a way using Winx and Gemram. It puts TOS (parts of it) in
RAM which makes it possible to patch it. You can patch the vertical slider.
I couldn't manage to do the same with the horizontal one, but must work
also i guess. Gadgets reduce to half size..

Hope to be of help,
Ludo,
L.J.Sak@kub.nl

438. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 12:22:48 UTC
From: contacts@mits.mdata.fi
Message-ID: <3h54ao$9v@prime.mdata.fi>
Source record: 27805

In article <FBDMCIUUUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>In <seimet.791634864@acp5> Uwe Seimet wrote:
>
>>>Is there anyway of making the window gadgets smaller on my Falcon -
>>>running in truecolour etc does tend to limit the resolution.
>>No, there is no way.
>
>Um, how about WinX?

Or NOdesk 3.01 (desktop replacement): using it's own AES library changes
window gadgets to TOS 1.x width.
Also Cubase Audio makes window gadgets smaller, but I don't know if it
helps many people (runs also in truecolour!) :-)

Who is the first programmer there to make a patch to TOS 4.x for
getting smaller sliders??? Anyone? Please!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

439. help with X11R5 installation!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 12:36:25 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3h5549$mgj@agate.berkeley.edu>
Source record: 27806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, so I've got the latest version of Mint(v1.12) with latest version of MintNet(v70) installed. Now I'm stuck trying to install X11R5. Just like the installation README says, I've created a 'neu' directory -- I call it X11, and I've unzooed X11R5.zoo into this directory creating /etc /usr /home etc subdirectories in the process. Then I create a whole new mint.cnf file in the mint folder with entries from the README file. Then, the instructions says to reboot the computer, and I should get a "xterm" and "xclock".

When I did this the first time, I got a couple of file not found errors, and Mint is exited.

Noticing that the lines exec X11\bin\kbd and
exec X11\pty\pty were a little weird, I change these
to exec X11\usr\local\bin\kbd, and
exec X11\usr\local\bin\pty since that's where I found kbd, and pty.

So I again reboot the computer, and now it says:

xinit: file not found (error 33): no server "X" in PATH
Use the --option, or make sure that /usr/bin/X11 is in your pathand that
"X" is a program or a link to the right type of server for your display.
possible servers include:

xinit:server error

Help!! What are the right entries to have in my mint.cnf file? And how should the files in X11R5.zoo be placed in my directory?

440. Re: PGP version 26

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 12:55:12 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.95Feb6125512@hpbeo82.bbn.hp.com>
Source record: 27808
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Bent> I am looking for a compiled copy of PGP version 26. The binary
Bent> is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill
Bent> to use one, I'm hoping someone has already done it. I would be grateful,
Bent> to be able to download it.

Clausthal is in Germany, and it is illegal to reimport PGP into the US. So there.

Jens (in Germany myself, despite the *.com address).
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

441. MiNT/MiNTnet/X11 help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 13:26:04 UTC
From: josk@stud.unit.no
Message-ID: <3h581c$ou2@due.unit.no>
Source record: 27807

I'm going to install MiNT/MiNTnet and X11R5, but there are quite a few
things that I haven't got a clue about!

1. If I use the multiuser ext. (init I think) is it possible too log on to my
falcon from a Mega STE running MiNT/MiNTnet? I plan to use the LAN-ports. I
want to access the modem and HD on my falcon from the MSTE.

2. How big should the minixFS-partition on my falcon be? I have a 100Meg
partition available. Can I run MiNT/MiNTnet from a TOS-partition on the MSTE
if I want to network it with my falcon?

3. I want to upgrade to a 'proper' Unix-system later. Will Linux/X11R6 work
well on a 32MHz Falcon with fastram and a large SCSI-drive, or should I
buy a Pentium? (Which is the cheapest option.)

4. Have anybody tried to run X over a 14k4 modem? Can I run apps. like
XRN and NSCA Mosaic if I install MiNT/MiNTnet/X11R5?

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk

442. Re: Atari files read by Amiga/PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 14:23:17 UTC
From: thed@mtek.chalmers.se
Message-ID: <3h5bcl$nsr@nyheter.chalmers.se>
Source record: 27809

Jostein Dahl Gjelsvik (hhijg@alfred.uib.no) wrote:
: Help! I am looking for a utility that reads Atari files and writes them
: to an Amiga/PC. Please help me!!

If you format a disc on a PC, your Atari can read and write to that disc.
The files written by your Atari on the PC-formatted disc can be read by
a PC.

Does this help?

Ted

--
Ted Lyngmo | I'm agony embodied, with access to a feast
thed@mtek.chalmers.se | with festered wounds, consumed I decay

443. Falcon hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 14:47:50 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb6.144750.45@genrad.co.uk>
Source record: 27813

Has anyone got any information about the hardware setup of the Falcon around the DSP and CODEC chips? What I require is the address that the CODEC is at, and its register structure. I can't even find out what IC the CODEC is. If I knew that then I could get a datasheet. I suppose a circuit diagram of the Falcon is completely out of the question! Atari have been as (predictably) forthcoming as the Maxwell brothers! Has anyone got a copy of the Developer's Documentation for the Falcon?

I have a copy of the Atari Compendium, and the Modern Guide to ... but these cover it at a fairly high level, ie. operating system calls. I realise the importance of keeping at operating system level for compatability requirements, but with the Falcon what am I meant to keep compatable with? With no prospects whatsoever of a Falcon040, Falcon060, or FalconPPC there doesn't seem to be any good reason to stay compatable.

Any help would be gratefully received.

444. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 16:33:48 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3h5j1c$n69@m1.cs.man.ac.uk>
Source record: 27810

In article <1995Feb1.040812.12201@honte.uleth.ca>, brenjb@hg.uleth.ca writes:
|> In article <D38MB7.KnG@info.bris.ac.uk>, eb4336@irix.bris.ac.uk (EAM. Breen)
|> writes:
|> >
|> >Is there anyway of making the window gadgets smaller on my Falcon -
|> >running in truecolour etc does tend to limit the resolution.
|> >
|> >Thanx
|>
|> Using Geneva is the only way that I've seen so-far. MagiC will
|> probably
|> offer the same capability in the Falcon version as well.
|> I could also recomend that you consider a resolution enhancer such as
|> Screen Blaster II (which I own, and I am very fond of) or Blow Up, or even
|> the
|> Speed/Resolution Card. (I think there are others too.) The S.R. card will
|> even give you an 80 column Truecolour on a VGA screen.
|>

Where can I get this speed/resolution card (in the UK)? and how much is it?

Cheers

Anthony

445. Re: diskette transfer???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 17:06:23 UTC
From: klawson@wfl.fha.dot.gov
Message-ID: <3h5kuf$5qh@pdx1.i.net>
Source record: 27811

In article <1brittmi.4.2F329830@uvsc.edu>, 1brittmi@uvsc.edu (MICHEL BRITTE) says:
>
>I have a diskette from france on atari and I live here in the U.S
>I cannot transfer my diskette on a pc or on mac because I do not have the
>right tools.
>Is there anyone out there willing to help me.
>The diskette has a game on it that I really would like to play,
>it is called " multi soccer player manager"
>thanks
>michel

I have nearly the same problem. Floppy transfer from MAC to Atari (Falcon) or vice/versa.
kl

446. Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 17:57:44 UTC
From: jmax@panix.com
Message-ID: <3h5nuo$r2t@panix.com>
Source record: 27812

I've seen a posting and a diagram about additional Midi being available for Cubase through the St's serial port by using a simple db9 to midi cable. I've also seen a posting warning against this. That the connection needs to be isolated in some fashion.

Does anyone have any information regarding this?

Thanks in advance,

jmax@panix.com

447. Re: MiNT/MiNTnet/X11 help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 20:23:06 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.pWL1J&wUdco@icon.pp.se>
Source record: 27814

In <3h581c$ou2@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
> I'm going to install MiNT/MiNTnet and X11R5, but there are quite a few
> things that I haven't got a clue about!
>
> 1. If I use the multiuser ext. (init I think) is it possible to log on to my
> falcon from a Mega STE running MiNT/MiNTnet? I plan to use the LAN-ports. I
> want to access the modem and HD on my falcon from the MSTE.

Yes, it`s possible. By setting up a SLIP-link with MiNTNet between your
Falcon and MSTE you will be able to run NFS (NetworkFileSystem) which
will allow you to mount the Falcon`s filesystem on your MSTE. It will
work just like a normal filesystem but limited by the transfer-rate
between the computers (therefore I recommend using PLIP rather than a
serial connection). To use the modem as if it was connected directly
to your MSTE is AFAIK more difficult. Someone else will have to fill
you in on the details here since I`ve never tried that.

BTW, I`ve also got a Falcon and a MSTE hooked up in a network. Works great!

> 2. How big should the minixFS-partition on my falcon be? I have a 100Meg
> partition available.

That will probably be enough to get a real nice system going. The basic
system won`t take more than 5-10 megs, but once you start you will feel
a need to add more and more all the time (like the full GNU emacs which
eats huge amounts of diskspace :-).

> Can I run MiNT/MiNTnet from a TOS-partition on the MSTE
> if I want to network it with my falcon?

It`s possible, but not easy. You will run into problems with files that
doesn`t fit the 8+3 limitation. Better install a small (~5MB) MinixFS-
partition and install MiNT/MiNTOS/MiNTNet on it.

> 3. I want to upgrade to a 'proper' Unix-system later. Will Linux/X11R6 work
> well on a 32MHz Falcon with fastram and a large SCSI-drive, or should I
> buy a Pentium? (Which is the cheapest option.)

It will definately work on such a setup. However, if it`s pure number-
crunching-power you`re after I`d recommend getting a Pentium.

> 4. Have anybody tried to run X over a 14k4 modem? Can I run apps. like
> XRN and NSCA Mosaic if I install MiNT/MiNTnet/X11R5?

This will probably work if you have more than 4MB in your Falcon. However,
I`ve heard that running X over a 14k4-link is a sure way of going insane
since it`s sooo slooooo (haven`t tried it myself though).

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

448. syslogd binary? (for MiNTNET PPP)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 21:12:31 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3LK8w.Lw9@watserv2.uwaterloo.ca>
Source record: 27815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have gotten MintX to work well, I have got MinTNET installed, now I am trying to get a PPP connection going. The pppd docs say syslogd is needed to run it - so I got MinTOS 1.4.1 and proceded to just try and get syslogd (and some updated file utils) I do not want to set up with users like a BSD system. The problem is there is no binary in the distribution for syslogd, only source and I do not have gcc up and ready to go to compile. Is there any binary of syslogd floating aroiund the net? I've kept the syslogd.conf file from MintOS but I don't want to install all of MintOS

Thanks,
Sam

449. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 22:16:19 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02061995.221619@empyr.dircon.co.uk>
Source record: 27816

> : Also get a good Zmodem, thier is only one of these GSZRZ5.x but its
> not PD...
>
> : Also you could have buffer problems, to small, also are you saving to a
> slow hard drive, try a fast Ram Disk....?
>
> I've downloaded/FTP'd the HSMODA05.LZH and it wouldn't undo. For some
> reason a lot of the LZH'ed files I get off the internet won't
> uncompress ?? I'm using unlzh1.72... Also, I am using Freeze Dried
> Terminal with the XYZ201.ttp and FZDSXFER.ttp files. I am transfering
> to and from a ram disk. Also, I don't have a program to increase the
> buffer, will the hsmoda05 do it? and where can I get a good copy..?
>
>
> Jack Deth

Hmmm.. sounds familiar. I went through the same process some months ago
and finally found that TAZ was my answer. TAZ is a very fast comms prog
that has its own built in z-modem (& others) routines, so do not rely on
XYZ.TTP (which I found to cause a lot of problems), it also has it's own
serial port code and not only does it not need any serial port patch, for
any ST, it significantly increases my throughput in comparison to any
other prog I've tried. I regularly get a * Minimum * of 1050cps (average)
downloading zipped files at 9600 baud. Last night I even reached 1115
cps (average) getting PGP from Hensa.

I don't think TAZ is on Hensa, but it is on a.a.umich and if all else
fails, I can uuencode it to you (the self extracting archive is 94k long).

Get TAZ and bin all the serial port fixes.

Bye for now,

Kev.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

450. ACC.PRG 1.3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-06 23:30:18 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3h6bea$3n0@golem.wcc.govt.nz>
Source record: 27817

I am getting flaged at boot up that a program is not useing
the XBRA standard..

I removed ACC.PRG and the problem whent away, so is their
a better program that ACC.PRG 1.3 or a patched version that works...

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

451. Test! Ignore it!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 00:09:55 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <mrz5149-0602951909550001@p22-ld41w1.isc.rit.edu>
Source record: 27824

This is just a test. Ignore it!

--

_____
Michael Zucca - mrz5149@ultb.isc.rit.edu - Rochester Institute Of Technology
"It must have a natural cause." "It must have a supernatural cause."
^ Let these two asses be set to grind corn ^

452. Cat Box

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 00:50:00 UTC
From: ardoino@musical.fdn.org
Message-ID: <D3LuBD.ALL@musical.fdn.org>
Source record: 27818

Tom Harker
ICD, Inc

I'm and old user of Atari machines (STF, STE and now TT 030). I use a Syquest Trinology with ICD driver.
And now, I have a Jaguar too.

I write in french magazine ST MAG, about utilities like Papyrus, Phoenix, Le R&#65533;dacteur (with syntax corrector)... I also write a monthly news about sharewares (german, american, french and others).

And I write about peripherics for Atari machines : how to use SCSI, cheaper hard disks, CD Rom, additional memory...

Now I'll write a new about Jaguar news.

So if you can send me two Cat Boxes for Jaguar I can test them with Marc Abramson, who also writes in STMAG about programmation and about Jaguar products.
Why two Cat Boxes ? Because if only one is necessary to use and test audio and video, two are necessary to test Catnet and communication. And we think that it will be a good thing to test the Cat Box now, and not to wait for its official distribution in France.

If you can give us the Cat Boxes for free (as gift) for testing, we'll be very glad. But perhaps it's not possible, and then we would be OK to buy them (perhaps could we obtain a special price ?).

And then we'll soon write about the Cat Box in the magazine.

STMAG is one of the two Atari's magazines in France. Atari in France has lost the activity it had a few years ago, but the recent Atari Show organized in december by Composcan France and the coming of the Medusa 040 & the Eagle 040 show that Atari's activity sure is not dead and is starting again.
The Jaguar really helps for that and is well sold now in France since 'Alien vs Predator' and the announce of 100 new games in the first quarter of 95.

So if you can help us (STMAG) to give all the information which can help the Atari products, I think it'll be a good thing.

Now I thank you for reading me, and wait for your answer.

I give you my address: Jean-Jacques Ardoino
35 rue Sedaine
75011 Paris
Phone: (33) 1 48 06 61 41
Fax: (33) 1 48 05 50 04

Greetings,

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

___ Mountain Reader II - #01234567

453. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 00:56:06 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3LuLI.KwB@cix.compulink.co.uk>
Source record: 27821
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

In message <791908979snz@xciv.demon.co.uk>, paul@xciv.demon.co.uk said:
> In article <SKRODZKI.95Feb2194601@teco40m.tk.tele
> skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de
>
> > > In the future there will be hardware available to plug a $50 ne2000
> > > card into your atari. Prototypes exist already and a MintNet
> > > driver is currently beeing written.
> >
> > And it works fine by this moment :-) (So we should do something on
> > the speed which is between 90 and 170k/second (depending on the
> > counterpart...))
>
> Will this h/w be brought out commercially, and any idea how much?

More info please!

I'm on the verge of building a DE600 adaptor - but an NE2000 sounds like a
better bet.

Will it require a genuine NE2000 or just a clone. Genuine ones aren't $50
- or at least not here :-(

Is anybody going to do Linux drivers for this combination?

Thanks

:-)

Roland.

@CiX

454. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 02:29:56 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.adUCvjsllVw@icon.pp.se>
Source record: 27820

In <3h2ici$gul@voyager.cris.com>, Jackdeth@voyager.cris.com (JACKDETH) writes:
>
> I've downloaded/FTP'd the HSMODA05.LZH and it wouldn't undo. For some reason
> alot of the LZH'ed files I get off the internet won't uncompress ?? I'm using
> unlzh1.72...

Ah, there`s your problem. The program you`re using does not support
the new -lh5- format introduced in LHarc 2. I suggest you get a file
called LHARC310.TOS (or something like that). It includes a nice GEM-
shell and can handle all different formats.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

455. IT WORKS! XTERM/PPP/XMOSAIC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 02:33:19 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3Lz3J.C6p@watserv2.uwaterloo.ca>
Source record: 27819
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

After an incredible amount of fiddling with MintX, mintnet, pppd,
I now can log into mz universitz with PPP and runn X programs
like MOSAIC remotelz. Itds actuallz quite quit with 14.4 compressed
alsthough I am on MODEM2 at 38.4 _ I should connect to MODEM1 for
57.6 _ the damn modem wondt run at 115.2 MOSAIC isndt bad this
waz _ I am on a TT with TT Hi rey.

PLease excust the spelling m,istakes, MintX has German
kezboard mappings so I candt tzpe quick while translating in mz head.
)z is y!)

Those of zou with TT hi and more than 4 meg should reallz set this up.

Sam

456. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 07:08:12 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3h768s$kcm@voyager.cris.com>
Source record: 27822

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Well for one think get hold of that Pointer and Trash that very old
: Unlzh1.72, it looks like you have been away from the Atari scene
: for some time...

: The only one to use is LHA3101, and it has a nice GEM shell...

: Note: HSMODA05 has a new SETTER program, GEM one at that, but don't
: do what I did a rename the SETTER_E.RSC file, its the SETTER_E.STR
: that has to be renamed for English use......

: Use SETTER to up the RS232 Buffers....

: This gives you a nice Window with Hypertext options/paramerters to set,
: very very nice..

: Also this later HSMODA05 lets you go faster with a Standard 8 MHZ ST,
: like 57600 BPS when using the RSVE Hardware Mod....

Yeah, I got the LHA310 and it works on all the lzh files really well.
I set up the HSMODA05, but it didn't make any difference!! When I transfer
anything in ZMODEM off the system I have my internet account on, I get a
bad check every 15,000 bytes and it has to offset, then continue. However,
when I download something zmodem off a regular bbs (like Turbo Board) I
works great! Transfers the whole file with no problem!

Jack Deth

: > Jack Deth

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

457. Re: more IDE's on falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 07:23:42 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb7.072342.7390@rhrk.uni-kl.de>
Source record: 27823

magnus.kollberg@f0.n200.z2.ct.se (Magnus Kollberg) writes:

>end). You also need SCSI TOOLS from Hard & Soft (the HUSHI driver with SCSI
>TOOLs can handle 2 internal IDE drives).

HuSHI and HDDRIVER can handle this.

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
**************************************************************************
```

458. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 08:55:21 UTC
From: <>
Message-ID: <3h7chp$93t@btmplq.god.bel.alcatel.be>
Source record: 27827
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

```
In article <3h4qr1$4sc@hpsystem1.informatik.tu-muenchen.de>,
donderer@Informatik.TU-Muenchen.DE (Guenther Donderer) writes:
>
>Joachim Grill schrieb:
>> > In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
>> > weiterverarbeiten,
>> > auf Atari formatierte aber nicht auf der DOS Kiste.
>>
>> Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
>> formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter
>Linux.
>> Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.
>
>Ich hab mir sagen lassen, dass (wenn Du unter Dos arbeitest) es von der
>Dos-
>Version abhaengt, ob Du ST-Disks laden kannst. Bei alten Dos-Versionen
>wird
>immer die uebliche Kennung auf dem Boot-Sektor (ich weiss leider nicht
>mehr,
>welche Zeichenfolge das war ... MSDOS ?) verlangt. Neuere Versionen
>koennen
>soviel ich weiss sogar Disketten einlesen, die mehr als 80 Spuren
>enthalten...
>(also nicht mehr dem ueblichen Dos-Format entsprechen).
>
>Falls ich mich taeusche, dann korrigiert mich bitte.
>
>-------------------------------------------
>Guenther (donderer@informatik.tu-muenchen.de)
>
Auf Atari formatierte disketten, formatiert mit (ich glaube) TOS < 1.4,
ist das media-byte nicht gut gesetzt im bootsector.
--
------------------------------------------------------------------------
Peter Hofman
------------------------------------------------------------------------
1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more poeple might have the
same question as me
```

459. DSP Exec Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 11:07:45 UTC
From: A Parker <se2ap@dmu.ac.uk>
Message-ID: <3h7ka1$d5j@macondo.dmu.ac.uk>
Source record: 27825

Hi,

I've recently hacked the OS code to do a DSPExecProg, I more or less understand what the code does except this:

```
move.b #$e,$ffff8800.w

move.b $ffff8800.w,d0

and.b #$ef,d0

move.b d0,$ffff8800.w

or.b #$10,d0

move.b d0,$ffff8800.w
```

--> Send bootstrap to DSP

From looking at my hardware notes this amounts to turning one of the RS232 lines off then on again. Does anyone know for certain what this has to do with the DSP? I would guess that it's some kind of DSP reset signal to allow a bootstrap to be loaded, but I'm not sure....

Can anyone help?

Thanks....

Alan. (Se2ap@dmu.ac.uk)

460. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 11:14:22 UTC
From: A Parker <se2ap@dmu.ac.uk>
Message-ID: <3h7kme$d5j@macondo.dmu.ac.uk>
Source record: 27826

djs@jet.uk (David Stevenson) wrote:
>
>
> Bzzt! Yes there is. Blowup030 does this.

I've found this, with the demo version. Set a nice high rez with blowup
then boot up. Set the desktop to 16 cols, 40 columns and Double line on.
The desktop then returns with a smaller font and smaller gadgets.

Unfortunatly this is a fudge and some programs react strangly to it.

Alan.

461. Re: help with X11R5 installation!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 13:29:37 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3h7sk1$ccp@whitbeck.ncl.ac.uk>
Source record: 27828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3h5549$mgj@agate.berkeley.edu>, tkk@uclink2.berkeley.edu (tkk) writes:
>When I did this the first time, I got a couple of file not found errors,
>and Mint is exited.
>
>Noticing that the lines exec X11\bin\kbd and
> exec X11\pty\pty were a little weird, I change these
>to exec X11\usr\local\bin\kbd, and
> exec X11\usr\local\bin\pty since that's where I found kbd, and pty.
>
>So I again reboot the computer, and now it says:
>
>xinit: file not found (error 33): no server "X" in PATH
>Help!! What are the right entries to have in my mint.cnf file? And how
>should the files in X11R5.zoo be placed in my directory?

Everyone seems to get this problem. xinit searches your PATH for the
executable file X (which is the X server) if this isn't in your PATH,
xinit won't work. One way to fix this is to do the following:

In MiNT.cnf :

INIT=login

In passwd, set your shell to be init (the really simple shell that originally
came with MiNT - 'coz it uses little memory).

Put an INIT.RC file in your home directory which sets up your path properly
so that X is found, then runs xinit.

Viola - X Windows.

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

462. Re: MiNT/MiNTnet/X11 help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 13:34:12 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3h7ssk$cif@whitbeck.ncl.ac.uk>
Source record: 27831

In article <3h581c$ou2@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>I'm going to install MiNT/MiNTnet and X11R5, but there are quite a few
>things that I haven't got a clue about!
>
>3. I want to upgrade to a 'proper' Unix-system later. Will Linux/X11R6 work
>well on a 32MHz Falcon with fastram and a large SCSI-drive, or should I
>buy a Pentium? (Which is the cheapest option.)

All Pentium CPU's are being recalled 'coz the FPU is broken...so don't use one of
them :)

>4. Have anybody tried to run X over a 14k4 modem? Can I run apps. like
>XRN and NSCA Mosaic if I install MiNT/MiNTnet/X11R5?

You would have to re-compile xrn for your local machine as no-one has ported it.
Mosaic won't compile as we don't have an Atari Motif (yet?). You can run them
remotely & display on the atari no problem (I've tried it).

Craig.

463. Virtual Console for MiNT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 13:40:36 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3h7t8k$cjm@whitbeck.ncl.ac.uk>
Source record: 27830

I keep seeing virtual consoles for MiNT being mentioned - where is it?
I currently use Screen for text stuff, but I cann't run X11 out of a
screen Console, so I was hoping the Virtual Consoles stuff might help....?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

464. Re: MiNT/MiNTnet/X11 help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 14:25:57 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3h7vtl$4r1@turing.fwi.uva.nl>
Source record: 27832

Craig Graham <Craig.Graham@ncl.ac.uk> wrote:

:
:In article <3h581c$ou2@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
:>I'm going to install MiNT/MiNTnet and X11R5, but there are quite a few
:>things that I haven't got a clue about!
:>
:>3. I want to upgrade to a 'proper' Unix-system later. Will Linux/X11R6 work
:>well on a 32MHz Falcon with fastram and a large SCSI-drive, or should I
:>buy a Pentium? (Which is the cheapest option.)
:
:All Pentium CPU's are being recalled 'coz the FPU is broken...so don't use one of
:them :)

intel is replacing all sold pentiums that have the FPU bug. I guess
pentium is safe now (as safe as a complex thing as a processor can be)
And a pentium running linux is certainly a combination I am interested in.

:
:>4. Have anybody tried to run X over a 14k4 modem? Can I run apps. like
:>XRN and NSCA Mosaic if I install MiNT/MiNTnet/X11R5?
:
:You would have to re-compile xrn for your local machine as no-one has ported it.
:Mosaic won't compile as we don't have an Atari Motif (yet?). You can run them
:remotely & display on the atari no problem (I've tried it).
:
:Craig.
:

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

465. Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 15:08:18 UTC
From: josk@stud.unit.no
Message-ID: <3h82d2$t0l@due.unit.no>
Source record: 27833

I've just discovered a really annoying bug in Newdesk on my Falcon. When I try to copy or move files to the floppy I get 2 bombs! This only happens when I try to write to HD-disk, there are no problem writing to DD.

Note that this does not happen when writing to HD-disks from within a program, only from the desktop, so I guess that the problem is Newdesk and not the hardware, disks or BIOS.

Are there any patches to fix this? It's not a really big problem 'coz I'll install Gemini soon, but a patch would be nice anyway. BTW I have TOS 4.04.

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk

466. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 15:48:26 UTC
From: skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de
Message-ID: <SKRODZKI.95Feb7154826@teco40m.tk.telematik.informatik.uni-karlsruhe.de>
Source record: 27829
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

Hi Roland

>Will it require a genuine NE2000 or just a clone. Genuine ones aren't $50
>- or at least not here :-(

I think the NE2000 is _really_ hardware-compatible so it works fine
with a clone card for about 60-70 Deutschmarks :-)

>Is anybody going to do Linux drivers for this combination?

Should be should be... But we are awfully waiting for the linux support
for PAK3/Medusa before we could adapt an existing PC-NE2000-Driver (which
should not be to difficult)

Bye,
Steve

--

---------- Stephan Skrodzki - Karlsruhe / Germania -------------
----------- "Frau Werwolf sagt, das muss so sein." -------------
---

467. printer redirection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 16:53:28 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.141.000BE479@cfcsc.dnd.ca>
Source record: 27839

I originally posted this in comp.sys.atari.st - if you've read this already - sorry, hopefully this is a niggle that others have experienced as well?!
Bonjour!
I have an Atari SLM804 laser printer, hooked up (of course!) through my DMA port. Now, the problem I am having is that when I go to print from something like NeoDesk or Edith Pro I can't! simple, eh?! Is there anything out there in terms of programs, fixes, etc that would allow me to redirect output from the parallel to DMA? This problem happens whether or not SpeedoGDOS is loaded, which surprises me as I would have thought GDOS would have redirected output itself. But I guess prg like EdithPro and NeoDesk ignore GDOS. Any help would be appreciated.
thanks/merci
-ken

468. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 17:27:59 UTC
From: alfasoldt@aol.com
Message-ID: <3h8aiv$2k0@newsbf02.news.aol.com>
Source record: 27834

> I'm using unlzh1.72...

Jack,

That's a very old (VERY, very old!) LZH extractor. You should consider the LHarc-Shell. It's at version 3.2 or so by now.

Al Fasoldt, Systems Editor, Syracuse Newspapers

469. Re: MODEM HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 17:47:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBHSCHWHUP@galaxy.teuto.de>
Source record: 27837

In <3guimi$pto@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>Well toss both your turbo and serfix away and use HSMODA05, this is the ONLY

That's right, however the version 5 has a major bug in the *MFP* drivers. The other ones are fine.

A fixed *HSMODA06* is already available.

Hendr!K

470. Re: help with X11R5 installation!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 19:52:36 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3nB7p.Btr@watserv2.uwaterloo.ca>
Source record: 27835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3h7sk1$ccp@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>In article <3h5549$mgj@agate.berkeley.edu>, tkk@uclink2.berkeley.edu (tkk) writes:
>>When I did this the first time, I got a couple of file not found errors,
>>and Mint is exited.
>>
>>Noticing that the lines exec X11\bin\kbd and
>> exec X11\pty\pty were a little weird, I change these
>>to exec X11\usr\local\bin\kbd, and
>> exec X11\usr\local\bin\pty since that's where I found kbd, and pty.
>>
>>So I again reboot the computer, and now it says:
>>
>>xinit: file not found (error 33): no server "X" in PATH
>>Help!! What are the right entries to have in my mint.cnf file? And how
>>should the files in X11R5.zoo be placed in my directory?
>
>Everyone seems to get this problem. xinit searches your PATH for the
>executable file X (which is the X server) if this isn't in your PATH,
>xinit won't work. One way to fix this is to do the following:
>

Another common source is unZooing with a Zoo which screws around
with filenames so case isn't preserved. The X exec must be a
capital X and not a lowercase one. It is a good idea to print
out an archive listing and compare your directories to make
certain all case/lengths of filenames has been preserved!

Sam

471. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 19:56:44 UTC
From: contacts@mits.mdata.fi
Message-ID: <3h8j9s$6na@prime.mdata.fi>
Source record: 27836

In article <3h82d2$t0l@due.unit.no>,
Jo Even Skarstein <josk@stud.unit.no> wrote:
>I've just discovered a really annoying bug in Newdesk on my Falcon.
>When I try to copy or move files to the floppy I get 2 bombs! This
>only happens when I try to write to HD-disk, there are no problem
>writing to DD.
>
>Note that this does not happen when writing to HD-disks from within a
>program, only from the desktop, so I guess that the problem is Newdesk
>and not the hardware, disks or BIOS.
>
>Are there any patches to fix this? It's not a really big problem 'coz
>I'll install Gemini soon, but a patch would be nice anyway. BTW I have
>TOS 4.04.

There's no such bug in my TOS 4.04, so either you must have some
ACC or AUTO doing harm there, or your ROM's might be damaged.

Try removing the NEWDESK.INF file totally, boot the machine clean
(without ACC's or AUTO's) and see if it works after that.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

472. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 22:20:41 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3h8rnp$bfq@cri.ens-lyon.fr>
Source record: 27838

In article <3h82d2$t0l@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>I've just discovered a really annoying bug in Newdesk on my Falcon.
>When I try to copy or move files to the floppy I get 2 bombs! This
>only happens when I try to write to HD-disk, there are no problem
>writing to DD.

As for me, I get 2 bombs only when I copy/move DIRECTORIES to
a PC-formatted HD floppy (but there's no problem with disks
formatted from the desktop).

Vincent Lefevre

473. Re: ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-07 23:55:00 UTC
From: bertil.jagard@p14.straight.ct.se
Message-ID: <ftn_2.203.221.14_69ba1e9f_Bertil.Jagard@p14.straight.ct.se>
Source record: 27840

In a Message of <04-Feb-95> Rob S. Rice writes:

RSR> ICD has answered my mail sent to:
RSR> icdinc@delphi.com
RSR> I have been very happy with their products.

Hi Rob, Thanks for your answer. I will try to contact them on that address.

Regards Bertil Jagard..
(UUCP Dialup connection)

474. KA9Q Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 00:12:27 UTC
From: kerkhoff@mail.utexas.edu
Message-ID: <3h929b$8de@geraldo.cc.utexas.edu>
Source record: 27741

After reading the newsgroup for a while, I may be a little behind the times but I'll ask anyway. I'm interested in getting KA9Q (or some other software) functioning so I can connect with the 'net. I have a slip account with the University and I think I'm close to getting the NOS functioning. I have a couple of questions, though.

I downloaded the STNET110.TOS software and have done quite a bit of configuration on it. The dialer works, and I am (apparently) saying the right things to the system at UT to get a slip connection going. The BOOTP command doesn't appear to working in NOS, however. Here's an listing of what I'm doing:

```
#startup file for KA9Q-NOS (version .41)

log \nos\spool\nos.log

hostname s10

attach asy AUX: 0 slip s10 32767 1500 19200
dial s10 dial.txt

ifconfig s10 netmask 0xffff0000 broadcast 255.255.255.255
route add default s10
route add 255.255.255.255 s10

#here's the one that doesn't work---
#returns the error message "command not recognized"
bootp s10 noisy

ip ttl 64

#etc......
```

I suspect that I'm missing something obvious in the setup but the docs are truly daunting! Also, if I type the commands in manually line-by-line, I can watch them complete. When I set them up in the startup.nos file, the "dial" command is skipped and a number of errors are generated since "s10" hasn't been defined. "Dial.txt" contains my account and password as-well-as the lines:

```
terminal download
slip default
```

To which the UT machine responds with "Your IP address is..."

Has anyone configured NOS this way before? Any help would certainly be appreciated!

Jim Kerkhoff
INTERNET: kerkhoff@mail.utexas.edu U.S. MAIL: Performing Arts Center
CAMPUS MAIL: Performing Arts Center University of Texas
PAC 2.302 P.O. Box 7818

E3300 Austin, TX 78713-7818
PHONE: 512-471-0392
"Networks are Us!"

475. Falcon wings: Which SIMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 03:12:23 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.792213143@sakura>
Source record: 27742

Dear everybody,

I got a Falcon Wings board recently. The stupid paper that
accompanies it doesn't tell me what SIMs I can use... (In fact it only
says: `Unfortuunately not all SIM modules can be used...'!)

OK, all I have is:
- must be real FAST-PAGE_MODE
- no 16Mbit chips
- <=80ns
- 8 or 9 bits wide
- that's all

From the connectors I count 30 pins, so I need 30 pin SIMs...

Also one can either plug in one 4MB SIM or 4 4MB SIMs I conjecture.
What about 2 8MB SIMs (or one for that matter)?

What else do I have to know before I go shopping??

Many thanks in advance,

Christian

476. Re: Falcon wings: Which SIMMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 06:56:08 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FBIGFAUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 27701

In <h54118.792213143@sakura> Christian_Goltz wrote :

>Dear everybody,
>
>I got a Falcon Wings board recently. The stupid paper that
>accompanies it doesn't tell me what SIMs I can use... (In fact it only
>says: `Unfortuunately not all SIM modules can be used...'!)
>
>OK, all I have is:
>- must be real FAST-PAGE_MODE
>- no 16Mbit chips
>- <=80ns
>- 8 or 9 bits wide
>- that's all
>
>From the connectors I count 30 pins, so I need 30 pin SIMs...
>
>Also one can either plug in one 4MB SIM or 4 4MB SIMs I conjecture.
>What about 2 8MB SIMs (or one for that matter)?
>
>What else do I have to know before I go shopping??
>
>Many thanks in advance,
>
Although I have no idea about the Falcon Wing's structure, you
will definitely need 30 pin SIMMs.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

477. Verkaufe Falcon Speed Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 09:24:47 UTC
From: fmkd@rummelplatz.uni-mannheim.de
Message-ID: <3ha2kv$fgq@darum.uni-mannheim.de>
Source record: 27745

```
zu Verkaufen:

1 FalconSpeed Emulator (incl. Windows Grafiktreiber bis 1024*768 in
16 Farben)

PREIS: 250,- DM VHB
```

478. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 10:12:26 UTC
From: sanders@sci.kun.nl
Message-ID: <D3oF0q.MC9@sci.kun.nl>
Source record: 27746

In <3h8rnp$bfq@cri.ens-lyon.fr> vlefevre@ens-lyon.fr (Vincent Lefevre) writes:

>In article <3h82d2$t0l@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>>I've just discovered a really annoying bug in Newdesk on my Falcon.
>>When I try to copy or move files to the floppy I get 2 bombs! This
>>only happens when I try to write to HD-disk, there are no problem
>>writing to DD.

>As for me, I get 2 bombs only when I copy/move DIRECTORIES to
>a PC-formatted HD floppy (but there's no problem with disks
>formatted from the desktop).

I get bombs too, copying stuff from floppy to HD. These are
pre-formatted floppies, I never checked whether it still happens with
my own floppies. It doesn't happen under MultiTOS, so there is a
solution. It's a bit dodgy, though.

Not sure if TOS 4.92 solves this problem. Checking it out RSN. :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

479. Re: Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 10:58:43 UTC
From: csstsme@brunel.ac.uk
Message-ID: <3ha854$541@izar.brunel.ac.uk>
Source record: 27747

In article <3h5nuo$r2t@panix.com>, jmax@panix.com (John Maxwell Hobbs) writes:
>
> I've seen a posting and a diagram about additional Midi being available for
> Cubase through the St's serial port by using a simple db9 to midi cable.
> I've also seen a posting warning against this. That the connection needs
> to be isolated in some fashion.
>
> Does anyone have any information regarding this?

According to the MIDI standard, a MIDI input port should should use an opto-isolator.
I believe the main reason for this is to avoid gound loops which cause the dreaded
50Hz hum with audio gear. Of couse it also offers a degree of protection to
your computer's electronics (there are non-MIDI uses of 5-pin DIN plugs which have
larger currents/voltages). However opto-isolation is somewhat rare for other digital
connections (e.g. null modem).

BTW does anyone know how to get the ST's serial port to run at MIDI speed?
Also how does one do interrupt driven i/o from the Falcon's serial port (SCC chip)?
Has anyone got one of these "MIDI-Modem" type add-on ports to run on a Falcon?

Steven

480. Re: Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 12:40:47 UTC
From: clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3hae4f$ecb@hpscit.sc.hp.com>
Source record: 27754

```
Hallvard Tangeraas (hallvart@oslonett.no) wrote:
> - I have gathered a lot of info on how to install a HD disk drive
> from the net
> and know that I need to have a drive controller chip that can handle 16MHz.
> I have heard that I need the 1772-02-02 for this. Now, I don't know if it's the
> one I have in my STE. It looks like this:
> ____________________
> | | ________ _____________________
> | C398739-001A | | X'tal | | V L S I |
> ) ATARI 1990 | -------- ) 9029BV 110282 |
> | -31 I60511-01 | | 4070ACPIA |
> | | | VL1772-02PC |
> |_____________________| |_____________________|
> (DMA chip) (floppy drive controller)

Just try it, there is quite a good chance that it will work without
any modification. You might want to cool the VLSI chip somehow. If
after a while you get read/write errors, get the Ajax replacement chip.

--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>-----------------------------------------------
```

481. msg for carlos vauela re cv translator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 13:09:10 UTC
From: waynlein@hk.super.net
Message-ID: <3hafpm$l4l@hk.super.net>
Source record: 27748

In your .doc for the cvtranslator you suggested that anyone with questions/comments abouot your translator program contact you through this bulletin board. I hope you are still reading it; I only downloaded the program the other day, hoping to get some help with all the German .doc files for many of the games at Atari FTP sites.

Well, while I can appreciate that you don't want to give away anything for nothing, you have so limited the test program in its ability to handle text - by making the dictionary so small - that it is impossible to evaluate it. You say that downloaders may "evaluate it for 21 days" without paying a registration fee. It only takes a few minutes to find out that what we've downloaded will translate maybe 5% of the words in any given document. What do we do - retranslate the same thing for 21 days and pronounce ourselves satisfied? Or pay you the $20 you ask for what we know not?

Sorry. You've got to do better than this. Better you should put in some kind of byte limiter - say, 2K of text, then the program freezes - but with full dictionary access, so we can see what it is really capable of. Otherwise, this is a pig in a poke. (Translate THAT into German.)

482. MagicMac Demo ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 15:29:17 UTC
From: eyfrig@ieh.etec.uni-karlsruhe.de
Message-ID: <eyfrig-0802951629170001@iehmac10.etec.uni-karlsruhe.de>
Source record: 27749

I've heard rumours of a demo version of MagicMac. Does it really exist ?
And does anybody know if you can get it via FTP ?

So long,

Dirk

--
Dirk Eyfrig
Nï¿½rdliche Hildapromenade 10
76133 Karlsruhe

Tel: 0721 / 85 53 52
e-mail: eyfrig@ieh.etec.uni-karlsruhe.de

483. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 15:34:40 UTC
From: geoff@damp.apana.org.au
Message-ID: <3haoag$6no@frisbee.damp.apana.org.au>
Source record: 27771
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

diehl@bonk.io.org (Eric March) writes:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>: Could someone please tell me what sort of packer is used that creates files
>: with the first 4 characters as: ATM5?

>: Is this some AuToMation packer?

>It's Atomic Packer version 5.

Try version 3.5!!!

>: Richard.

>--
> _____ _____
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_
________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
##

--
\|/ ____ \|/ | Answers, abuse, comments, and flames to: | \|/ ____ \|/
@~/ ,. \~@ | | @~/ ., \~@
/_(__/)_\ | geoff@damp.apana.org.au | /_(__/)_\
__U_/ | | _U__/

484. Re: PGP version 26

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 15:37:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBIPFIYJUP@galaxy.teuto.de>
Source record: 27757
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <Pine.A32.3.91c.950204094509.47577B-100000@homer18.u.washington.edu> Bent Meyer wrote:

> I am looking for a compiled copy of PGP version 26. The binary
>is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill

Errm, do you mean the source is at Clausthal? If the binary were there, your problems were _almost_ solved.

However, it is not legal to re-import certain versions of PGP back into the united states.

The US-versions use a RSA-licensed library, which is not to be exported. The international version does not use RSA directly, and can be used legally outside the US. But the import of this non-RSA-version into the US is restricted.

>to use one, I'm hoping someone has already done it. I would be grateful,
>to be able to download it.

There are several Atari-version around, I'm using it for sometime now. Perhaps you can find an appropriate version somwehere at *atari.archive.umich.edu*.

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

485. Re: ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 16:43:00 UTC
From: bertil.jagard@p14.straight.ct.se
Message-ID: <ftn_2.203.221.14_b91502d3_Bertil.Jagard@p14.straight.ct.se>
Source record: 27750

In a Message of <05-Feb-95> Kim Andersen writes:

KA> I doubt you can just upgrade with a few chips, as this adscsi+ is much
KA> different from your adscsi. One thing missing is the clock.
KA> I have the address for ICD somewhere here, but can't find it just now.
KA> (I'll send it to you netmail when i find it, ok?).

Hi Kim. I do have a clock on my Adscsi!, It's looking exactly as the
adscsi+. Stefan has one and I can't se the difference between them. Thats
why I thought the music CD's should work here also.

KA> I also doubt you'll be able to get an adscsi+ at all, as they stopped
KA> producing them long time ago, (very stupid if you ask me, cause thats
KA> the best thing that did ever happen to the atari world).

Yes thats true.

KA> Alternatives, hmm! Difficult if you ask me. Try seek an adscsi+ second
KA> hand, as it's really worth waiting for. I got an exstra here, but
KA> unfortunatly i probably need it myself.

I have writed a email to them now so I hope for a answer from them. So
thanks for your answer. I think it's faster if we use NeST instead!.:-)

Regards Bertil Jagard..
(UUCP Dialup connection)

486. Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 18:35:47 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D3p2Bo.BKA@freenet.carleton.ca>
Source record: 27751

I just saw Supar 14.4 External fax/data modems for $139 Canadian! (This was at a store that normally seems to overcharge, Compucentre). Any problems with these Supras? Are they as reliable as the USR's? Whjat about particular problems using them with Atari term progs or with Straight Fax?

Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

487. Draft FAQ: How to install MiNT and friends (was Re: MiNT, etc...)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 18:51:41 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11842@gos.ukc.ac.uk>
Source record: 27755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[Note: Followups are directed to comp.sys.atari.st only]

In article <791779302snz@bassland.demon.co.uk>,
Simon Williams <simon@bassland.demon.co.uk> wrote:
>? "Wouldn't it be nice if at least one person actually sat down and wrote a
>complete guide, to setting up MiNT/Minix/Lynx, etc" - I know I'm not the
>only person who needs to know.

I accept your challenge! Below is my outline of a possible "How to
Install MiNT" document.

I would appreciate comments. Particularly, I have experience of
setting up MiNT on only one system -- my own. Please mail me about
your system, giving details of what hardware and software you have, any
problems you encountered and how you solved them (if you have solved
them!) I will try to look for patterns, and add the details to the
FAQ.

I will fill in as much as I know or have experience of in the next few
days, and add anything of relevance that I receive in e-mail or read on
Usenet. I can't, however, guarantee that I'll see items posted here;
if you want it in this document mail it to me directly. My e-mail
address is in the header of this posting.

I will try to keep the names of authors attached to the information
they've submitted, but if this becomes impractical, I'll just put all
the names in one big lump at the end.

I expect to have a useful amount of information in this document in
about a week's time, and will post it again then, and whenever there is
a substantial amount of new information. I welcome suggestions as to
how often it should be posted when it has reached a stable state.

I have tried to include the questions that are often asked here, and
topics that are likely to be asked. However, if there is a topic that
you feel should or shouldn't be covered in this document, let me know
about that, too.

Thank you all for your help!

==========

How to Install MiNT and Friends
or
Making Your TOS Computer Into a Unix Machine

Frequently Asked Questions With Answers

Draft outline:

I. Introduction
A. Assumptions and system requirements
B. Gradual installation

II. Installing the kernel
A. What is MiNT?
B. Installing it
1. Known conflicts with other AUTO folder programs
2. Redundant AUTO folder programs
C. Kernel versions
D. The MINT or MULTITOS folder
E. The MINT.CNF file

III. Adjusting GEM to work smoothly with MiNT
A. Replacement desktops
B. Replacement file selectors
C. MiNT-aware applications

IV. Installing MinixFS
A. What are Minix and MinixFS?
B. Suitable hard disk drivers
C. Initialising a Minix partition
D. File system consistency checking

V. Making it look like Unix
A. What is MiNTos?
B. Installing it
C. Shells and Unix

VI. Installing GCC
A. What is GCC?
B. Installing it
C. Recompiling other software

VII. Networking
A. What is MiNTnet?
B. Installing it

VIII. The X Window System

IX. Summary of special files
X. Summary of system programs

XI. Dependencies between packages

==========

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

488. MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 19:30:26 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3p4uq.407@watserv2.uwaterloo.ca>
Source record: 27752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to set the baud rate of my PPP connection
using pppd on a TT/serial2/HSMOD05 to 57600. Mint runs
after the HSMOD stuff and pppd sazs 57600 not supported.
If I try 134 (remapped value for 57600) i get a 19200
connection. 38400 is accepted as a baud rate

I tried running HSMOD stuff after Mint (and in various combos)
but pppd complains 'tcgetattr: invalid function number' This
tells me Mint must have some routines that are overwritten
bz HSMOD05 that are necessary. Does anzone know how to get
Mint to accept 57600?

It makes me wonder how musch HSMOD actually does if run before Mint.
I tried running DRVIN before mint and SCC after. SCC complained
the RSVF cookie was not found. Does Mint screw up the cookie jar?

Thanks,
Sam

489. Mac*ntosh HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 20:37:20 UTC
From: rgeer@physio.wa.com
Message-ID: <D3p7y9.Ku4@physio.wa.com>
Source record: 27753

A friend of mine gave me a 40? meg external off of his old mac plus, (the label says platinum(sp) series) is there any way to make this work on my mega 2? what do I need and how much will it cost?

Thanks

_____
rgeer@physio.wa.com But you can call me... GUMBY
---

490. Q. about hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 22:38:31 UTC
From: hallvart@oslonett.no
Message-ID: <3hbh57$q1j@hasle.oslonett.no>
Source record: 27764

I need a hard disk for my STe machine and I don't know what to look for.
For the time being I'm going to settle for a cheap 2nd hand hard disk,
but which ones are okay, and which ones should I avoid?
are the Atari ones good? How many MBytes did they come in?
Any advice/views on the matter would be grately appreciated.
thanks. Please email the replies to me.

Hallvard, Oslo, Norway

491. DMJ GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-08 23:11:26 UTC
From: peterg@nucleus.com
Message-ID: <3hbj2v$704@news.nucleus.com>
Source record: 27756

Does anyone out there use the program DMJ GIF? I downloaded a copy and have used it fairly regularly. It seems to be the best conversion program I have found to date. Would anyone recommend anything better? (I have been converting gifs to spc for compactness).
The dmj program is dated 1991, and I would like to register my copy, but I don't know if Damien Jones is still out there in the Atari community. Is there an e-mail contact address for him? I don't want to send money to an address that is 4 years old.
Thanks
Peter Gueckel peterg@nucleus.com

492. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 00:51:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3pJqJ.970@cix.compulink.co.uk>
Source record: 27760
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

> >Will it require a genuine NE2000 or just a clone. Genuine ones aren't $50
> >- or at least not here :-(

>I think the NE2000 is _really_ hardware-compatible so it works fine
>with a clone card for about 60-70 Deutschmarks :-)

Okay - its just that according to the PC Linux stuff I've read - not all NE2000 clones are quite 100% - and therefore not all of them will work.

> >Is anybody going to do Linux drivers for this combination?

>Should be should be... But we are awfully waiting for the linux support
>for PAK3/Medusa before we could adapt an existing PC-NE2000-Driver (which
>should not be to difficult)

Fine - though any particular reason you are waiting for the PAK3/Medusa support?

Another few questions:

Will this adaptor require soldering - or will it fit into the cartridge/parallel port like th DE600 adaptor does?

Are these adaptors going to be for sale as a (semi)commercial product? If not will a pre-etched/drilled PCB be sold? Whats the price likely to be - and when will it be released?

Finally is it likely to be TT compatible? I'd like to use it to connect up my PC running Linux/PC. On the TT end I'd like to be able to use either MiNT-Net or Linux/68K.

Sorry for all the questions - but I have an oportunity to build the DE600 adaptor now (I can get hold of a DE600), though the NE2000 card seems a much better bet if it will be here soon and easy enough to fit.

Thanks

:-)

Roland.

@CiX

493. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 00:51:57 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3pJqL.97L@cix.compulink.co.uk>
Source record: 27758

In message <3guo0r$bnq@wilma.netinfo.com.au>,
steve@PROBLEM_WITH_INEWS_DOMAIN_FILE said:
> Roland Givan (rgivan@cix.compulink.co.uk) wrote:
> : I'm looking to add a SCSI tape drive to my TT and STM. Is there a

Thanks - and thanks to everybody else who posted/mailed me on the subject.

After a lot of hard thought it looks like a DAT drive is what I need.
Whether I can afford one or not is another question - but its the one most
suited to my needs.

:-)

Roland.

PS anybody know where I can get a HP 2Gig DAT drive (or similar) going
cheap? Thanks.

494. Uniterm and ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 02:15:34 UTC
From: mkhst4+@pitt.edu
Message-ID: <3hbts6$ok9@usenet.srv.cis.pitt.edu>
Source record: 27759

I'm looking for a ZMODEM program to use with Uniterm. Any Ideas???

mkhst4+@pitt.edu

495. ASCI to SCSI interface

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 04:02:00 UTC
From: ae682@cfn.cs.dal.ca
Message-ID: <D3psJD.Lt9@cs.dal.ca>
Source record: 27761

Keywords: hard disk and ASCI

I would like to know if someone out there has been able to build their own hard disk interface to the Atari ST....

I have a lot of information already about the DMA port, but none about the conversion of the *R/W, A1, and *HDCS signals. All I've done so far is to hook up the *RST, *REQ, *ACK signals. I'm also wondering about the OR-tied signals like *BSY, *SEL and *RST.

--

496. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 07:51:44 UTC
From: gathings@cs.utk.edu
Message-ID: <3hchihINNi93@duncan.cs.utk.edu>
Source record: 27766
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )
with st314 720k
drive

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all parts for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

497. MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 08:09:36 UTC
From: jaszcz@sleepy.EEAP.CWRU.Edu
Message-ID: <3hcik0$t0g@usenet.INS.CWRU.Edu>
Source record: 27763

I installed MiNTnet on my machine. It has several problems, so I'm wondering if anyone experienced these problems. I'm running everything on a Mega ST with 4 megs, mint 1.12, and mintnet .70.

First problem: there seems to be no implementation of the nameserver protocols. when I try to connect to host by name (ex: telnet yukon or even telnet yukon.scl.cwru.edu), it sits and waits forever. I've put the IP address of the nameserver in the appropriate file. I've also put the gateway's IP address.

Second problem: if I specify the IP address of the host, it connects, but the transmission goes incredibly slow, especially if I type anything--the characters get echoed back about two seconds after they're typed. Finally it quits sending or receiving anything after about a minute or two.

I thought it was the serial driver that was messing up. so I went and got the german hsmodem drivers. They didn't work too well on my machine. However turbocts works fine (I've tested it with a terminal program). So I don't imagine that's the problem.

Also, I'm a little confused by what is meant by the remote host IP. I'm connecting to a terminal server. Should I use its IP? does it matter? anyone know how to get it? (it's a standard terminal server... I tried the show command, but I don't see anything resembling its ip)

Lastly, let me just confess that I have a Mac that uses the same modem with "InterSLIP", and it works fine.

--Bart

498. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 08:45:40 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FBJIDCUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 27762

In <D3p2Bo.BKA@freenet.carleton.ca> Mark Montreuil wrote :

>
>I just saw Supra 14.4 External fax/data modems for $139 Canadian! (This
>was at a store that normally seems to overcharge, Compucentre). Any
>problems with these Supras? Are they as reliable as the USR's? Whjat
>about particular problems using them with Atari term progs or with
>Straight Fax?
>
>Thanks!
>
>
I have used Supras since day one, and I have never had any
problems with my Supra 14.4 with any terminal programs. STraight
Fax, from what I am told was written originally for the
SupraFaxModems. Is the Supra 14.4 that you saw have a little display
in a box on the right side of the faceplate? If not, than those are
the 144LC models, and would naturally be less expensive than the 144
models which have a display that tells you the attributes of the
connection.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

499. Re: PGP version 26

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 08:51:28 UTC
From: zap@eskimo.com
Message-ID: <D3q5xt.2u0@eskimo.com>
Source record: 27765
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
--
Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com
```

500. <ad> GUARANTEED CREDIT REPAIR BY LAW FIRM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 10:07:05 UTC
From: ccapc@cyber.sell.com
Message-ID: <3hcpg9$i15@panix.com>
Source record: 27767

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

Our LAW FIRM offers direct guaranteed effective credit restoration services by experienced attorneys. THIS IS NOT A DO-IT-YOURSELF KIT.

What can we do?

We have successfully facilitated the removal of Late Payments, Charge-offs, Foreclosures, Repossessions, Collection Accounts, Loan Defaults, Tax Liens, Judgments and Bankruptcies from our clients' credit reports. WE GUARANTEE THAT YOUR CREDIT CAN BE RESTORED!!!

Who needs our services?

Anyone who has experienced the inconvenience and embarrassment of being turned down for a credit card, a lease or a purchase of an automobile.

Anyone who is unable to buy the house of their dreams due to denial of a mortgage application or who has to pay thousands of dollars more in mortgage interest than someone with good credit.

Anyone who has been turned down for a job or promotion due to derogatory credit items on a credit report.

Anyone in business who has lost a deal because a person or firm wanted to see his/her credit report before doing business.

Anyone who has been unable to establish credit.

THE FOUR GREAT MYTHS OF CREDIT:

Myth #1: It is illegal or immoral to have your credit report cleared.

Fact: It is not illegal nor immoral. In fact, that is what the Fair Credit Reporting Act is all about. The act was enacted by Congress in 1971. One of its purposes as to give consumers the protection of the law and to help guard against

any unwarranted invasion of a consumer's right to privacy.

Myth #2: The information on a credit report cannot be changed.

Fact: Actually, the opposite is true under the Fair Credit Reporting Act. Federal and State laws require that items be removed if they are not 100% accurate or cannot be verified in a timely manner.

Myth #3: It is impossible to get a bankruptcy off a credit report.

Fact: Bankruptcies can come off credit reports like any other derogatory item. The nature of the derogatory item has nothing to do with its removal under the Fair Credit Reporting Act.

Myth #4: Credit Reporting Agencies are empowered with some kind of governmental authority.

Fact: Absolutely Not!! They are simply large corporations whose primary goal is to make a profit like any other business.

If you have ever applied for or received credit, a file exists in one or more of the credit bureaus. These companies collect, store and distribute as much credit information as they can find, retaining negative information on a credit report for 7 to 10 years. This information is evaluated by potential creditors to determine your credit worthiness.

Credit reporting agencies are in business to protect the interests of the creditors. the LAW FIRM's goal is to help and protect the individual consumer from inaccurate credit reporting.

The president of our LAW FIRM has been practicing consumer law since 1984. The staff of our firm has successfully processed, disputed and challenged thousands of client credit reports.

Our legal fee is based o the number of negative items that appear on a client's credit reports, issued b the three national credit bureaus. Our retainer agreement offers a MONEY BACK GUARANTEE stating that if any negative item is not deleted, upgraded or corrected from a client's credit file, it will give the client a full refund for that item or continue to process the client's file at no additional fee until that item is

corrected, upgraded or deleted. THE ONLY THING YOU HAVE TO LOSE IS YOUR BAD CREDIT!!

PLEASE CONTACT THE LAW FIRM AND LEAVE YOUR FULL NAME, MAILING ADDRESS AND TELEPHONE NUMBER SO WE MAY FORWARD FURTHER INFORMATION AND INSTRUCTIONS TO YOU ABOUT OUR SERVICE.

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

501. Re: MiNT/MiNTnet/X11 help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 10:55:29 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11847@gos.ukc.ac.uk>
Source record: 27768

In article <H.ekBL.pWL1J&wUdco@icon.pp.se>,
Daniel Eriksson <root@icon.pp.se> wrote:
>In <3h581c$ou2@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>> 4. Have anybody tried to run X over a 14k4 modem? Can I run apps. like
>> XRN and NSCA Mosaic if I install MiNT/MiNTnet/X11R5?
>
>This will probably work if you have more than 4MB in your Falcon. However,
>I`ve heard that running X over a 14k4-link is a sure way of going insane
>since it`s sooo sloooow (haven`t tried it myself though).

I have done something very much like this, over a 19,200bps RS232
line. I can get programs to run on the Unix host and display their
windows on my 4Mb STe, but it *is* quite slow. (I'm running term and a
monochrome emulator, though, so it's not really surprising!) Mosaic,
for example, works perfectly well, but it takes a minute or so to start
up.

Actually, if I want to run X sensibly, I have to connect at 9600bps, so
that I don't get too many term protocol errors, which I guess are due
to serial overruns. I want a faster processor!

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

502. Falcon Audio Modifications

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 11:15:58 UTC
From: dat91fhu@ludat.lth.se
Message-ID: <3hcthe$jer@nic.lth.se>
Source record: 27769

I just bought a Falcon to use for Harddisk recording. I've been looking everywhere on the net for a FAQ that describes the audio in/out hardware modifications to get better sound quality, bu I can't find it. So, could anyone give me a tip where it is, or maybe mail me a description of the modifications?

Thanx/HUGO.

--
E-mail : dat91fhu@ludat.lth.se Tel : +46 (0)46 12 80 78
Snail-mail : Fredrik Hugosson, Ulrikedalsv�gen 2:U303, S-224 58 LUND
"There's 70 billion people on earth, where are they hiding?"
Cabaret Voltaire

503. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 11:38:06 UTC
From: aw@zaphot.augusta.de
Message-ID: <FBJMCEVUUP@zaphot.augusta.de>
Source record: 27770

In <3h54ao$9v@prime.mdata.fi> Pekka Saarinen wrote:

>In article <FBDMCIUUUP@galaxy.teuto.de>,
>Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>>In <seimet.791634864@acp5> Uwe Seimet wrote:
>>
>>>>Is there anyway of making the window gadgets smaller on my Falcon -
>>>>running in truecolour etc does tend to limit the resolution.
[...]
>>Um, how about WinX?
>
>Or NOdesk 3.01 (desktop replacement): using it's own AES library changes
>window gadgets to TOS 1.x width.

But No|Desk is an application does not replace _all_ window gadgets by
changing internal AES-functions! It only uses this for its _own_ windows.
Windows of other applications will still use the standard AES-gadgets.

Ciao ...

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

504. Re: MiNT/MiNTnet/X11 help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 12:13:38 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3hd0ti$ms0@whitbeck.ncl.ac.uk>
Source record: 27772

Jo Even Skarstein (josk@stud.unit.no) wrote:
> 1. If I use the multiuser ext. (init I think) is it possible too log on to my
> falcon from a Mega STE running MiNT/MiNTnet? I plan to use the LAN-ports. I
> want to access the modem and HD on my falcon from the MSTE.

I forgot, there is also a simpler solution to file sharing than using NFS.
The program Medium-net comes with an accessory for sharing hard drives
over a midi link. It also has a mint XFS version as well, so you can share
printers & harddrives between MiNT & non-MiNT machines (great for
folks who've bought a falcon but still have an old 520 kicking about
& want to get some use out of it). I like this approac, and would love
to see a TSR / Accessory version of MinixFS as well (but don't expect to).

Medium net is on a.a.u.e, but not in the MiNT directory - perhaps
it should be linked to the MiNT filesystems directory as it's does
include a loadable filesystem.....

Craig..

505. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 14:38:38 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb9.143838.26213@rhrk.uni-kl.de>
Source record: 27779

vlefevre@ens-lyon.fr (Vincent Lefevre) writes:

>In article <3h82d2$t0l@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>>I've just discovered a really annoying bug in Newdesk on my Falcon.
>>When I try to copy or move files to the floppy I get 2 bombs! This
>>only happens when I try to write to HD-disk, there are no problem
>>writing to DD.

>As for me, I get 2 bombs only when I copy/move DIRECTORIES to
>a PC-formatted HD floppy (but there's no problem with disks
>formatted from the desktop).

This bug has been known for several months. It's a GEMDOS bug which only
get visible on disks with one sector per cluster, e. g. PC formatted HD
disks. The Falcon desktop uses 2 sectors per cluster when formatting a disk
and in this case the bug doesn't show.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

506. Re: MagicMac Demo ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 15:33:14 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3hdcjq$bpq@caro.dsic.emn.fr>
Source record: 27773

eyfrig@ieh.etec.uni-karlsruhe.de (Dirk Eyfrig) wrote:
>
> I've heard rumours of a demo version of MagicMac. Does it really exist ?
> And does anybody know if you can get it via FTP ?
>

Yes, you can find it on :

http://web.cnam.fr/ftp/pub/Atari/Utilities/mmacdemo.sea.hqx

Xavier Joubert (Xaz)

507. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 16:26:40 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3hdfo0$1hm@percy.cs.bham.ac.uk>
Source record: 27775

neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>With the switches L2 and G8 you can get ridd off the horizontal scrolling bar
^^^^

[FX: cough]

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

508. Fast Ram for PAK3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 16:31:18 UTC
From: bericd@bri.hp.com
Message-ID: <D3qr86.CGM@bri.hp.com>
Source record: 27774
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi All,

Is anyone using the TT Ram board along with the PAK board on their ST? If so is it worth getting? I have heard that it costs at least 100 UKPounds without any simms, which seems to me quite expensive :)

Yes - I know the PAK board itself is not cheap, but at least you get more than a few simm sockets for your money!!

Am I missing something here, (No flames please!!!) or is it simply paying for 4 simm sockets?

If anyone could enlighten me I would be very grateful.

Beric "puzzled" Dunn..

509. MAD MAX MUSIC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 16:52:36 UTC
From: hardyd@cs.man.ac.uk
Message-ID: <3hdh8k$fom@m1.cs.man.ac.uk>
Source record: 27776

I'm trying to find the format for Mad Max music, in the hope that I
can create my own player. Can anyone email me the format, or know where
I can download it from?

Thanks.

Dom

510. Re: Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 21:30:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb9.213036.17226@bradford.ac.uk>
Source record: 27777

On 8 Feb 1995 12:40:47 GMT, Claus Brod wrote:
: Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: > - I have gathered a lot of info on how to install a HD disk drive
: > from the net
: > and know that I need to have a drive controller chip that can handle 16MHz.
: > I have heard that I need the 1772-02-02 for this. Now, I don't know if it's the
: > one I have in my STE. It looks like this:
: > _____
: > | | _____ _____
: > | C398739-001A | | X'tal | | V L S I |
: >) ATARI 1990 | --------) 9029BV 110282 |
: > | -31 I60511-01 | | 4070ACPIA |
: > | | | VL1772-02PC |
: > |_____|_____| |_____|
: > (DMA chip) (floppy drive controller)

: Just try it, there is quite a good chance that it will work without
: any modification. You might want to cool the VLSI chip somehow. If
: after a while you get read/write errors, get the Ajax replacement chip.

I have fitted this mod inside my computer with virtually NO success.

First, I fitted it to a computer with an 02PC chip (like yours) and I
managed to backup the hard drive onto high densities, but after that, hd
disks could no longer be read from or written to!

Someone (who ought to know) told me that the 02PC chip was just a third
party 00-02; ie. it would not work.

So I tried fitting the upgrade into my other ST - This one has a proper
Western Digital WD1772 02-02 - so I thought it would work first time.
But no. I have had no success at all with this time.

BTW: All I have is a switch on the side of the computer to switch either 8
or 16 MHz into the Floppy controller chip. This should then be as simple
as flicking to 16MHz mode when I want to use a HD disk
But NO LUCK!

So for now, I am back to double densities!

On the subject, I also fitted the OVERscan mod, exactly as detailed in the
file, but this too is a big failure - although it does do something, it
does not do what it should!

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/

```
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \
```

511. Liest mich jemand?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-09 21:53:00 UTC
From: bob@dg-box.lahn.de
Message-ID: <b54346c9@uucp-wz.zer>
Source record: 27778

To: Alle

Nachricht vom 09.02.95 weitergeleitet
Ursprung : /FIDO/ATARI_EXPERT.GER
Ersteller: Markus Smigelskis@2:244/4211.34

Hi,

Ich (eifriger ATARI anwender), aber mit der Pointsoftware auf PC.
Jetzt miene Frage:

LIEST MICH JEMAND?????

Ciao BOB
/////////////// B O B ////////////////////////
// Internet: BOB@dg-box.lahn.de //
// FIDO: Markus Smigelskis @ 2:244/4211.34 /
// GerNet: Markus Smigelskis @ 21:491/1019.34 /
//

--- CrossPoint v3.02

512. Intel

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 00:02:16 UTC
From: Andy.Ball@cbbs.centron.com
Message-ID: <b0a_9502120906@centron.com>
Source record: 27785

Hallo Martijn !

MD > intel is replacing all sold pentiums that have the FPU bug.

In the UK, Intel will only replace faulty Pentiums if users can prove
that they have need of the faulty instruction. The procedures for
claiming a replacement have been made deliberately complex to deter
people.

MD > I guess pentium is safe now (as safe as a complex thing as
> a processor can be)

Perhaps as save as a *CISC* processor can be, the bug has again
highlighted the problems inherent in CISC design. IBM aren't
building Pentium machines, when they're convinced, then perhaps I'll
take another look (but probably not :o)

MD > And a pentium running linux is certainly a combination I am
> interested in.

Have you looked at the Power Macintosh ? They offer more power for the
same (or less) money and have much higher build quality than any PC.

- andy.
---
* SLMR 2.0 * If at first you don't succeed, call it Pentium
+---+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

513. Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 02:07:43 UTC
From: hentai@eri.erinet.com
Message-ID: <3hehpf$b3v@eri.erinet.com>
Source record: 27780

I just got a 330 meg scsi hard drive for my Atari. Does anybody have or know where I can get a driver so that I can have a large partition? It would be great if I could have the entire drive 1 partition! Thanks in advance.

514. Sang MegaVision and ICD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 04:47:28 UTC
From: whitema@rtsg.mot.com
Message-ID: <3her50$5tt@delphinium.cig.mot.com>
Source record: 27781

Hey all!

I just bought a used Sang MegaVision 300, and I like it fine, with one exception: I have to turn on my computer several seconds before I turn on my hard drive (an ICD AdSCSI+). Otherwise, the drivers cannot find the board. I'm using a Mega STE 4 with no internal hard drive. TOS 2.06. Anyone else out there using a similar combination? Will turning on the hard drive while the computer is running its RAM check damage my system?

Wishing I could read the German manual,
Mike
whitema@cig.mot.com

515. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 05:01:51 UTC
From: gathings@cs.utk.edu
Message-ID: <3hervvINNbj0@duncan.cs.utk.edu>
Source record: 27782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )
with st314 720k
drive

>>> For Parts ONLY <<<< All BELOW is SOLD !!!

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all parts for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

516. NEC 3D

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 05:09:39 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995Feb10.050939.14645@nntp.brisnet.org.au>
Source record: 27783

There are a lot of NEC 3D monitors attached to Atari's out there, as I recall.

Anybody know how to connect one up? Information appreciated, as a friend has just acquired one.

Dancer

517. Falcon SCSI-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 05:16:26 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.MLIuf6piZK6@icon.pp.se>
Source record: 27784

I`ve heard that some Falcons have SCSI-problems due to some "bugs" on the motherboard. AFAIK it is timing-problems and it can be cured simply by adding a few components.

What I would like to know is:

1. Does all motherboards have the same problem, or has it been fixed in later revisions?

2. If it has been fixed, what revisions are bug-free?

3. If it hasn`t been fixed, where can I obtain info on how to fix it myself?

4. Is the SCSI-interface in the Falcon capable of handling drives that generates _and_ checks parity? (see below)

The reason I ask is that I believe my current motherboard is one of those who doesn`t work correctly. Sometimes the computer just hangs for about 10 or 15 seconds. During this time the LEDs on my harddisks are lit and absolutely nothing else happens. When 10 or 15 seconds have passed the leds are turned off. A couple of seconds later it sounds like my harddisks goes through some kind of reset and then everything continues as if nothing had happened. Unfortunately, when the harddisks goes through the reset my DAT-streamer starts rewinding the tape. If the computer hangs like this while backing up it never returns to normal. Instead it turns off all LEDs except for the busy-LED on the DAT and sits like that until I press the reset-button.

Has anyone experienced anything like this? It`s rather frustrating to have a computer that temporarily locks up every now and then and not being able to make full use of the nice DAT. The thing I absolutely can`t understand is that these lockups ONLY appears when I`m running MiNT. When I`m running plain old TOS everything works great. Any explanation?

My setup:
F030/14, TOS 4.04 but a Rev A motherboard, no FPU.
420MB IDE (Conner)
1.04GB FastSCSI2 ID#0 (Micropolis) <- no termination, parity enabled
540MB FastSCSI2 ID#1 (Quantum) <- no termination, parity enabled
CD-ROM SCSI2 ID#4 (Sony) <- no termination, parity enabled
DAT SCSI2 ID#6 (Wangtek) <- terminated, parity enabled
SCSI-tools v6.04, MH-MiNT v1.12h2 (plus additional patches),
MFS v0.60PL11 and Erling Henanger`s SCSI-drivers v5.

I`ve also tried with active termination on the Micropolis unit but I couldn`t notice any difference. Also, when I turn off parity checking on my Micropolis unit it doesn`t get recognised by the computer. I`ve tried this with a "clean" system (only the IDE-unit and the terminated Micropolis), but whatever I do I can`t get the computer to recognise the Micropolis unless parity-checking is enabled. I though the Falcon _couldn`t_ handle drives that checked parity. Right or wrong?

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

518. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 09:11:57 UTC
From: amsler@nevada.edu
Message-ID: <3hfakt$bsa@news.nevada.edu>
Source record: 27786

Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:

: I just saw Supar 14.4 External fax/data modems for $139 Canadian! (This
: was at a store that normally seems to overcharge, Compucentre). Any
: problems with these Supras? Are they as reliable as the USR's? Whjat
: about particular problems using them with Atari term progs or with
: Straight Fax?
:
: Thanks!

: --

: Mark Montreuil (613) 990-4833 (voice)
: IH Advisory Council Internet Relations
: Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

Mark:

I don't have STraight Fax, but I've had my external SupraFaxModem for
about a year now (hooked up to my MegaSTe) and have had absolutely no
problems with it with either STalker 3.02 or FlashII.

The only way I could be happier with the SupraFaxModem is if it were a
28.8 (and I could use that baud rate with the MegaSTe)! :)

- John

519. floppy format code

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 09:43:24 UTC
From: eastaub@ztl.ch
Message-ID: <3hfcfs$n03@ztxs01.ztl.ch>
Source record: 27787

Hello,

I'm looking for source code to format floppy disks of any format. If you have some code of this kind or if you know where I can get some source code then please let me know. (Send an E-mail to eastaub@ztl.ch)

Thanks

Ralph

520. Re: Uniterm and ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 10:51:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3hfggb$kpl@golem.wcc.govt.nz>
Source record: 27788

In article <3hbts6$ok9@usenet.srv.cis.pitt.edu>, mkhst4+@pitt.edu (Matthew K Heere) writes:
>I'm looking for a ZMODEM program to use with Uniterm. Any Ideas???
>
>mkhst4+@pitt.edu

Well thier is only one, its GSZRZxx, version 2.28 is on many FTP sites, their are later Demo versions, its now upto version 5.4 from a post that I have recieved, I still only have version 4.7..

Its the only one that I know of that support the ARGV standard, all other versions are far to old...

Its not freeware but costs 40DM, well that was what I payed for my last copy, and it is supported via a few German BBS's, updates etc...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

521. Solution To MiNT-X Keymap Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 12:59:28 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hfnvg$g21@whitbeck.ncl.ac.uk>
Source record: 27693

I have uploaded my fix for the MiNT-X keymap problem (it uses QWERTZ, most
of us have QWERTY keyboards) to phlem.ph.kcl.ac.uk (Simon Gornal's FTP site).

It consists of a quick 'How To' guide & a script for xmodmap. In case folks
haven't got it, I included an xmodmap executable & the man page as well....

There, problem solved :)

Craig

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

522. Re: DSP Exec Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 13:01:01 UTC
From: A Parker <se2ap@dmu.ac.uk>
Message-ID: <3hfo2d$4q5@macondo.dmu.ac.uk>
Source record: 27694

A Parker <se2ap@dmu.ac.uk> wrote:
>
Hi,

I've recently hacked the OS code to do a DSPExecProg, I more or less
understand what the code does except this:

```
move.b #$e,$ffff8800.w

move.b $ffff8800.w,d0

and.b #$ef,d0

move.b d0,$ffff8800.w

or.b #$10,d0

move.b d0,$ffff8800.w
```

--> Send bootstrap to DSP

From looking at my hardware notes this amounts to turning one of the
RS232 lines off then on again. Does anyone know for certain what this
has to do with the DSP? I would guess that it's some kind of DSP reset
signal to allow a bootstrap to be loaded, but I'm not sure....
Can anyone help?
Thanks....

Alan. (Se2ap@dmu.ac.uk)

523. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 13:01:26 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hfo36$g34@whitbeck.ncl.ac.uk>
Source record: 27695

In article <3h8rnp$bfq@cri.ens-lyon.fr>, vlefevre@ens-lyon.fr (Vincent Lefevre) writes:
>
>As for me, I get 2 bombs only when I copy/move DIRECTORIES to
>a PC-formatted HD floppy (but there's no problem with disks
>formatted from the desktop).
>

I get the same problem under TOS4.02. I hadn't noticed it was to do with PC formatted floppies, but now you mention it - yes, that was it.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

524. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 13:14:42 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hfos2$g97@whitbeck.ncl.ac.uk>
Source record: 27696

In article <3hcik0$t0g@usenet.INS.CWRU.Edu>, jaszcz@sleepy.EEAP.CWRU.Edu (Bartlomiej Jaszcz) writes:
> I installed MiNTnet on my machine. It has several problems, so I'm wondering
>
>First problem: there seems to be no implementation of the nameserver
>protocols. when I try to connect to host by name (ex: telnet yukon or even

I think you must have it set up wrong, 'coz the nameserver stuff works
fine for me. entry in resolv.conf

```
# My nameserver
nameserver 1.2.3.4
```

>Second problem: if I specify the IP address of the host,
>it connects, but the transmission goes incredibly slow, especially if I type
>anything--the characters get echoed back about two seconds after they're typed.
>Finally it quits sending or receiving anything after about a minute or two.

Are you using DIP to setup the serial port correctly? If not, then you should.
I use CSLIP over a 2400baud link & although a little slow, it's not nearly
as bad as that, and it's slowness is just down to my cranky old modem.

>I thought it was the serial driver that was messing up. so I went and got
>the german hsmodem drivers. They didn't work too well on my machine. However
>turbocts works fine (I've tested it with a terminal program). So I don't
>imagine that's the problem.

I'm fairly sure that MiNTnet doesn't work without the HSMODEM drivers, so you
should really have another got at installing them. You may find that older
comms programs don't work with HSMODEM installed (eg. STORM doesn't like
HSMODEM, so I only install it as part of my MINT-NET bootup).

>Also, I'm a little confused by what is meant by the remote host IP.
>I'm connecting to a terminal server. Should I use its IP? does it matter?
>anyone know how to get it? (it's a standard terminal server... I tried the
>show command, but I don't see anything resembling its ip)

You have to set the remote machine into SLIP or PPP mode, just a terminal is
no good at all....

EG. When I get the dialup annex prompt, I enter 'slip', then my username,
then my password. Then I wait for the remote machine to tell me my IP
address then bring up the SLIP connection at my end.

This is all done via a DIP script, so it's automated
In fact on my setup, DIP is attatched to a TWM menu option under MiNT-X,
so I don't have to type anything, just select 'CONNECT' from the menu &

up comes my Internet link :)

>Lastly, let me just confess that I have a Mac that uses the same modem with
>"InterSLIP", and it works fine.

Ahh a Mac user. Sorry, we sacked the baby sitter on the Atari years ago :)

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

525. Re: Tape drives for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 13:31:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950210133141.L.J.Sak@sp0237.kub.nl>
Source record: 27789

> Roland.
>
> PS anybody know where I can get a HP 2Gig DAT drive (or similar) going
> cheap? Thanks.
>
>
Ludo Says: I sell 'm: 16Gb HP DAT backup system SCSI2 for 1400,- guilders
L.J.Sak@kub.nl

526. re:q about HD's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 13:39:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950210133913.L.J.Sak@sp0237.kub.nl>
Source record: 27790

```
In Article <3hbh57$q1j@hasle.oslonett.no> "hallvart@oslonett.no (Hallvard Tangeraas)"
says:
> I need a hard disk for my STe machine and I don't know what to look for.
> For the time being I'm going to settle for a cheap 2nd hand hard disk,
> but which ones are okay, and which ones should I avoid?
> are the Atari ones good? How many MBytes did they come in?
> Any advice/views on the matter would be grately appreciated.
> thanks. Please email the replies to me.
>
> Hallvard, Oslo, Norway
>

You'd better not buy ATARI HD's. The are of old technique and slow! Buy a
normal SCSI (SCSI1), the bigger the cheaper.. Then buy a SCSI adapter
pref. ICD or ...
```

527. Re: Falcon wings: Which SIMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 13:55:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950210135502.L.J.Sak@sp0237.kub.nl>
Source record: 27691

> From the connectors I count 30 pins, so I need 30 pin SIMs...
>
> Also one can either plug in one 4MB SIM or 4 4MB SIMs I conjecture.
> What about 2 8MB SIMs (or one for that matter)?
>
> What else do I have to know before I go shopping??
>
> Many thanks in advance,
>
> Christian

2 MB simms are slower I read somewhere because of diff. banking.. I first bought Toshiba SIMMS but the screen got stirred.. Don't ask about that, timing was wrong. I traded them for Goldstar SIMMS (4Mb SIMMS) and they work perfectly!

528. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 13:56:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950210135628.L.J.Sak@sp0237.kub.nl>
Source record: 27692

In Article <3h8rnp$bfq@cri.ens-lyon.fr> "vlefevre@ens-lyon.fr (Vincent Lefevre)" says:
> In article <3h82d2$t0l@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
> >I've just discovered a really annoying bug in Newdesk on my Falcon.
> >When I try to copy or move files to the floppy I get 2 bombs! This
> >only happens when I try to write to HD-disk, there are no problem
> >writing to DD.
>
> As for me, I get 2 bombs only when I copy/move DIRECTORIES to
> a PC-formatted HD floppy (but there's no problem with disks
> formatted from the desktop).
>
> Vincent Lefevre
>
>

Had the same on TOS 4.02, not in 4.04 after upgrade... Advice: upgrade

529. Re: Falcon Audio Modifications

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 14:48:37 UTC
From: contacts@mits.mdata.fi
Message-ID: <3hfuc5$m8s@prime.mdata.fi>
Source record: 27697

In article <3hcthe$jer@nic.lth.se>,
Hugosson Fredrik <dat91fhu@ludat.lth.se> wrote:
>I just bought a Falcon to use for Harddisk recording. I've been looking
>everywhere on the net for a FAQ that describes the audio in/out hardware
>modifications to get better sound quality, bu I can't find it. So, could
>anyone give me a tip where it is, or maybe mail me a description of the
>modifications?
>
>Thanx/HUGO.

Ask anyone who has Cubase Audio Falcon. The hardware modifications are
described in the manual. I'm too busy to write the info now, sorry....

BTW. Does anyone have the instructions to fix the "clock - bug" in
older Falcons (makes audio distorded and Cubase crashes) - just
in case a couple of friends of mine buys a second hand Falcon...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

530. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 14:56:47 UTC
From: vlefevre@vaise
Message-ID: <3hfurf$ri@cri.ens-lyon.fr>
Source record: 27698

In article <19950210135628.L.J.Sak@sp0237.kub.nl>, SAK L.J. (L.J.Sak@kub.nl) wrote:
> Had the same on TOS 4.02, not in 4.04 after upgrade... Advice: upgrade

I have TOS 4.04 (08/03/93)!

Vincent Lefevre

531. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 15:01:25 UTC
From: rousseau@cnam.fr
Message-ID: <3hfv45$68k@sheckley.cnam.fr>
Source record: 27699

In article <3h82d2$t0l@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>I've just discovered a really annoying bug in Newdesk on my Falcon.
>When I try to copy or move files to the floppy I get 2 bombs! This
>only happens when I try to write to HD-disk, there are no problem
>writing to DD.
>
>Note that this does not happen when writing to HD-disks from within a
>program, only from the desktop, so I guess that the problem is Newdesk
>and not the hardware, disks or BIOS.
>
>Are there any patches to fix this? It's not a really big problem 'coz
>I'll install Gemini soon, but a patch would be nice anyway. BTW I have
>TOS 4.04.

I don't know if it will solve the problem (I think it will) but you can
install the patch programm

ftp.cnam.fr:/pub/Atari/TOS_Fixes/flop_fix.lzh : FLOP_FIX.PRG, patches some floppy-errors
in TOS <= 4.04

Ludovic Rousseau ftp-admin of ftp.cnam.fr:/pub/Atari
Ludovic.Rousseau@cnam.fr
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

532. Megafile dip switch settings???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 16:52:20 UTC
From: ant@worf.uucp
Message-ID: <3hg5k4$ldl@ia.mks.com>
Source record: 27700

Does anyone know the DIP switch settings to set a Megafile hard drive
as a second unit???

Anthony
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 185 Columbia St. W., Waterloo, On., Canada, N2L 5Z5
"grrrrrr" - Worf

533. Calamus Printer Driver for Epson Stylus 300 Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 17:52:07 UTC
From: sar@crash.cts.com
Message-ID: <D3spMw.Cy5@crash.cts.com>
Source record: 27702

Feb. 10, 1995

Please excuse the cross post. If there is a more appropriate location,
please let me know.

I need a Calamus SL printer driver for the Epson Stylus 300 ink jet printer.
I have Epson LQ and others, but they simply don't work properly.
Any information or assistance would be greatly appreciated.

I may be reached as follows:

E-mail: sar@cts.com
FTP dropbox: ftp.cts.com /usr/spool/ftp/pub/sar/incoming

Thank you very much,

-Scott-

534. Re: PGP version 26

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 17:59:44 UTC
From: zap@eskimo.com
Message-ID: <D3spzL.8Hy@eskimo.com>
Source record: 27710
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Randall Dale Spreadborough <zap@eskimo.com>

-----BEGIN PGP MESSAGE-----
Version: 2.3a

owHrZJjKxMqgb8XCc2651HELhW2ujIwf5jP/j3KySI/ZWqTf9m3eBY6C6dsTTtbl
bV+VZRy8KuvzzfSzz9m3PvdutdD/+NOkN33FY98zws9yLOf+6F53+875OV+mHjh7
ovy6Sepr+Wqtb5wzpulcTvd4EZqzwO+qa8otzp+LTL6fZr5iHXnFfs3iu8cCpePn
qsbtsamcZBvhtNf41eRklauCnGuKkrj0ijPT8xJLSotSGYBAARkEJealJObkKLgk
5qQqBBcUpSamJOUX5ZemZygo2FQlFjikFmdn5ubrJefn2nEhtHEhm8GFzgcA
=ufAx
-----END PGP MESSAGE-----

--
Randall Dale Spreadborough <zap@eskimo.com>

535. Re: MAD MAX MUSIC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 18:20:21 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D3sqxy.3M@news.gu.se>
Source record: 27703

Dom Hardy (hardyd@cs.man.ac.uk) wrote:

> I'm trying to find the format for Mad Max music, in the hope that I
> can create my own player. Can anyone email me the format, or know where
> I can download it from?

Mad Max music has its own player in it. The pure blip blop and not the
half-soundtrack is played like this:

First initiate and choose with tune to be played in the file by putting the
tunenumber to be played in register d0. These are 0-xx. then jump to the
beginning of the file. The file should have three BRA.S's in a row in the
beginning.
Then jump to fileaddr+8 every VBL.

assembler:

```
init:
moveq #0,d0 ; choose first tune
jsr music ; jump to initiation subroutine

vbl:
Wait_vbl

jsr music+8 ; play one vbl of sound

bra vbl
```

I'm not sure but I think that you'll have to be supervisor mode.
The half-soundtrack is a bit different and I don't know how to play that.

Good luck!

Tomas :)

536. NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 19:44:35 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3suuC.LyM@watserv2.uwaterloo.ca>
Source record: 27704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey,

I downloaded all the news programs I could find from all
the archives I could reach.. Is there an NNTP compatible
newsreader for MintNET? We have a news server that has
all the threading done by the server so I would like to
use the server istead of download ing files.

Thanks,
Sam

537. Okami Newsreader !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-10 22:50:24 UTC
From: jtace@prometheus.hol.gr
Message-ID: <2f3bf8d011dd850@prometheus.hol.gr>
Source record: 27705

It's really fantastic !
I just finnished the Okami Newsreader setup in my computer and i can say that it is really the best Off Line reader for ST i have ever tried before !!!!
First of all, it works with Soup & UUCP mail package's which can be easily created using the famous UQWK proram for Unix, Linux e.t.c.
I suggest to use Soup format..its the best format for offline reading of Usenet Newsgroups and private mail. The configuration is easy and the documents included in the package (Engl. & German) are very good.
From now on, i can say that i will never have to read the newsgroups using rn, tin, pine or anything like this...ST is the best solution!
As i said before you will need : UQWK program for Unix (can be found on most ftp sites) and Okami Newsreder (version 026) found on Hensa, Umich and mirrors. Read the nice docs, setup okami and you are ready!

P.S. I Just want to say a great THANKS to OKAMI Writer :
Wolfram Roesler <wr@bara.oche.de>
This is a great job !

--

----------Friendly----------
Jim Sourmelidis * jtace@prometheus.hol.gr *
----------Athens, Greece----------
The important thing is never to stop questioning.....
Albert Einstein

Okami Newsreader Version 0.26

538. Re: Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 01:28:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3tAs2.Iu6@cix.compulink.co.uk>
Source record: 27706

In message <3h5nuo$r2t@panix.com>, jmax@panix.com said:
>
> I've seen a posting and a diagram about additional Midi being available
> for Cubase through the St's serial port by using a simple db9 to midi
> cable. I've also seen a posting warning against this. That the
> connection needs to be isolated in some fashion.
>
> Does anyone have any information regarding this?

About 5 years ago I found some circuit diagrams in a mag to do this. I know
I photocopied them and filed them - but whether I can find them now is
another question ;-(

ISTR they used opto isolators though.

I'll see if I can find the stuff.

:-)

Roland.

@CiX

539. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 01:28:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3tAs4.Ius@cix.compulink.co.uk>
Source record: 27707

In message <3hfos2$g97@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:
>
> I'm fairly sure that MiNTnet doesn't work without the HSMODEM drivers,

I keep reading this statement - but I'm not at all convinced that it is
actually 100% true.

My TT seems to run MiNT-Net fine without HSMODEM. Of course they is no good
reason not to have HSMODEM loaded - but it doesn't seem to be *neccessary*.

OTOH on my STM it does seem rather essential ;-)

:-)

Roland.

@CiX

540. Re: ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 03:45:04 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBLDECURUP@dksoft.ping.dk>
Source record: 27708

In <ftn_2.203.221.14_b91502d3_Bertil.Jagard@p14.straight.ct.se> Bertil Jagard wrote:

>Hi Kim. I do have a clock on my Adscsi!, It's looking exactly as the
>adscsi+. Stefan has one and I can't se the difference between them. Thats
>why I thought the music CD's should work here also.

Hmm!.. Strange as i have never heard of an adscsi with an clock, (on the
other hand, i have never seen it either, just something Indigo told me).

> KA> Alternatives, hmm! Difficult if you ask me. Try seek an adscsi+ second
> KA> hand, as it's really worth waiting for. I got an exstra here, but
> KA> unfortunatly i probably need it myself.
>
>I have writed a email to them now so I hope for a answer from them. So
>thanks for your answer. I think it's faster if we use NeST instead!.:-)
>

I wrote a mail to them a few days ago. I havn't received an answer, and to
be honest, i doubt i'll receive anything, as this is usualy what happens.

You're right, NeST is the BeST 8-)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

541. Re: Megafile dip switch settings???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 04:38:12 UTC
From: abstract@wam.umd.edu
Message-ID: <3hhevk$d28@cville-srv.wam.umd.edu>
Source record: 27709

Anthony Howe (ant@worf.uucp) wrote:

: Does anyone know the DIP switch settings to set a Megafile hard drive
: as a second unit???
Well, you know Atari claims no responsibility if ya screw it up...

It's been a long time, but if I remember correctly, when you unscrew and
open it up, the dip switches are easy to access, but damned if I remember
which ones to set to what. Ask an atari dealer. Anyone else know?
--Good luck, Adam

: Anthony
: --
: ant@mks.com Anthony C Howe
: Mortice Kern Systems Inc. 185 Columbia St. W., Waterloo, On., Canada, N2L 5Z5
: "grrrrrr" - Worf

542. Re: Monitor Agony!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 09:18:42 UTC
From: Andy.Ball@cbbs.centron.com
Message-ID: <b0b_9502120906@centron.com>
Source record: 27714

Hallo Steve !

RJ > I've come across an old monitor that has a painful(!)
> resemblance to Atari's sm124

SA > I belive mine was made by Goldstar. At least it has some
> Goldstar components in it, though I think that is actually the
> makers name.

Goldstar make an awful lot of monitors, including some of IBM's !

RJ > It doesn't have the 13 pin atari monitor plug, only a nine-pin

SA > I can't help with the pinouts, though...

It sounds like a Hercules/MDA monitor (ie 5151 compatible), a mono VGA
one would have 15 pin mini-D. 5151 types run at 18 KHz and you need
(I'm told) 35 KHz for the ST (VGA is 31 KHz).

- andy.
---
* SLMR 2.0 * ?ksa uoy od yhW .enif s`gnihtyrevE
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

543. F030 keyboard connector

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 13:15:15 UTC
From: perck@colargol.edb.tih.no
Message-ID: <3hid93$erb@astfgl.edb.tih.no>
Source record: 27711

Are there some hardware guru that knows what the ekstra connectors on the keyboard pinns are. My keyboard only uses 6 and there are 10 pinns.

** ARILD REITEN **

544. F030 BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 13:23:14 UTC
From: perck@colargol.edb.tih.no
Message-ID: <3hido2$ero@astfgl.edb.tih.no>
Source record: 27712

Can someone try to press ALT + the two keys next to 0/= together.
My F030 starts to live it's own life after this keypress. All kinds of
letters and things happens on my screen.

** ARILD REITEN **

545. Re: NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 16:14:56 UTC
From: sturm@ost1.ping.de
Message-ID: <FBLQBDUQUp@ost1.ping.de>
Source record: 27713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hey,
>
>I downloaded all the news programs I could find from all
>the archives I could reach.. Is there an NNTP compatible
>newsreader for MintNET? We have a news server that has
>all the threading done by the server so I would like to
>use the server istead of download ing files.

That's what I did, but I couldn't find any as well. There are several newsreaders which do support NNTP in the original unix-versions, but none does with MintNet. So I compiled tin with NNTP-support. Seems to work fine by now, but I'll have to do some more testing before giving it away. Wait...

Oliver

--

Oliver Sturm sturm@ost1.ping.de

546. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 17:41:26 UTC
From: richcsst@crash.cts.com
Message-ID: <D3uJt3.HE9@crash.cts.com>
Source record: 27715

Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:

: I just saw Supar 14.4 External fax/data modems for $139 Canadian! (This
: was at a store that normally seems to overcharge, Compucentre). Any
: problems with these Supras? Are they as reliable as the USR's? Whjat
: about particular problems using them with Atari term progs or with
: Straight Fax?
:
: Thanks!

: --

: Mark Montreuil (613) 990-4833 (voice)
: IH Advisory Council Internet Relations
: Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

Supra's are FAR superior to USR's in every way. Especially their 28.8
models. Believe me, I know from experience. Besides, they've got that
nifty little digital display thingy :).

Rich

547. Re: Mac*ntosh HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 17:43:23 UTC
From: richcsst@crash.cts.com
Message-ID: <D3uJwH.HKE@crash.cts.com>
Source record: 27716

Gumby (rgeer@physio.wa.com) wrote:
: A friend of mine gave me a 40? meg external off of his old mac plus, (the label says platinum(sp) series) is there any way to make this work on my mega 2? what do I need and how much will it cost?

: Thanks
: ---
: ____
: rgeer@physio.wa.com But you can call me... GUMBY
: ---

Most likely your are going to need an ASCI to SCSI host adapter. I recommend an ICD Link 2. Mac uses SCSI for just about everything. The ICD software will also support your drive.

Rich

548. Re: DMJ GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 17:46:24 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <Rs4brRo.mindbomb_bbs@delphi.com>
Source record: 27717

Peter Gueckel <peterg@nucleus.com> writes:

>Does anyone out there use the program DMJ GIF? I downloaded a copy and
>have used it fairly regularly. It seems to be the best conversion program
>I have found to date. Would anyone recommend anything better? (I have
>been converting gifs to spc for compactness).
>The dmj program is dated 1991, and I would like to register my copy, but
>I don't know if Damien Jones is still out there in the Atari community.

Testdrive Speed of Light 3.x before you commit, it is still actively developed
and as the name suggests ///FAST... there is also a new package emerging that
looks very interesting, its called MGIF...

DMJ's looks a lot slicker, but is kinda slow...

Andy (hope that helps)

549. Re: MiNT/MiNTnet/X11 help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 18:22:16 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3hiv8o$34l@mercury.dur.ac.uk>
Source record: 27718

Daniel Eriksson (root@icon.pp.se) wrote:

: > 3. I want to upgrade to a 'proper' Unix-system later. Will Linux/X11R6 work
: > well on a 32MHz Falcon with fastram and a large SCSI-drive, or should I
: > buy a Pentium? (Which is the cheapest option.)
: It will definately work on such a setup. However, if it`s pure number-
: crunching-power you`re after I`d recommend getting a Pentium.

It's worth pointing out that Linux030 currently _requires_ a maths copro,
so you'll need to add this to your list. They're only about 25-30ukp, though.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

550. Re: Falcon SCSI-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 19:51:10 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb11.195110.18620@rhrk.uni-kl.de>
Source record: 27719

root@icon.pp.se (Daniel Eriksson) writes:

>1. Does all motherboards have the same problem, or has it been fixed in
> later revisions?

There are about six different bugs.

>4. Is the SCSI-interface in the Falcon capable of handling drives that
> generates _and_ checks parity? (see below)

Yes. Up to now there was no single drive I tested with the Falcon or TT that
didn't work and I tested quite a lot.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

551. Re: ICD Inc...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 20:43:14 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D3us82.2C4@cix.compulink.co.uk>
Source record: 27721

In response to rstolk@intgp12.ih.att.com's message:
> In article <3h0a0s$r0v@netnews.upenn.edu>,
> Rob S. Rice <rrice@netnews.upenn.edu> wrote:
> >
> > ICD has answered my mail sent to:
> >
> > icdinc@delphi.com
> >
> > I have been very happy with their products.
> >
> > Rob S. Rice
> >
> You can also try icdinc@genie.geis.com
>
> But I give you a small chance, they only react to your mail if you
> want to buy somthing.

That's not my experience. When I've contacted Tom Harker on Genie I got
very prompt answers to my questions even though I wasn't asking to buy
anything and he was unable to supply me with a solution himself.

Very helpful as I remember.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

552. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 20:59:02 UTC
From: jaszcz@happy.EEAP.CWRU.Edu
Message-ID: <3hj8em$39a@usenet.INS.CWRU.Edu>
Source record: 27720

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
: I think you must have it set up wrong, 'coz the nameserver stuff works
: fine for me. entry in resolv.conf
: # My nameserver
: nameserver 1.2.3.4

hmm... i believe that's what i have, minus the ip, of course

: Are you using DIP to setup the serial port correctly? If not, then you should.
: I use CSLIP over a 2400baud link & although a little slow, it's not nearly
: as bad as that, and it's slowness is just down to my cranky old modem.

hmm... 2400's don't have any hardware handshaking... maybe that's the
problem...

: I'm fairly sure that MiNTnet doesn't work without the HSMODEM drivers, so you
: should really have another got at installing them. You may find that older
: comms programs don't work with HSMODEM installed (eg. STORM doesn't like
: HSMODEM, so I only install it as part of my MINT-NET bootup).

i'll give it another go. it might be something to do with the setter
program. i thought i tried all the settings. also, it was losing characters
all over, if the buffers were small. with large buffers, it would just hang..

: You have to set the remote machine into SLIP or PPP mode, just a terminal is
: no good at all....

i'm afraid you misunderstood. i am connecting to a slip server (or
term server)... i get _my_ ip, etc, but... my point was that the slattach
demands the "remote" machine's ip. this is difficult to obtain, considering
i don't really know what the name of the terminal server is. plus, i've never
seen the remote ip mentioned in any other slip implementation.

: This is all done via a DIP script, so it's automated
: In fact on my setup, DIP is attatched to a TWM menu option under MiNT-X,
: so I don't have to type anything, just select 'CONNECT' from the menu &
: up comes my Internet link :)

i'm missing the dip script. i just did something like stty 19200 < /dev/aux
(or other) .

: >Lastly, let me just confess that I have a Mac that uses the same modem with
: >"InterSLIP", and it works fine.

: Ahh a Mac user. Sorry, we sacked the baby sitter on the Atari years ago :)

relax. i had an 8 bit and a 1040 for years, and now mega.
got the mac maybe a month ago.

--Bart

553. Re: Uniterm and ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 23:26:54 UTC
From: whitema@rtsg.mot.com
Message-ID: <3hjh3u$m1i@delphinium.cig.mot.com>
Source record: 27722

In article <3hbts6$ok9@usenet.srv.cis.pitt.edu>,
Matthew K Heere <mkhst4+@pitt.edu> wrote:
>I'm looking for a ZMODEM program to use with Uniterm. Any Ideas???

Grab the latest version of Freeze Dried Term. It includes a
Zmodem program. Don't register it though. Aaron Hopkins does not
support this program.

Mike
whitema@cig.mot.com

554. DMJ GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-11 23:41:00 UTC
From: robert.allison@onlinesys.com
Message-ID: <8A354D9.0C4C00002F.uuout@onlinesys.com>
Source record: 27723

PG> I don't know if Damien Jones is still out there in the Atari
PG> community. Is there an e-mail contact address for him?

dmj is still quite around and quite alive in the Atari community.
You can reach him through the internet at dmj@genie.geis.com or if
you have a GEnie account just plain DMJ will work!

You might want to drop him some mail first and find out about new
stuff and revisions to whatever version you have.

Rob

... ATARI _64_BIT_ JAGUAR - YOU do the math!
___ Mountain Reader II - #00000056

555. ICD Utils...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 03:05:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3hjtst$e5h@golem.wcc.govt.nz>
Source record: 27724

Has thier been any updates sinf 6.5.5 of the ICD Utils...?

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

556. atari 1040 st for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 04:50:51 UTC
From: Alex Alexzander <vyper@slip.net>
Message-ID: <3hk43b$ebf@slip-1.slip.net>
Source record: 27725

I would like to sell the following system DIRT CHEAP.

Atari 1040STfm (1 meg ram)
Black and white monitor
built in floppy
1 external drive (missing power supply)
comes with drive switcher
mouse

Make an offer, would love to trade for other.
If you have an atari, and live in or near s.f.
I could use some help in the software dept.
Don't have anything for this machine.

Thanks all.

557. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 08:54:22 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <792579262snz@bigbox.demon.co.uk>
Source record: 27726

In article <D3tAs4.Ius@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> In message <3hfos2$g97@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:
> >
> > I'm fairly sure that MiNTnet doesn't work without the HSMODEM drivers,
>
> I keep reading this statement - but I'm not at all convinced that it is
> actually 100% true.

I always thought that the MiNTNet docs recommended using it, and said where
to put it in the auto folder. What version of HSMODEM are you using, and
are they in the right place in the auto folder? (I can't remember offhand
whether they should be before or after MiNT)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

558. Re: Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 10:20:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3hkndd$hsp@golem.wcc.govt.nz>
Source record: 27727

In article <1995Feb9.213036.17226@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On 8 Feb 1995 12:40:47 GMT, Claus Brod wrote:
>: Hallvard Tangeraas (hallvart@oslonett.no) wrote:
>: > - I have gathered a lot of info on how to install a HD disk drive
>: > from the net
>
>On the subject, I also fitted the OVERscan mod, exactly as detailed in the
>file, but this too is a big failure - although it does do something, it
>does not do what it should!

I have fitted the Commercial version of Overscan and it works Great,
worth the 39 pounds I think they sell it for....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

559. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 13:09:36 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hl1ag$qih@whitbeck.ncl.ac.uk>
Source record: 27728

In article <3hj8em$39a@usenet.INS.CWRU.Edu>, jaszcz@happy.EEAP.CWRU.Edu (Bartlomiej Jaszcz) writes:
> i'm afraid you misunderstood. i am connecting to a slip server (or
>term server)... i get _my_ ip, etc, but... my point was that the slattach
>demands the "remote" machine's ip. this is difficult to obtain, considering
>i don't really know what the name of the terminal server is. plus, i've never
>seen the remote ip mentioned in any other slip implementation.

If you log in with a plain terminal program (Storm or Connect), what do you get ? When I log in to an annex port here, I get the annex command line. Entering 'slip' here gets me a Username/Password prompt. Once thats done, I get a message saying 'Switching to SLIP, my IP 1.2.3.4 your IP 5.6.7.8' and my DIP script is set up to pull both IP addresses out of this.

> i'm missing the dip script. i just did something like stty 19200 < /dev/aux
>(or other) .

????? Pardon? If anyone is having problems with dynamicly assigned IP address's, I could always post my DIP script for that (if thats the guy's problem).

>: Ahh a Mac user. Sorry, we sacked the baby sitter on the Atari years ago :)
>
> relax. i had an 8 bit and a 1040 for years, and now mega.
> got the mac maybe a month ago.

:)

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

560. Motor/device controller i

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 16:51:00 UTC
From: Doug.Frith@balmybeach.gryn.org
Message-ID: <1ec_9502130503@tor250.org>
Source record: 27738

You
Came to the right place. I have just Designed one for the atari St. I uses the printer port and can control up to 4 motors at once (single step) If you are interested in this project I is public domain (with optional registration) and you can get it from me directly if you wish. It has only been out for 2 weeks. It used very few parts (18 transistors, 40 restistors and 6 other components, Thats it!!!) It can be built for under 50 bucks in just a couple of nights. The package includes schematic drawings and pcb layout and etch pattern.
If you are interested drop me a line here.
Doug.Frith.Balmybeach.tor250.org
"MechaniC"
--
| Fidonet: Doug Frith 1:250/422
| Internet: Doug.Frith@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

561. Re: Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 17:50:29 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3hlhp5$46d@delphinium.cig.mot.com>
Source record: 27729

hentai@eri.erinet.com (Richard Blair) writes:
>I just got a 330 meg scsi hard drive for my Atari. Does anybody have or know
>where I can get a driver so that I can have a large partition? It would
>be great if I could have the entire drive 1 partition! Thanks in advance.

What version of what driver are you using? I know the latest ICD driver
supports large partitions, and I think the latest Atari ones do also.

Mike
whitema@cig.mot.com

562. Re: F030 BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 17:59:59 UTC
From: contacts@mits.mdata.fi
Message-ID: <3hliav$21g@prime.mdata.fi>
Source record: 27730

In article <3hido2$ero@astfgl.edb.tih.no>,
Per Christian Krabsetsve <perck@colargol.edb.tih.no> wrote:
>Can someone try to press ALT + the two keys next to 0/= together.
>My F030 starts to live it's own life after this keypress. All kinds of
>letters and things happens on my screen.
>
>** ARILD REITEN **

I just pressed them - nothing happens...
I tried it in the desktop and while running Connect. I have TOS 4.04.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

563. Cheap F030 RAM?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 18:33:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1995Feb12.183307.11437@zippy.dct.ac.uk>
Source record: 27731

A while ago someone said there was a "cheap'n cheerful" way to install
8mb of Ram on an F030. Was this just a glint in the milkmans eye?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of th university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

564. Falcon Desktop Case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 18:33:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1995Feb12.183347.11438@zippy.dct.ac.uk>
Source record: 27732

Is their any news on the Gastiener PC style case for the F030?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of th university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

565. Re: Falcon wings: Which SIMMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 19:46:03 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <D3wK8r.ALA@cix.compulink.co.uk>
Source record: 27733

In message <FBIGFAUQUp@warpcon.ersys.edmonton.ab.ca>,
leslieh@warpcon.ersys.edmonton.ab.ca said:
> In <h54118.792213143@sakura> Christian_Goltz wrote :
>
> > OK, all I have is:
> > - must be real FAST-PAGE_MODE
> > - no 16Mbit chips
> > - <=80ns
> > - 8 or 9 bits wide
> > - that's all
> >
> > From the connectors I count 30 pins, so I need 30 pin SIMs...
> > Also one can either plug in one 4MB SIM or 4 4MB SIMs I conjecture.
> > What about 2 8MB SIMs (or one for that matter)?
> >
> > What else do I have to know before I go shopping??
> > Many thanks in advance,
> >
> Although I have no idea about the Falcon Wing's structure, you will
> definitely need 30 pin SIMMs.

All four of the FalconWing slots require to be occupied, with
for example four 1MB 30-pin SIMMS or four 4MB 30-pim SIMMS
(I recall that there is a wire-link to select 4MB or 16MB configuration).
This is apparantly because the Falcon memory is 32 bits which is
made up from four banks of 8 bits each, so that every '8-bit bank'
needs to be occupied. On the FalconWing, my understanding is that
each of the four slots is effectively an 8-bit bank, so can be
either 4 off 1MB X 8bit to give 4MB in total, or 4 off 4MB X 8bit
to give 16MB in total.
One or two 8MB SIMMS would leave empty slots (i.e. empty banks)
and would therefore apparantly not work IMHO.

Fast-Page-Mode refers to the type of DRAMS used on the SIMM modules,
and is related to the manner in which Row and Column Addressing is
performed and subsequently memory access performance.
'No 16Mbit chips' may be a reference to FalconWing requiring to be
fully populated and that the Falcon cannot 'see' more than 16MB
(I believe that in actual fact the Falcon only 'offers' 14MB, but
I'm not sure what happens to the other 2MB - perhaps someone else
will clarify).
'8 or 9 bits wide' refers to the parity bit (i.e. bit 9) being
ignored by the Falcon, so that either 8 or 9 bit SIMMS can be used.

I used FalconWing with four 1MB SIMMS, and ignored the 'less than or equal to 80nS' recommendation as I had 100nS SIMMS readily available (from my ST) and they seemed to work OK, that is until I discovered intermittent problems, with varying degrees of severity and frequency, particularly when 'BlowUp Hard 2' was active.
I found this to be due to the 100nS SIMMS being too slow, and now use a single 72-pin SIMM adapter with a single 80nS 72-pin SIMM, with which I have had no problems whatsover. I am sure that if I had used 80nS SIMMS in FalconWing, I would have not encountered any problems, but can report that I had problems with 100nS SIMMS, so would advise going for at least 80nS.
I have read of a potential problem with using four 4MB SIMMS with FalconWing in that the SIMMS had to be 'screened' as interference was apparantly causing problems. As far as I understand it, using insulated screening was successfull in that particular instance.

The dealer from whom I bought my FalconWing claims to have a 'list' of 'SIMMS which will not work with FalconWing' but I have never seen this list or heard any more about it - perhaps your dealer has similar information. The leaflet that comes with FalconWing mentions that 'Seimens' do not work, but I have a 72-pin SIMM with 80nS Seimens chips which I use with my 72-pin adapter, and it has continued to perform flawlessly.
I'm wondering if perhaps such a list of the 'SIMMS which do not work' with FalconWing are perhaps those that contain DRAMS which do not meet the specified minimum requirements.

Best Regards,
Brian

brobson@cix.compulink.co.uk

566. Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 20:40:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBNJBIVAUp@stingray.manawatu.gen.nz>
Source record: 27734
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

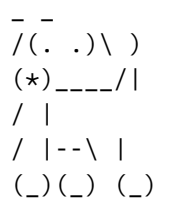
Does anyone know how people that use the cart. port, get around having no R/!W line? And also, for that matter, why is there no address 0 line connected? So you're limited to 1/2 the area?

Are there specific parts of memory which are best to use for cart addressing? I haven't taken much interest in absolute memory addresses (except for colour registers a couple of years ago), since my 8bit atari (which I am now using more often than my ST!)

Any info would be most appreciated.

Thanks,
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

567. Atari Stacey!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-12 22:50:17 UTC
From: twcoates@aol.com
Message-ID: <3hm3b9$lfu@newsbf02.news.aol.com>
Source record: 27735

I am looking for any info that anybody has on the Atari Stacy Notebook computer. Software, hardware, bugs, fixes, modifications, etc... Please e-mail to coates@cyberspace.com or twcoates@aol.com

Thanks

568. Re: Bug in Newdesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 00:43:54 UTC
From: josk@stud.unit.no
Message-ID: <3hma0a$l8@due.unit.no>
Source record: 27736

Thanks for all the advices on this! I've checked some of your advices, but haven't found a solution yet... However, there are some things that I can point out:

1. This bug occurs on both TOS-formatted as well as PC-formatted disks.
2. It only happens when I try to copy FOLDERS to a BLANK HD-disk from the desktop.
3. It does not occur when running MiNT, or when writing to the disk from within a program. (Like Gemini.)

IMO this suggests a bug in the Desktop itself, and not GEMDOS like someone stated earlier. The fact that the bug never occurs when running MiNT/MultiTOS (Which installes its own, multitasking desktop.) or alternative desktops like Gemini or Teradesk also suggest this.

There must be some clever hacjer out there who can fix this?

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk

569. Running Gemini under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 00:49:15 UTC
From: josk@stud.unit.no
Message-ID: <3hmaab$l8@due.unit.no>
Source record: 27737

Can somebody help me with this?

I've just downloaded and installed Gemini 1.999e, now I want to
run it under MiNT. How can I do this? (Instead of starting it
from the desktop of course.)

I want to...

1. Start MiNT (I've got MiNT 1.12)
2. Initialize GEM, but not the desktop
3. Start Gemini.

Is this possible at all?

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk

570. HELP! HD powers down!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 00:53:02 UTC
From: josk@stud.unit.no
Message-ID: <3hmahe$l8@due.unit.no>
Source record: 27739

After having repartitioned my internal Conner 2.5" HD it acts a
bit weird. If it's not accessed in a minute or so, it shuts down.
When I try to access it, it powers up again, with an annoying
delay...

I know this is normal in laptops, but this is *really* annoying!
How can I turn this off? This has never happened before

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk

571. Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 01:01:03 UTC
From: josk@stud.unit.no
Message-ID: <3hmb0f$l8@due.unit.no>
Source record: 27641

I'm having problems running MinixFS on my Falcon. I cleared
my 100Meg F-partition and runned minit with the following parameters:

-V -n 2 -P F:

Then I copied minix.xfs to the root of drive c, and rebooted.
Everything looked allright, but when I runned mfsconf F: it said
'not a minix partition!'

I suspected the large sectors to be the problem, so I repartitioned my
harddisk (Which caused me a lot of trouble!) this time with a 32Meg GEM
partition, runned minit and the same happened again. I have AHDI
6.0-something and MinixFS 6.10. Any suggestions?

What fileselectors supports the long filenames? Must I run Gemini from
the MinixFS partition to be able to use the long filenames and the various
access-modes under MinixFS?

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk

572. Re: Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 01:53:20 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.Jmowo8MSNyw@icon.pp.se>
Source record: 27740

In <3hehpf$b3v@eri.erinet.com>, hentai@eri.erinet.com (Richard Blair) writes:
> I just got a 330 meg scsi hard drive for my Atari. Does anybody have or know
> where I can get a driver so that I can have a large partition? It would
> be great if I could have the entire drive 1 partition! Thanks in advance.

I would recommend SCSI-tools from Hard and Soft (Germany). It`s
commercial but well worth the price (99DM (~65USD)). It will let
you have one 330MB partition if that`s really what you want.

Unfortunately I don`t know if there`s any english version available.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

573. Atari 1040 ST For sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 05:19:13 UTC
From: bhunt5@rain.org
Message-ID: <3hmq4h$3m0@news.rain.org>
Source record: 27642

I have a friend that has an Atari 1040 ST with color monitor and small hard drive (I think it's 10 meg), and lots of disks (maybe 200-300). He will let it all go for $200.00. If anyone is interested E-Mail me, and I will pass it on tho him. (he's not on the Net)
Brian

--
--bhunt5@coyote.rain.org

574. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 08:50:38 UTC
From: roemer@dares.rbi.informatik.uni-frankfurt.de
Message-ID: <3hn6gu$8jd@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 27643

In <D3tAs4.Ius@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > I'm fairly sure that MiNTnet doesn't work without the HSMODEM drivers,

>I keep reading this statement - but I'm not at all convinced that it is
>actually 100% true.

>My TT seems to run MiNT-Net fine without HSMODEM. Of course they is no good
>reason not to have HSMODEM loaded - but it doesn't seem to be *neccessary*.

>OTOH on my STM it does seem rather essential ;-)

MintNet does work *in pronciple* without hsmodem. The problem is that the
BIOS (ie the ones built into TOS) terminal drivers are a bit slow and buggy,
so you will get receiver overruns at high baud rates on slow machines.

Ie. 19200 on an 8MHz ST NEEDS hsmodem! On MSTE's or TT's you should use
hsmodem as well for ports != modem1. When I tried MintNet on a TT some
time ago, SLIP over modem2 and serial2 did not work at all without hsmodem!

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

575. Re: syslogd binary? (for MiNTNET PPP)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 12:15:24 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1995Feb13.121524.24004@euclid.earth.ox.ac.uk>
Source record: 27644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D3LK8w.Lw9@watserv2.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>Hello,
>
>I have gotten MintX to work well, I have got MinTNET installed, now
>I am trying to get a PPP connection going. The pppd docs say
>syslogd is needed to run it - so I got MinTOS 1.4.1 and proceded
>to just try and get syslogd (and some updated file utils) I do not
>want to set up with users like a BSD system. The problem is there
>is no binary in the distribution for syslogd, only source and I do
>not have gcc up and ready to go to compile. Is there any binary of
>syslogd floating aroiund the net? I've kept the syslogd.conf file
>from MintOS but I don't want to install all of MintOS

Easy.. get the binary distribution of MiNTOS. It should be in the same place
as where you got the source distribution.

>Thanks,
>Sam

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

576. Re: Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 13:32:03 UTC
From: simonc@jumper.mcc.ac.uk
Message-ID: <3hnn0j$8g6@yama.mcc.ac.uk>
Source record: 27645

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: I'm thinking about installing a 1.44MB "HD" disk drive inside my Atari STE as
: well as a hard disk. I need to know a couple of things first.

: - I have gathered a lot of info on how to install a HD disk drive
: from the net

Where from???!!! Wheree from!!!!?/?!!!

please! I /need/ this info!

Simon Cooke

577. Re: Big Windows on Tos 4.0x

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 19:15:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBXOUP@galaxy.teuto.de>
Source record: 27646

In <3hdfo0$1hm@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>With the switches L2 and G8 you can get ridd off the horizontal scrolling bar
> ^^^^
>[FX: cough]

Ooops, my sincere apologies, Chris ;-)=}

Hendr!K

578. Re: Falcon SCSI-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-13 20:44:40 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNVBDVTUP@galaxy.teuto.de>
Source record: 27647

In <H.ekBL.MLluf6piZK6@icon.pp.se> Daniel Eriksson wrote:

>I`ve heard that some Falcons have SCSI-problems due to some "bugs" on
>the motherboard. AFAIK it is timing-problems and it can be cured simply

IIRC, one has to buffer the 16mhz clock with a 74?? chip. I don not have the
details handy, sorry.

>4. Is the SCSI-interface in the Falcon capable of handling drives that
> generates _and_ checks parity? (see below)

Most certainly so.

>can`t understand is that these lockups ONLY appears when I`m running
>MiNT. When I`m running plain old TOS everything works great. Any

That IS strange.

[nice setup ;-)]

>the Micropolis unless parity-checking is enabled. I though the Falcon
>_couldn`t_ handle drives that checked parity. Right or wrong?

Wrong. Falcon- and TT-SCSI _can_ handle parity. The plain ST(E), Megas and so
on, don't support parity via their ACSI-bus.

Hendr!K

579. IDE-drive nightmares.....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 09:38:12 UTC
From: ndm_s@el.utwente.nl
Message-ID: <ndm_s.2.001C5852@el.utwente.nl>
Source record: 27648

Last night we have been debugging an IDE-hardisk (Conner, 42Mb) which is
connected with an IDE adapter from the CT-magazine to an Atari Mega ST 4 with
TOS 2.06.

But, I'm unable to format the drive or to make the bootable.
We (family) read articles in ST-magazin about the problems with connecting
an IDE drive to an Atari because the drive doesn't give the right parameters
to AHDI.

Finally after programming and testing for hours, we could copy the ROOT- and
BOOT-sector from an working Megafile 20 to the IDE-drive.
Use HDX and ZERO partition C, install the SHDRIVER.SYS with HINSTALL and boot
from the IDE-drive, but the drive has now the settings of the Megafile and
unfortunately that means only one partition of 10 MEG (instead of 40). I tried
to change the partition table in the ROOT-sector but with no succes.
Before I'm spending more nights on the computer, there might be somebody out
in space that could help me. It would be very, very nice.
I state my problems here:

Has somebody experience with the same project from CT-magazin?
Has somebody experience in connecting an IDE-drive to his/her Atari ST?
Where can I find the partition table of the Atari? This might be the
boot-sector instead of the root-sector, but it was to late to try it.
How is the information of the hard-drive written in the root/boot-sector?
So where can I find starting/ending clusters, number of clusters per
partitions and so on?
Why is it not possible to format or to partition the drive with HDX(5.0)?
I get errors like: wrong format, bad sector-list is corrupted.
With the Bios-routine Rwabs it is possible to read/write a sector on the
drive. However, it is not possible to distinguish between logical
and physical sectors. Why? Does a IDE-drive only support physical
sectors? And why is the number of the device used in Rwabs 18 for
an IDE-drive.

Well, if somebody has answers on my questions, maybe I could get my nightrest
back.

Greetings from Holland,

Wietze Nijdam.
Student electrical engineering
University of Twente.

p.s.: my e-mail number for direct mail is:
w.nijdam@el.utwente.nl

All information would be helpfull.

580. Re: Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 10:47:22 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <3hq1nq$blt@whitbeck.ncl.ac.uk>
Source record: 27649

martin24@vaxb.mdx.ac.uk wrote:
> I have been using the St's serial port with a DIY lead as an extra Midi port
> for about six months without any noticable problems (even stands-up to SDS
> dumps). The diagram I used to make the lead was published in an issue of
> Future Music (sorry - can't remember which one!). The only problem I can
> think this could cause would be with faulty Midi equipment - the ST not
> having opto-isolators on the serial port.

> However - I use this arrangement with Notator 3.1 - the serial port is
> accessed using B<midi_channel> instead of A<midi_channel> how is the serial\
> port accessed within Cubase?

I believe Cubase accesses the extra channels through MROS drivers (not
too familiar with it - we have V.3 in the Studio here. I think you
select either <ATARI> or <EXT1> ... <EXT3> for output on each track.

I have successfully build a three/four channel Serial-To-MIDI board for
the ST, and it is essentially a buffer (MC14xx RS232 receiver - I'm not
sure about the number) on the ST's flow control and data lines. Pass
this into a demultiplexer chip (74LS138/9) using the flow control to
drive the address inputs, the data to strobe the enable. Outputs just
current limited with a MIDI-sized resistor on both OUTx and GND (220Ohms?
It's a while since I built it...). All the software has to do is tweek
the UART divider and baud rate for MIDI value (I think 32000 is as close
to 31250 as you can get) and then output bytes as normal. Different
outputs are selected by altering the flow control lines. Only one
channel can be used at once, and only MIDI OUT is implemented, but it's
good for connecting more than one "channel-hogging" device (i.e. general
MIDI etc that use all 16 channels).

I could look up more exact details if anyone is interested.

BTW, I have heard that Cubase has a similar device as a cheap MIDI Out
Expander but have not seen any evidence of it.

Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex: 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
****

581. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 12:16:37 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.27.000C474C@cam.ac.uk>
Source record: 27654

In article <3hmb0f$l8@due.unit.no> josk@stud.unit.no (Jo Even Skarstein) writes:

>I'm having problems running MinixFS on my Falcon. I cleared
>my 100Meg F-partition and runned minit with the following parameters:

> -V -n 2 -P F:

>Then I copied minix.xfs to the root of drive c, and rebooted.

It should be in the /mint or /multitos directory of drive c, I don't know
whether it works from the root, I think it depends what version of MiNT you
have.

>I suspected the large sectors to be the problem, so I repartitioned my

No they're not. I don't think minixfs uses the large logical sectors but it
should work with them.

>What fileselectors supports the long filenames?

Boxkite and Mfsfm. I prefer Mfsfm because it forces everything to be from
drive u: so you can forget about drives altogether. You may not want
this unless you set up a unix-like directory structure though.

>Must I run Gemini from the MinixFS partition to be able to use the long
>filenames and the various access-modes under MinixFS?

I'm pretty sure you don't need to, although I haven't tried it.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

582. Re: Midi TOS buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 12:22:42 UTC
From: epdouden@cs.vu.nl
Message-ID: <D3zp1w.Epy@cs.vu.nl>
Source record: 27650

Hi!

Well, I don't know what Notator does with MIDI buffers, but I'm sure
there's no system call to increase the buffer.

Ewout

Ewout Pieter den Ouden
email: epdouden@cs.vu.nl www: http://www.cs.vu.nl/~epdouden/

583. Re: Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 13:32:41 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D3zsAI.JtJ@news.gu.se>
Source record: 27651
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
> Does anyone know how people that use the cart. port, get around having no
> R/!W line? And also, for that matter, why is there no address 0 line
> connected? So you're limited to 1/2 the area?

They simply use the information on the address lines instead.
The address 0 line doesn't exists in the ST. This is the lsb of the
address bus. The lack of line 0 prevents you from accessing memory on
odd addresses.

> Are there specific parts of memory which are best to use for cart addressing?
> I haven't taken much interest in absolute memory addresses (except for
> colour registers a couple of years ago), since my 8bit atari (which I am now
> using more often than my ST!)

The cartridge port of the ST is located in the $FA0000-$FBFFFF memory area.
The first longword should be a set value from which the OS gets the type
of cartridge (Autoboot or Application (GEM-accessible))

Stefan

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se

584. Re: Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 14:03:30 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hqd7i$fpj@whitbeck.ncl.ac.uk>
Source record: 27652
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <mnb20.26.000C33C4@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>In article <FBNJBIVAUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz
(Richard MORRIS) writes:
>>Does anyone know how people that use the cart. port, get around having no
>>R/!W line? And also, for that matter, why is there no address 0 line
>>connected? So you're limited to 1/2 the area?
>
>There isn't an address 0 line on the 68000 at all; it's a 16 bit processor. To

No there isn't an a0, but that is just the way they did it. I believe that
68030 does have a0.

>do single byte accesses there is a line to indicate that it is a byte access
>and another to specify which byte (effectively an A0 although it's not called

Not exactly true, what you actually get is two data strobes instead of one -
UDS (upper byte) & LDS (lower byte). On even reads, UDS & LDS go at the same
time, reading both bytes at once. On odd reads, only UDS is strobed (hense
the limitation to reading bytes only from odd addresses)).

>that) but I don't know whether they're on the cartridge port.

Yes they are

>As for the R/!W line, you can't get round this, there is no good way of
>writing to the port. If all you want to do is trigger something like a scan,
>then you do so by reading a certain address.

You can get round the R/W problem if you really want to : I've got a design
for multiple parallel ports of the cart......found it on the net somewhere.

>>Are there specific parts of memory which are best to use for cart addressing?
>
>Isn't there only half a meg (IIRC) you can use? ie. not enough address lines
>for any more. Within that you can use what you like as nothing else uses it.
>If you want it to be executable you obviously have to start at the bottom.

And you must use the correct format (see Atari Compendium for details).

> / \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

WWW: http://www.ncl.ac.uk/~n08z7

585. Re: Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 15:55:40 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3hqjps$6iu@epsilon.qmw.ac.uk>
Source record: 27653

Simon Cooke (simonc@jumper.mcc.ac.uk) wrote:
: : - I have gathered a lot of info on how to install a HD disk drive
: : from the net

: Where from???!!! Wheree from!!!!?/?!!!

From hensa. in package n158

Danny

--
.signature.signature

586. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-14 17:57:27 UTC
From: skrodzki@adorno
Message-ID: <SKRODZKI.95Feb14185727@adorno>
Source record: 27657
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

Hi Roland,

>> I think the NE2000 is _really_ hardware-compatible so it works
>> fine with a clone card for about 60-70 Deutschmarks :-)

R> Okay - its just that according to the PC Linux stuff I've
R> read - not all NE2000 clones are quite 100% - and therefore not
R> all of them will work.

at the moment we didn't find any cards which aren't working, but we didn't
test too many ... (we'll do this soon...)

R> Fine - though any particular reason you are waiting for the
R> PAK3/Medusa support?

Read on in Linux 68k .-(

R> Another few questions:

R> Will this adaptor require soldering - or will it fit into
R> the cartridge/parallel port like th DE600 adaptor does?

No, as the older Vofa Project the are inserted in the Mega Bus or in
the CPU-Socket.

R> Are these adaptors going to be for sale as a
R> (semi)commercial product? If not will a pre-etched/drilled PCB
R> be sold? Whats the price likely to be - and when will it be
R> released?

This will be anounced soon, as we make the last steps for this.

R> Finally is it likely to be TT compatible? I'd like to use it
R> to connect up my PC running Linux/PC. On the TT end I'd like to
R> be able to use either MiNT-Net or Linux/68K.

At the moment we don't have a TT-Version, but we plan an adaptor.
BTW has anybody just designed an VME to MegaBus-Adaptor?

R> Sorry for all the questions - but I have an oportunity to
R> build the DE600 adaptor now (I can get hold of a DE600), though
R> the NE2000 card seems a much better bet if it will be here soon
R> and easy enough to fit.

Just few weeks, Ethernet is working fine, but we still need to fix the
ET4000W32...

Bye,
Steve
--

Stephan Skrodzki - Tiroler Str.12 - 76227 Karlsruhe - Germania
Fon: 49-721-495236 Fax: 49-721-401799
---

587. Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 03:53:43 UTC
From: ckormos@delphi.com
Message-ID: <puy6cYP.ckormos@delphi.com>
Source record: 27655

Magnavox Professional RGB 80...???
Anyone have one of these?
Anyone know how to use the plugs?
LLN, RGB, TTL, CVBS IN, help!

588. ATARI 1040 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 04:13:09 UTC
From: sblinman@neumann.une.edu.au
Message-ID: <3hrv0l$jd2@grivel.une.edu.au>
Source record: 27656

Can anyone post or send me some information on the
Atari 1040 ste......

I need general and technical info and any disk images

Thanks..
sblinman@neumann.une.enu.au

589. [Q] Is there a FAQ for MiNT Net ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 08:18:39 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3hsdcv$c8n@ccpnws.in2p3.fr>
Source record: 27658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I would like to know is someone has ever written a FAQ for MiNT Net.
I am currently using the KA0Q-NOS package but I would like to play with
MiNT; as there are numerous files on a.a.u.e, I don't know which one I need
to have a simple MiNT Net (no X11R5) running.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"You are not what you own"

590. Re: Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 09:06:36 UTC
From: psnuggs@cix.compulink.co.uk
Message-ID: <D41An1.M39@cix.compulink.co.uk>
Source record: 27659

Yes - I am very interested !

I have Cubase v2.0 on my ST and would like to build an extra midi port.
My midi our is getting clogged with controller data [needed for those
bends..] and this would help a great deal.

Any further info you have, please mail me or post.

TIA

BTW, just *how* do I select ext1 for the midi out, the options I get are
ATARI or MROS - do I need a driver ?

Paul

591. who still sells st stuff in us.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 13:58:51 UTC
From: scooby@infi.net
Message-ID: <3ht1ar$d4k@lucy.infi.net>
Source record: 27660

A friend of mine just got a 520st and came to me about where he could get support for it. Well we live in PC land and I have to mail order everything for my amiga. So I was wondering where he could get support. I even thought getting my self a 1040st or aa falcon 030 to learn for fun. I know there are some die hard st owners like us die hard amiga owners that get ill at the sight of the pc world escalating.(How on earth can they stand windows) YUK. Though with windows 95 around the corner they will get a taste of what the AMIGAS ATARIS AND MACS have been doing for years. So if some one could let me know where to get support or even if there is a FAQ for atari somewhere. scooby@infi.net

592. Atari ST hack in progress....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 15:39:22 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <cac_9502152356@wmeonlin.sacbbx.com>
Source record: 27668

```
m> From: mwasinge@nyx.cs.du.edu (Mike Wasinger)
m> Newsgroups: comp.sys.atari.st.tech
m> Date: 14 Feb 1995 11:08:10 -0700
m> Organization: University of Denver, Math/CS Dept.
m> Lines: 88
m> Nntp-Posting-Host: nyx.cs.du.edu
m> Keywords: Atari ST upgrage
m> X-Newsreader: NN version 6.5.0 #3 (NOV)
m>
m> UPCOMING EPISODES:
m> Questions about building a memory upgrade board using SIMMs.

One of the ultimate ironies of the Atari ST system is that
the computer is not upgradeable. I'm sure that many people from
other computer platforms would be very quick to agree. Many
others, such as Dave Small, and probably the people at ICD INC
would take some small exception to this idea. I too would have to
take a minor exception. Because of the relatively closed
architecture of the ST this computer system has become a hackers
heaven. It is with this in mind that I have written this recount
of my experiences using SIMMs to upgrade STs to 2 1/2 megs.

It seems like each time I read an article about upgrades
there is a long warning about warranties and technical competence.
Why should I care if you ruin your computer? As far as your
warranty goes, if you remove the screws on the bottom your warranty
is void. My upgrade will cause your warranty to explode and
possibly ruin your computer desk in the process. There is the
small reminder that since the warranty is only 90 days in the
first place, the odds of your warranty being valid at this time
are nill. One small consolation, if you do ruin your computer
while attempting this upgrade you can always buy an STe and use
the SIMMs there.

The reasons I developed this particular style of upgrade are
two fold. The first is that I just wanted to see if I could do
it. The second has to do with my personal feelings about sockets
that plug into existing chip sockets and cause permanent damage.

There are a couple of advantages to my upgrade techniques.
1} I use SIMMs, which are noted for their reliability. 2} The
upgrade requires only two minor jumper/foil cuts. 3} All
connections are soldered which means no sockets to ruin and if
properly done provides extremely reliable long term operation.
```

Since you are probably going to try this anyway, you should go ahead and get yourself a pair of 1 meg x 8 SIMMs. If you should happen to get the 1 meg x 9 SIMMs, that is ok too. The speed isn't that important, but it is hard to find a set of SIMMs these days slower than 100ns anyway. While you are in the getting mode, get yourself a few feet of 28 gauge Kevlar wire such is used for wire wrapping. You will also need a decent temperature controlled soldering iron running between 750 and 800 degrees. Take your 25 watt Radio Shack type iron and throw it away while you are at it. Those small and unregulated irons are a good source of just the right types of static known for killing CMOS circuitry dead. I should also mention the fact that the longer a soldering iron remains on the circuit board, the greater the chances are that you will begin destroying the foil patterns.

The major problem I have encountered while upgrading STs is the numerous version revisions. There are no fewer than 6 different styles of mother boards and many of them use different circuit symbols for the various components. For this reason I will not be referring to any of the components by their circuit symbols. All references will be by component name, such as the MMU, or the upper and lower RAM banks. I simply have to assume you know what your are doing.

I begin the upgrade by removing the mother board from the computer and placing in on an anti-static workbench. Depending on the model of computer, the upper bank of ram chips must be removed. By upper bank I mean the row of chips connected to the CAS1, and RAS1 lines from the MMU chip. You may verify this by measuring from pins 18, 21, and 22 of the MMU chip. CAS1 H = 22, CAS1 L = 21, and RAS1 = 18. The corresponding locations of the CAS and RAS lines on the ram chips are pins 15 for CAS and 4 for RAS.

The ST uses two rows and four columns of ram chips in their memory addressing scheme. The Row Address Strobes (RAS) are labeled RAS1 and RAS0, and the Column Address Strobes (CAS) are labeled CAS1 H, CAS1 L, CAS0 H, and CAS0 L where the H and L stand for High and Low. All the lines using the 1 are related to the the upper row and the lines labeled with the 0 are used in the lower row.

You will probably not find the above mentioned labels printed on your particular mother board. The only time I remember seeing this done was on the 520ST with modulator. Don't expect it.

If you are wanting to do this upgrade on the early 520 you should remove the entire set of ram chips. Your final upgrade will be 2 megs instead of 2.5. There is just no clean way to install all the wiring needed to installed chips.

Once the ram chips are removed it is time to mount the SIMMs and prepare the wiring. On the machines where the ram chips are

mounted under the keyboard, there is a good place to mount the SIMMs right above the upper bank of ram chips. I use strips of double sided adhesive foam which I attach to the back of one of the SIMMs. I then stick this SIMM to the mother board. When the SIMM is mounted it is about 3/4 inch above the spot where the ram chips were removed. I then take another strip of adhesive foam and cut it to a width of 1/4 inch. This strip is placed on the top rear of the SIMM I just mounted on the board. Now I carefully place the second SIMM directly over the first. It is important to line the two SIMMs up so that they match exactly. When completed I have the two SIMMs stuck together, with one on top of the other. From this time on, consider the top SIMM to be the "High" and the bottom SIMM to be the "Low" column.

For the STs with the ram under the keyboard, the upper bank of ram chips just happens to be the ones farthest away from the front of the machine. It also happens that the "High" column is o the left and the "Low" column is on the right. To make remembering easier I use a marker and mark the center between the two columns. That make eight on the left and eight on the right side of the mark.

If you have one of the STs with the ram under the powersupply, you will need to use the ohm meter and verify the locations of the upper and lower banks. While I have looked at one of these beasts I have not done an upgrade on this particular style so I cannot suggest a location for the SIMMs.

The following pinouts will be critical to your successful upgrade: 1 meg x 8 SIMM

```
0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 3
1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0
| | | | | | | | | | | | | | | | | | | | | | | | | | | |
V C D A A D A A V D A A D A A D A A N D W V D N D N R N N V
C A Q 0 1 Q 2 3 S Q 4 5 Q 6 7 Q 8 9 C Q E S Q C Q C A C C C
C S 0 1 S 2 3 4 5 S 6 7 S C
```

256K DRAM Pinout

```
1> A8 16> VSS
2> Din 15> CAS
3> WE 14> Dout
4> RAS 13> A6
5> A0 12> A3
6> A2 11> A4
7> A1 10> A5
8> VCC 9> A7
```

If you notice, there is no A9 on the ram chips. This is the new address line and special consideration is required. I will cover this further on.

I start by making a check list numbered from 1 to 30 with two columns, one for the upper and one for the lower columns.

PIN 1
Beginning with pin 1 on the SIMMs take the kevlar wire and strip back about half an inch. The neat thing about the wire is that it fits perfectly into the holes on the SIMMs. Since the Vcc line is common to both SIMMs I insert the wire into the lower SIMM and solder it into place. I then attach the wire to the upper SIMM and solder it. Because the Vcc line is what it is, I now use a slightly larger gauge wire and run it from pin 1 of the SIMM to pin 8 of the nearest vacant ram. In order to keep things neat, I keep the wires as short as possible without any undue stress.

Since I removed the 16 ram chips I have my choice of spots for the placement of the wires run from the SIMMs. The following considerations should be taken into account.

The address lines A0 through A8 are common to all the chips. The CAS lines are split so CAS1 H is common to the upper column of 8 chips and CAS1 L is common to the lower 8 chips. The RAS1 line is common to all 16 chips. The DQ lines are separate and require special wiring.

PIN 2
The CAS line on pin 2 of the SIMMs needs to be split up. The lower SIMM is wired to any convenient pin 15 of the lower column. The upper SIMM is wired to pin 15 in the upper ram column.

PIN 3
DQ0 is split. The lower SIMM is run to the first chip socket of the lower column. This should be the chip closest to the spot previously marked as the center. Both columns run from left to right. The DQ label corresponds to the Din or pin 2 of the ram socket. The upper SIMM is wired to the ram socket farthest to the left.

PIN 4
A0 should be wired from the lower SIMM to the upper SIMM. It should then be wired to the nearest ram socket pin 5. The only major concern here is neatness.

The rest of the wiring follows the same order listed above. Pin 21 of the SIMM should be jumpered between the two SIMMs and then run to ram pin 3. Pin 27 of the SIMMs is also jumpered between the two SIMMs and then run to ram pin 4.

PIN 18
The A9 line is the new address line which is required when 1 meg chips are used. This line should also be jumpered between the two SIMMs. Using the Kevlar wire I run to one of the holes where the ram chips were removed. What I like to do is drop the insulated wire through the hole and run it over near the MMU. The idea here is to run the wire from the SIMMs pin 18 through a 33

ohm resistor (which you need to come up with) to pin 64 of the MMU. I like to use a little shrink tubing over the resistor connections since this is an outboard hookup. Using a couple of convenient holes for wire routing simply makes for a neater job.

I follow my check list exactly and mark each connection as it is made. Since the key to a well done job is top quality craftsmanship, I am careful to do the best job I am capable of.

There is now a final set of steps which is required to make this upgrade work. Because the upper bank of chips was removed, it is important to do something about the routing of the Row and Column address strobes. The configuration of the computer as it now lies consists of an illegal ram configuration. By this I mean that you have a 512k lower bank and a 2 meg upper bank. This needs to be reversed.

Reversing the CAS and RAS lines is simple but can be tricky. If you don't get exactly right your computer won't boot at all. It won't hurt it, it just won't work. What I like to do is locate the resistors these line pass through. The technique is to identify which resistor is associated with CAS1 H. I then identify find the resistor for CAS0 H. Once this is done I will lift one end of each resistor. Using whatever technique i can that is clean, I cross wire the ends of the two resistors to their respective holes in the pc board. I then do the same for the CAS1 L and CAS0 L lines.

Finally I identify the RAS1 and RAS0 lines. These two lines can be found side by side with the CAS resistors. On the foil side of the circuit board I cut the foil between the pads for RAS1. I then do the same for RAS0. If you look at the spot where the resistors are mounted, it looks like there is a place for two more resistors to go. This is usually where the RAS lines are found. The final step is to run jumper wires in order to cross wire the RAS0 and RAS1 lines.

It is important to check your work with an ohm meter at this point. I use a Fluke 77 which has a diode checker position. This setting of the meter is safe for CMOS circuits boards and also makes a beeping sound whenever it senses a short. The following measurements should be taken and verified.

MMU Pin # SIMM pin # New Identity

6 <==========> upper 2 CAS0 H
7 <==========> lower 2 CAS0 L
8 <==========> both 27 RAS0

You should also verify the new CAS1 H, CAS1 L, and RAS1 lines. These lines go to the remaining ram chips which are now your new upper bank.

Ram Pin # MMU #

4 <==========> 18 RAS1
15 (right) <===> 21 CAS1 L
15 (left) <====> 22 CAS1 H

This completes the upgrade. If you want to go to 4 megs all you need to do is make a few minor changes. Remove all the ram chips and of course use 2 pairs of SIMMs. Wire one pair into the upper bank position and the second pair into the lower bank position. You do not need to do anything about swapping the CAS and RAS positions.

If you are doing the upgrade on an older 520 that does not use the 1040 mother board you can also ignore the part about the CAS and RAS swapping.

I would like to suggest that you get ahold of some type of memory tester program. There is one in the GEnie library written by Barry Orlando which will do the job nicely. Another program written by Willie Brown does a good job as well. It is also possible to use NeoDesk to look at but not test our memory. With Neo Desk simply click on the desktop info and read the screen. there is a line at the bottom of the screen which identifies free memory.

I will admit that once or twice my upgrades did not work at first and required some trouble shooting. If this is the case, you will need to double check your work. Each time I had trouble it was caused either by a faulty solder connection or by getting confused when I swapped the CAS and RAS lines. If you get these lines wrong, you will probably not hurt anything, but your computer will lock up during the boot cycle. The only way to really hurt things is by wiring your VSS and VCC lines to the wrong places.

There is one other place you may get some trouble.
If you are upgrading from 512k and the computer has never had a memory upgrade before, there is a possibility that the MMU chip could be bad. This can occur because the CAS1 and RAS1 lines have never been used or tested. I ran into this problem once. It also doesn't hurt to remove and clean the MMU and its socket. This can pay off on the older machines.

Just in case I have inspired you to go out and do this upgrade, let me advise you that it takes me about 6 hours to do this job. Using a good desoldering machine to remove the old ram chips takes about 1 hour. You could also use a fine pair of cutting pliers and clip out the chips. This would be much faster, but I like to save the chips for other projects. The fastest upgrade I did was on a 520STFM where the 1040 mother board was used. There were no ram chips to remove.

Now that it is all done, it is time to sit back and enjoy your work. 2.5 megs is a pretty nice upgrade. The cost was fairly reasonable, the SIMMs cost $90 to $110 a pair and 100 feet of Kevlar wire costs about $5 bucks. The only other cost is for the resistors and depending on the computer you will need from 1 to 4 of them. I recommend using 1/8 watt 33 ohms.

I hope that this information is of some value to those of you who have read it. You may use this document in your club news letters or magazines provided it is printed in its entirety. You may not remove my byline cause I need some claim to fame. Finally if you should choose to perform this upgrade and kill your computer, you can always buy an STe and sell your dead computer to me, really cheap. Heck, I can always use a few more spare parts.

Paul Gittins
Portland Atari Club, PAC
GEnie id: P.Gittins

593. Re: DMJ GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 16:38:16 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3htalo$rh2@nyheter.chalmers.se>
Source record: 27661

In article <Rs4brRo.mindbomb_bbs@delphi.com>,
Ansy Maccallum <mindbomb_bbs@delphi.com> wrote:
>Peter Gueckel <peterg@nucleus.com> writes:
>
>>Does anyone out there use the program DMJ GIF? I downloaded a copy and
...
>Testdrive Speed of Light 3.x before you commit, it is still actively developed

Speed of Light unfortunately does not come close to the picture quality of
DMJ GIF on an ST. It is orders of magnitudes faster, though, and can do a
lot more than load GIFs.

>and as the name suggests ///FAST... there is also a new package emerging that
>looks very interesting, its called MGIF...

MGIF has in fact been around since 1990, so it's hardly new.
Version 4.4 (still in beta, but very close to release now) is, however, the
first version to support colour and is so different from the old ones that
it might as well be a new program.

While MGIF will display GIFs in colour on an ST, it won't look very good.
For monochrome/greyscales or on a TT or Falcon, MGIF shines (IMNSHO).
(If anyone knows of a program that loads and displays GIFs faster in 256
colours on a TT or Falcon, I'd like to hear about it.)

The latest beta versions of MGIF are always available at my ftp site,
rand.thn.htu.se, if anyone is interested. The latest update was put there
four days ago and the next one is only a day or two away.

By the way, in contrast to the other programs mentioned, MGIF is FreeWare.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

594. BOOTFIX :-(...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 18:06:49 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02151995.180649@empyr.dircon.co.uk>
Source record: 27662

Hi, anyone know yet what ICD's 'Bootfix.Prg' does ? I ran it by mistake
and now my HD takes ages to boot. Anyone know what bytes I can change
back on the HD to undo what Bootfix did ?

ICD don't reply at their Genie or Delphi addresses :-(

Thanks in advance,

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

595. Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 18:06:51 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02151995.180651@empyr.dircon.co.uk>
Source record: 27663

Hi, Is there a file I can ftp from somewhere that will tell me which models of Quantum (and other makes for that matter) SCSI drives have switchable parity and those that have permanently enabled parity ?

Thanks in advance,
Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

596. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 20:31:30 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20.1_2f4264b3@Fido.DE>
Source record: 27664

...message from Skrodzki Stefan to cix.compulink.co.uk:

SS> At the moment we don't have a TT-Version, but we plan an adaptor.
SS> BTW has anybody just designed an VME to MegaBus-Adaptor?

Matrix had one for the older MatGraph series graphics cards. But they were
quite expensive.

/\|ex.
ab@traveller.fido.de

597. Re: Intel

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 23:22:08 UTC
From: paul@xciv.demon.co.uk
Message-ID: <792890528snz@xciv.demon.co.uk>
Source record: 27665

In article <FBMXEFVLUP@dksoft.ping.dk> kim@dksoft.ping.dk "Kim Andersen" writes:

> > MD > intel is replacing all sold pentiums that have the FPU bug.
> >
> >In the UK, Intel will only replace faulty Pentiums if users can prove
> >that they have need of the faulty instruction. The procedures for
> >claiming a replacement have been made deliberately complex to deter
> >people.
>
> Not true. Intel has changed their minds about a month ago.
> If anyone want to replace their cpu, then all they have to do, is to go
> to their dealer, and they should take care of the rest.

Actually this isn't quite right either. In the UK you have to go direct to
Intel, supply them with exact details of your motherboard and supply a
credit card number, this as a guarentee that you send back the old chip(s).

They then send you the new chips and pay for the dud ones to be posted back
too.

(This is my experience from having done this at work a couple of weeks ago)

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

598. Re: floppy format code

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 23:30:58 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3hu2ri$b2l@fred.netinfo.com.au>
Source record: 27666

Ralph-Stephan Staub (eastaub@ztl.ch) wrote:

: I'm looking for source code to format floppy disks of any format. If you
: have some code of this kind or if you know where I can get some source code
: then please let me know. (Send an E-mail to eastaub@ztl.ch)

Do you want code that accesses the FDC directly?

I have a format program in assembler, but mostly it just
makes TOS function calls.

599. Re: DSP Exec Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-15 23:37:48 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FBPWFBVDUP@zumdick.rhein-main.de>
Source record: 27667

In <3hfo2d$4q5@macondo.dmu.ac.uk> wrote:

> --> Send bootstrap to DSP
>
> From looking at my hardware notes this amounts to turning one of the
> RS232 lines off then on again. Does anyone know for certain what this
> has to do with the DSP? I would guess that it's some kind of DSP reset
> signal to allow a bootstrap to be loaded, but I'm not sure....
Yup. That's right. Resets the DSP, which is then waiting for bootcode
on the host interface. The DSP reset is connected with the PSG bit #6
I believe.

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

600. Re: Atari ST hack in progress....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 00:07:09 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3hu4vd$b2l@fred.netinfo.com.au>
Source record: 27669

Mike Wasinger (mwasinge@nyx.cs.du.edu) wrote:

: AN ATARI ST HACK IN PROGRESS

That's the spirit!

```
: +----------+ +-------------+ +-------------+
: | 520 ST | 19 pins | Small board | 50 pin | Large board |
: | DMA chip |<------->| at back of |<-------->| over actual |
: | | | SH204 | ribbon | HD media |
: +----------+ +-------------+ +-------------+
: | |
: 2 smaller | |
: ribbons | |
: +-------------+
: | 20 Meg HD |
: +-------------+
```

: (1) What signals are on the 19 pin line?
: ASCI ? (What is ASCI and how is it different than SCSI?)

ACSI = Atari Computer Systems Interface

Which is like SCSI in principle, but not electronically,
which is why it requires item (3) [see below].

: (2) What is the 50 pin cable?

50 pin cable is a standard SCSI cable. There are other
types of SCSI cables, but 50 pin is very common.

: (3) What does that small board do, and what is it called?

It is called a `Host Adapter', and converts ACSI <=> SCSI.
The board in an SH204 is, I believe, a BMS-100, made by
Berkeley Microsystems. It was one of the first (if not THE first)
host adapters for the ST, and it's not very good. Very slow.
Any other host adapter for the ST would be better.

: (4) What is the large board over the drive? Does it convert
: SCSI to MFM or what? What is the board called? It has
: an extra ribbon cable header. Is this used to hook up
: another drive as I have heard is possible with the
: SH204?

Spot on! The board is almost certainly an Adaptec 4000,
which allows you to connect 1 or 2 ST412/ST506 to your SCSI
interface. If you want to connect a second drive, I can tell

you how to do it. The Adaptec 4000 is for MFM drives, the
Adaptec 4070 is for RLL drives.

: (5) How could I hook up an unused SCSI drive (from an old
: Mac) into this system? At what point does it get attached?

Remove the Adaptec 4000 and MFM drive, then connect the
SCSI drive to the 50 pin cable. Like I said, you'll get better
performance if you get a newer Host Adapter (unless the SCSI drive
you are connecting is a dog anyway).

: (6) I read in an article about MacMagic that this new Mac based
: ST emulator could read/write to Atari HD's hooked up to the
: Mac's SCSI port. Does this mean that the 19pin port on the
: back of the SH204 is true SCSI?

No, put the 50 pin connecter at the back of the
Host Adapter is, (or should be).

: (7) Will only MFM drives work attached to the large board?
: What drive mechanisms will work with the SH204 controller
: board? Where can I find the format parameters for use in
: Atari's format program datafile WINCAP?

Any ST412/ST506 type drive should work. You might have to
take a guess at the parameters. Otherwise get an ICD host adapter
and use their software. It contains parameters for a large number
of common drives. Either way, it shouldn't be too much of a problem.

: (8) What are the recommended means of speeding up HD I/O given
: that I am using TOS 1.0 in ROM. What PD programs are helpful.
: How much is TOS 1.4, and where can I find it?

Definately get `fatspeed.prg' for your auto folder (and make
it the first item in the folder). This will make an enormous
difference in TOS 1.0/1.2 . If you get TOS 1.2 you can take it out
again. Also, as I said before, get a newer Host Adapter.

601. Setting programs to use serial 2 instead of modem 1

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 05:37:19 UTC
From: "Conan O. Ford" <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950215223543.18298B-100000@srv1.freenet.calgary.ab.ca>
Source record: 27670
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On my mega STE, how can I set all programs to use serial 2 instead of modem 1? (I understand that 38400 bps is possible on serial 2).

602. ACE '95 news #11

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 08:18:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <ece_9502161841@tor250.org>
Source record: 27676

```
Man 'o man .... it's just getting better!!

******************************************************
NEWS RELEASE 11: THE TORONTO ATARI FEDERATION PRESENTS....ACE '95!!
******************************************************

_/_/_/
```

LLLLLLL Cybercube Research (Cyrel)!
LLLLLLLL DMC Publishing!
LLLLLLLLL Scarborough Computers!
LLLLLLLLLL Missionware Software!
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative!
LLLLLLLLLLLLL ABC Solutions!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN)!
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs)!
LLLLLLLLLLLLLLLLL chro_Magic!
LLLLLLLLLLLLLLLLLL Clear Thinking!
LLLLLLLLLLLLLLLLLLL Schauzmoll Software (The first GUI BBS)!
LLLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS)!
LLLLLLLLLLLLLLLLLLLLL Oregon Research Associates!
LLLLLLLLLLLLLLLLLLLLLL Lexicor/Computer Direct! (Medusa?)
LLLLLLLLLLLLLLLLLLLLLLL Binary Sounds!
LLLLLLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16)

... shhh! don't tell anybody, but the c-lab falcon mkII
is going to be at ace'95, too!!

*****
***** What a GREAT lineup!!!
***** and there's still MORE TO COME!!
*****

We're looking forward to CGS Computerbild's presence too, as well
as COMPO, Migraph, Wizztronics, Best Electronics and *many*
more!!

=-=-=-=-=-=-
This will be the premier Atari show of the '90s featuring the
BEST dealers and developers, Atari users, MIDI users & Jaguar
users, User Groups and the finest software & hardware from all
over North America & Europe!

=-=-=-=-=-=-
ACE'95 will feature continuous, hour-on-the-hour Seminars and
Lectures. The ACE'95 Creativity Contest is also gathering speed
with 20 entries already!!! There are an a-m-a-z-i-n-g number of
creative Atari users out there!!! SEND IN *YOUR* ENTRY AS SOON AS
POSSIBLE!!!

=-=-=-=-=-=-
NEED SOMETHING? It will be on SALE at ACE'95!

=-=-=-=-=-=-
DMC Publishing, Beamscope, Lexicor, ABC Solutions, Atari &
several other TERRIFIC contributors, are providing an
unbelievable lineup of door prizes, creativity contest prizes
.... and the ACE'95 Grand Prize!

=-=-=-=-=-=-
MIDI, DTP, Wordprocessing, Graphics, Power Computing, Software
Libraries, Utilities, Accessories, Databases, Spreadsheets,
Custom Solutions, Games, Educational, Internet, BBS, Networks,
Accelerators, Emulators, JAGUAR Stations, User Group Center,
INCREDIBLE SALE PRICES, Software, Hardware, and everything you
need to use your Atari!

=-=-=-=-=-=-
More Atari users in one place than is EVER safe =;^)

==========
Getting to ACE'95 is *easy*. Toronto is directly
accessed by Highway 401 or the Queen Elizabeth Way,
or Highway 400/69. Crossing the US/Canada border
at Detroit, Buffalo, Niagara Falls, Ft. Erie,
Ogdensburg, Kingston, etc., will lead you directly
to Highway 401 or the Queen Elizabeth Way. Take the
Yonge St. Ramp north off the 401 and drive to 5110
Yonge St. If you take the Queen Elizabeth Way,
follow the signs to get to highway 401. *ANY* AAA
or CAA or other Motor League can provide you with
a map of Toronto, Ontario & Canada. Please call us
if you have any trouble! Pearson International
Airport is only 15 minutes away! Toronto Transit
subway access is direct, too - there's a subway
stop at the Civic Center!
==========
Book your tickets in advance! Book your hotel
in advance! Call or e-mail for a Show Kit: for
your User Group or organization or group! The Show
Site (North York Civic Center, Memorial Hall
Exhibition Facility) has hotel, shoppping,
restaurants and more! NOVOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)
ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS
CALL 416-752-2744 FOR HOTEL & TICKET RESERVATIONS
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Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape,

[Length Exceeded - Message Split by Mountain Reader II]
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

| Standard disclaimer: The views of this user are strictly his own.

603. ACE '95 news #11/2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 08:18:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <ecf_9502161841@tor250.org>
Source record: 27677

[Continued From Previous Message]

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& supporters Atari users have ever seen!
==

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5110 Yonge St. (at Parkhome Ave.)
Toronto
April 1-2, 1995
Saturday 9AM - 6PM
Sunday 9AM - 5PM

~~ Howard Carson, ACE'95 Chief Organizer ~~~

... Intel inside. Idiot outside.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

604. Re: Running Gemini under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 10:53:45 UTC
From: josk@stud.unit.no
Message-ID: <3hvarp$fr8@due.unit.no>
Source record: 27671

```
>>1. Start MiNT (I've got MiNT 1.12)
>>2. Initialize GEM, but not the desktop
>>3. Start Gemini.

> No problem with any TOS >= 1.04. Just select gemini.app in the file
> window and klick on "register app" (or whatever it's called in the
> english version of gem). There is a button in the dialog which says
> "auto" or something. Selecting this will insert a line in your
> desktop.inf file which makes gemini be loaded at boot-time directly
> after the accs.

This is the easy way, but with this method the desktop will be loaded and
running in the background, stealing memory and CPU-time. I want to *replace*
the desktop under MiNT.

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
```

605. Re: Big Monitor on Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 11:53:09 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hveb5$mrn@m1.cs.man.ac.uk>
Source record: 27672

In article <D3s8pD.98q@udcf.glasgow.ac.uk>, johnm@mech.gla.ac.uk (John McClure)
writes:
|> Can I do this:
|>
|> I have a 19" Taxan Viking 1 vdu that used to be attached to a PC -
|> is there any way that I can use this on my Mega STE. If so
|> I will need to buy some sort of graphics card to get higher resolution.
|>
|> Any suggestions/solutions would be appreciated.
|>
|> Thanks in advance
|>
|> johnm@mech.gla.ac.uk

19" Woah, you'll definitely need a graphic card to drive that !
Call System Solutions. I think their Matrix TC1208E might do the trick :)

S.Lai (MegaSTE 4/0)

606. Re: BlowUp incompatible with Mint 1.12?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 12:55:34 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <3hvi06$t7s@hpsystem1.informatik.tu-muenchen.de>
Source record: 27673

In article <3htu24$h52@eagle.natinst.com>, bgilbert@natinst.com (Ben Gilbert) writes:
|> I am trying to get my Falcon030 all set up with MintNet and X and all
|> the other cool stuff I have found, but I am running into a problem with
|> Blowup030. I have the Hard I version but if I run Blowboot before Mint
|> (I have version 1.12), it just hangs after Mint displays its startup
|> message. If I take out Blowboot, everything works just fine. Does anyone
|> have experience with running Blowup under Mint and MultiTos? I can't
|> remember if it worked with Mint 1.04 which is what I got with MultiTos.

For Mint 1.12, Blowboot has to be after Mint (1st trick...), and you have to
include the line 'exec c:\auto\blowboot.prg' in mint.cnf (2nd trick...).
This works fine with Mint and Multitos. If you want X running in 1024*768 you have
to write a tiny prgram, that just opens a (physical!) workstation. This program
should be started after blowboot in mint.cnf. So the screen (and line-a) is
switched to the new resolution before X reads these values.

|> In a related issue, does NVDI work properly with Mint and MultiTos and
|> Blowup030? I definitely want to get it (if I can find it available
|> somewhere, that is :-) but if it doesn't work with Mint it wouldn't be
|> nearly as useful. Screen output is bearable when I am not running
|> MultiTos but with MultiTos running it is just awful!

In this case NVDI has to be started before Mint ;-)

--
Bye
Georg Acher
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

607. Re: Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 13:07:47 UTC
From: S.J.Harrison@ncl.ac.uk
Message-ID: <3hvin3$2c1@whitbeck.ncl.ac.uk>
Source record: 27674

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> Hi, Is there a file I can ftp from somewhere that will tell me which
> models of Quantum (and other makes for that matter) SCSI drives have
> switchable parity and those that have permanently enabled parity ?

Try looking in ftp.uni-kl.de:
/pub3/atari/texts/platten.lzh - It's quite big but lists lots of makes of
hard drive, including Quantums. Details links, connector orientation and
cache settings etc. It's in German.

Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex: 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
****

> Thanks in advance,
> Kevan@empyr.dircon.co.uk

> VQWK 6.20 [Rev H - 04/04/94]

608. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 13:12:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3hviv9$1me@percy.cs.bham.ac.uk>
Source record: 27675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>I tried running HSMOD stuff after Mint (and in various combos)
>but pppd complains 'tcgetattr: invalid function number' This
>tells me Mint must have some routines that are overwritten
>bz HSMOD05 that are necessary. Does anzone know how to get
>Mint to accept 57600?

I think you have to run HSMODEM *after* Mint, ie ignore what the
HSMODEM docs say. The MintNet docs may be of some help to you.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

609. AIM3.1 doc file required

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 14:44:51 UTC
From: ljp@coventry.ac.uk
Message-ID: <3hvod3$iub@cc_sysk.coventry.ac.uk>
Source record: 27679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi can any one help me locate the full documentation file for
AIM v3.1, the archive I downloaded contained a brief introduction
document but the main file is not there.

--
I'm just minding this tinderbox for someone else, honest, officer.

610. Re: MIDI Tos Buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 18:29:23 UTC
From: martin24@vaxa.mdx.ac.uk
Message-ID: <3i05i3$mgf@epsilon.qmw.ac.uk>
Source record: 27678

Hendrick Jan Veenstra, Dept. of Phil wrote in answer to my question -
No, there's no call 'increase_midi_buffer()', but that doesn't mean it's impossible to incerase the midi buffer. In fact it's quite simple...

. . . . and . . . . !

611. IBM SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 19:23:18 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <2ff_9502181537@sherwd.fidonet.org>
Source record: 27690

I have two IBM-label SCSI drives, marked "type 0661" - I think they are 1 gig drives, but I'm not sure. My ancient ICD Host Adapter won't recognize them. Can anyone tell me if the AdSCSI+ will work with these, or if they require another host adapter? Or for that matter, exactly what they are?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

612. Re: Running Gemini under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 20:46:02 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <792967562snz@bigbox.demon.co.uk>
Source record: 27680

> > No problem with any TOS >= 1.04. Just select gemini.app in the file
> > window and klick on "register app" (or whatever it's called in the
> > english version of gem). There is a button in the dialog which says
> > "auto" or something. Selecting this will insert a line in your
> > desktop.inf file which makes gemini be loaded at boot-time directly
> > after the accs.
>
> This is the easy way, but with this method the desktop will be loaded and
> running in the background, stealing memory and CPU-time. I want to *replace*
> the desktop under MiNT.

It won't steal CPU time - it waits for Gemini to finish before doing
anything else. And I don't think it uses much memory as it is stored on
ROM (you are running from ROMs aren't you... ;-)
Under MultiTOS this isn't true - it will keep running and using memory so
install Gemini as the shell in the GEM.CNF file.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

613. Re: NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 20:56:02 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D4425F.tB@exeter.ac.uk>
Source record: 27681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ekBL.feFlBHm_plQ@icon.pp.se> root@icon.pp.se (Daniel Eriksson) writes:

> Has anyone tried GNUS under emacs? I tried it yesterday under
> emacs 19.28 on my MiNTNet-box, but unfortunately it didn`t work
> since I was thrown out from the NNTP-host due to lack of
> privilegies.

Where can I get a full port of emacs with the lisp stuff and everything?
Does emacs net programs like rmail and gnus run with mint-net?

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minxfs 0.60pl10 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

614. Atari Web Browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 22:25:20 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <D446A8.AEK@news.hawaii.edu>
Source record: 27682

Is there anyone out there developing a Web browser for Atari computers?
I just spoke with George Geczy, the author of Hyperlink for Atari
computers. It is a Hypertext development system which supports Dbase
files, IMG, text fields, buttons, icons, etc... It is not specifically
for HTML, although, it is conceivable that it could be re-written or
patched to serve this purpose. Aside from the translation, it would also
have to be taught to telecommunicate.
In any case, much of the work has already been done, and the
Author is willing to sell the code (cheap) if there is another developer
interested in continuing his work, and/or adapting Hyperlink for HTML.
He can be reached at
george@jmg.on.ca

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

615. Harddisk on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:25:43 UTC
From: werner@bmtp.akh-wien.ac.at
Message-ID: <werner.1.00176E6B@bmtp.akh-wien.ac.at>
Source record: 27592

I have a TT030 with a 40MB internal harddisk, I am going to install linux on it and then disc-space will become small. Is it possible to install any scsi-harddisc as internal harddisc? Are there any limitations in size?

Werner

Werner Backfrieder
Dept Biomed. Eng & Physics
University of Vienna

email: werner@bmtp.akh-wien.ac.at

616. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:53:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44AD3.9In@cix.compulink.co.uk>
Source record: 27683

```
> Interesting. Well on my TT serial1 seems fine without HSMODEM. Haven't
> tried serial2 though yet.

serial2 now tried - and works fine.

Roland.

@CiX
```

617. Re: Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:53:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44AD5.9JE@cix.compulink.co.uk>
Source record: 27684

In message <3hehpf$b3v@eri.erinet.com>, hentai@eri.erinet.com said:
> I just got a 330 meg scsi hard drive for my Atari. Does anybody have
> or know where I can get a driver so that I can have a large partition?
> It would be great if I could have the entire drive 1 partition!
> Thanks in advance.

Unless you have a specific reason for one large partition (like sampling),
then you'd be well advised to break it down. Much less risk of losing it
all in one go - and (IIRC) you will get a smaller block size which will
maximise usage of the disk.

:-)

Roland.

@CiX

618. Re: Falcon SCSI-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:53:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44AD7.9K3@cix.compulink.co.uk>
Source record: 27685

In message <FBNVBDVTUP@galaxy.teuto.de>, neptune@galaxy.teuto.de said:
> In <H.ekBL.MLluf6piZK6@icon.pp.se> Daniel Eriksson wrote:

> > can`t understand is that these lockups ONLY appears when I`m running
> > MiNT. When I`m running plain old TOS everything works great. Any
> >
>
> That IS strange.

My TT has a strange HD problem under MiNT. I have an internal Olivetti HD and an external DMA based drive (Seagate). If I try to copy *to* a MINIXFS partition on the external drive then the ICD Pro utilites start giving <Write XXXX> errors. There is no problem if the destination partition is TOS or if the source partition is MINIXFS.

All the drives chaeck out fine and for once my termination *is* correct ;-)

I'm one version behind on the MINIXFS, and several on the ICD Pro stuff so I'm not getting exited about this problem. Maybe it can be solved - but currently I can live with it.

> Wrong. Falcon- and TT-SCSI _can_ handle parity. The plain ST(E), Megas
> and so on, don't support parity via their ACSI-bus.

I thought the AdSCSI+ adaptor could handle parity - and surely The Link 2 can. Whether this parity gets passed back to the host machine is not important to the hard drive itself.

Roland.

@CiX

619. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:53:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44AD9.9Kw@cix.compulink.co.uk>
Source record: 27591
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

In message <SKRODZKI.95Feb14185727@adorno>, skrodzki@adorno said:

Thanks for the info.

> No, as the older Vofa Project the are inserted in the Mega Bus or in
> the CPU-Socket.

Not familier with the Vofa Project. Not my idea of a fun installion though
- CPU socket. My STM doesn't even *have* a CPU socket ;-(

> R> Are these adaptors going to be for sale as a
>
> This will be anounced soon, as we make the last steps for this.

Thanks.

> At the moment we don't have a TT-Version, but we plan an adaptor. BTW
> has anybody just designed an VME to MegaBus-Adaptor?

A TT version would be nice (as I have a TT ;-), but a VME card could turn
out quite expensive :-(

Quite honestly I don't see why a 16 BIT ISA couldn't be built onto the
cartridge port. Okay so it wouldn't be very fast - but it would be simple.
The main problem with the DE600 adpator is lack of DE600s as opposed to
a bottleneck in the design.

> Just few weeks, Ethernet is working fine, but we still need to fix
> the ET4000W32...

Okay - keep us posted please.

:-)

Roland.

@CiX

620. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:53:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44ADB.9Lp@cix.compulink.co.uk>
Source record: 27686

In message <3hmb0f$l8@due.unit.no>, josk@stud.unit.no said:
> I'm having problems running MinixFS on my Falcon. I cleared my 100Meg
> F-partition and runned minit with the following parameters:
>
> -V -n 2 -P F:
>
> Then I copied minix.xfs to the root of drive c, and rebooted.
> Everything looked allright, but when I runned mfsconf F: it said 'not
> a minix partition!'

I was under the impression that you had to run MINIXFS.XFS *before* trying
to use minit. I'm sure I tried what you did and minit just complained.

Roland.

@CiX

621. Re: MiNTnet incredibly slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:53:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44ADD.9MJ@cix.compulink.co.uk>
Source record: 27687

In message <792579262snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:
> In article <D3tAs4.Ius@cix.compulink.co.uk>
> rgivan@cix.compulink.co.uk "Roland Givan" writes:
>
> > In message <3hfos2$g97@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk
> > said:
> > >
> > > I'm fairly sure that MiNTnet doesn't work without the HSMODEM
> > > drivers,
> >
> > I keep reading this statement - but I'm not at all convinced that
> > it is actually 100% true.
>
> I always thought that the MiNTNet docs recommended using it, and said

Recommend - yes. The point I was making was that MiNT-Net doesn't *require*
HSMODEM. Its just that you have to run at slow speeds or use a fast
machine.

> where to put it in the auto folder. What version of HSMODEM are you

HSMODEM4 at the moment. I had them loaded before MiNT - but my TT config
didn't like it much. I will try again with the latest version hopefully
this week. My STM config is quite happy with it though, and really does
need it.

:-)

Roland.

@CiX

622. Re: HELP! Hard Drive Fuck-up

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-16 23:53:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44ADF.9n8@cix.compulink.co.uk>
Source record: 27688

In message <dogmeatD3x9rr.9t@netcom.com>, dogmeat@netcom.com said:

> I have noticed that the symptoms begin when the hardrive unit makes
> an audible 'sigh' that sounds very much like a power surge or a
> refrigerator switching modes. Until that time it functions normally.

Sounds like either your drive or drive PSU is on the way out.

Try a voltmeter on the power connectors to see if the PSU is up to it.
Alternative try a new PSU. This did wonders for my TT.

Failing that - its new drive time :-(

Roland.

@CiX

623. Re: who still sells st stuff in us.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 01:08:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3i0stg$lb0@cville-srv.wam.umd.edu>
Source record: 27689

William S Loyd (scooby@infi.net) wrote:
: A friend of mine just got a 520st and came to me about where he could get
: support for it. Well we live in PC land and I have to mail order everything
: for my amiga. So I was wondering where he could get support. I even thought
: getting my self a 1040st or aa falcon 030 to learn for fun. I know there are
: some die hard st owners like us die hard amiga owners that get ill at the
: sight of the pc world escalating.(How on earth can they stand windows) YUK.
: Though with windows 95 around the corner they will get a taste of what the
: AMIGAS ATARIS AND MACS have been doing for years. So if some one could let
: me know where to get support or even if there is a FAQ for atari somewhere.
: scooby@infi.net

TOAD Computers is an excellent resource for everything Atari. They can
be reached at:
-Phone (410)544-6943
-Net Toad@charm.net

624. Re: Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 09:20:19 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb17.092019.2990@rhrk.uni-kl.de>
Source record: 27593

kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>Hi, Is there a file I can ftp from somewhere that will tell me which
>models of Quantum (and other makes for that matter) SCSI drives have
>switchable parity and those that have permanently enabled parity ?

All Quantum drives allow parity to be switched off but the newer ones
require special software for this. Such software is also available for Atari
computers, at least in Germany.
You have to connect the drive to a TT or Falcon to use this software because
if you have an ST with a host adapter that cannot handle parity this
software won't be able to do the trick on tht ST. BTW, if you had such a
host adapter you would not need to turn parity off.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

625. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 09:46:23 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Feb17104624@issan.informatik.uni-dortmund.de>
Source record: 27594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

|> sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
|>> I tried running HSMOD stuff after Mint (and in various combos)
|>> but pppd complains 'tcgetattr: invalid function number' This
|>> tells me Mint must have some routines that are overwritten
|>> bz HSMOD05 that are necessary. Does anzone know how to get
|>> Mint to accept 57600?

|> I think you have to run HSMODEM *after* Mint, ie ignore what the
|> HSMODEM docs say. The MintNet docs may be of some help to you.

It's actually the other way round, you should run HSMODEM *before*
MiNT, still ignoring the HSMODEM docs.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

626. Re: Harddisk on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 09:53:37 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Feb17105337@issan.informatik.uni-dortmund.de>
Source record: 27606

In article <werner.1.00176E6B@bmtp.akh-wien.ac.at>, werner@bmtp.akh-wien.ac.at writes:

|> I have a TT030 with a 40MB internal harddisk, I am going to install
|> linux on it and then disc-space will become small. Is it possible to
|> install any scsi-harddisc as internal harddisc?

Yes.

|> Are there any limitations in size?

No. You may want to get the biggest harddisk that you can effort.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

627. Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 12:03:47 UTC
From: starkrl@aston.ac.uk
Message-ID: <D4586C.EFD@aston.ac.uk>
Source record: 27595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!

Just a quickie for y'all to muse over....

Does anyone know what the "General Purpose Output" is from the monitor port on an ST? I ask this because I have an RGB monitor available to me which has RGB connections, that's no problem, but also needs composite sync. Would this General Purpose Output, by any chance, be this elusive composite sync??? If it isn't, I'm still interested in what it is. (Atari couldn't have really given a more vague description, now could they!)

I can get an I.C. from Maplins that will extract composite sync from the composite video output, but it costs about 5 quid, and 'cause I'm a tight git, I'm trying other ways first!

Cheers for any help!

ROB.

```
----------------------------------------
| There are holes in the sky |
| Where the rain gets in, |
| The holes are small |
| That's why rain is thin. |
| |
| Spike Milligan |
| |
| It's my favourite poem, |
| I hope he doesn't mind :-) |
----------------------------------------
```

628. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 12:34:46 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3i2556$56r@ccpnws.in2p3.fr>
Source record: 27603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rob Stark (starkrl@aston.ac.uk) wrote:
> Hello everyone!

> Just a quickie for y'all to muse over....

> Does anyone know what the "General Purpose Output" is from the monitor port
> on an ST? I ask this because I have an RGB monitor available to me which
> has RGB connections, that's no problem, but also needs composite sync.
> Would this General Purpose Output, by any chance, be this elusive composite
> sync??? If it isn't, I'm still interested in what it is. (Atari couldn't
> have really given a more vague description, now could they!)

> I can get an I.C. from Maplins that will extract composite sync from the
> composite video output, but it costs about 5 quid, and 'cause I'm a tight
> git, I'm trying other ways first!

> Cheers for any help!

> ROB.

There is a composite synchro signal on the monitor connector (pin 2).
The GPO pin is connected on bit 6 of port A of the PSG (I think it could be
used as an input despite its name - General Purpose Output).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

629. Re: Midi TOS buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 12:44:14 UTC
From: thed@mtek.chalmers.se
Message-ID: <3i25mu$cqd@nyheter.chalmers.se>
Source record: 27596

martin24@vaxb.mdx.ac.uk wrote:
: Can anyone tell me how to increase the MIDI TOS buffer on the ST in the
: same way as Notator
: I am using GFA-BASIC which allows access to bios,xbios and gemsys
: parameters.

I don't know anything about GFA-BASIC but in C there's a function called iorec(). This function will return a pointer to a table which includes a pointer to the buffer, the size of the buffer, head and tail and low and high water marks (not used in midi).

Call iorec(MIDI) and save the current iorec-table.
Allocate a 64kB buffer (or smaller), put the pointer to the new buffer and the size of the new buffer in the iorec-table and you'll be ready to rock.
Restore the iorec-table when your program is about to terminate.

I don't have my Atari book's here at work so I can't give you the exact layout of the iorec-table. Someone else has to give you that additional information and (if GFA-BASIC doesn't have the iorec-function) give you the information which bios/xbios/gemsys call returns the address of the iorec-table.

Good luck,
Ted Lyngmo
--
Ted Lyngmo | I'm agony embodied, with access to a feast
thed@mtek.chalmers.se | with festered wounds, consumed I decay

630. Papyrus Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 14:52:08 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3i2d6o$dbt@dux.dundee.ac.uk>
Source record: 27597

My version of Papyrus keeps crashing when running under MiNT 1.12
Firstly it wont let me print in the background then about 50% of the
time is says it cannot find the MEMORY.SYS file, so I then have to
exit Papyrus and reload it to get it to work. Then as if that isn't
enough it frequently tells me I have more than 255 font families. In
reality I have about 12.

Whats going on? Help please!!

System: Falcon (Tos 4.01) 4mb RAM, 65mb HD and FPU.
using NVDI 2.5 and speedo 4.2.

Rod
--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

631. Re: Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 16:14:50 UTC
From: psnuggs@cix.compulink.co.uk
Message-ID: <D45Jsq.MGq@cix.compulink.co.uk>
Source record: 27598

Thanks for your time

Paul

632. Falcon RGB connector

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 17:07:34 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D45M8M.F1H@watserv2.uwaterloo.ca>
Source record: 27599

Hi,

I'm looking for a pin-out diagram for an RGB monitor connector. At some time in the past I managed to fix up a CGA monitor into an RGB monitor, and have successfully used it with an ST. Now I'd like to connect it to the Falcon, but I am not sure what to do about the individual R G and B common (ground) lines. Also, which monitor detect pins are to be grounded?

Any help is appreciated. Thanks!

--
Art
atwareck@novice.uwaterloo.ca

633. Re: HELP! HD powers down!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 17:53:45 UTC
From: shug0046@sable.ox.ac.uk
Message-ID: <1995Feb17.175345.21906@inca.comlab.ox.ac.uk>
Source record: 27600

In <3hmahe$l8@due.unit.no> Jo Even Skarstein wrote:

>After having repartitioned my internal Conner 2.5" HD it acts a
>bit weird. If it's not accessed in a minute or so, it shuts down.
>When I try to access it, it powers up again, with an annoying
>delay...
>
>I know this is normal in laptops, but this is *really* annoying!
>How can I turn this off? This has never happened before
>

I had a drive that did this for about six months. It then mysteriously stopped
for no apparent reason!

Karl Wilkinson.

634. Re: GIF/JPG/SPC VIEWERS/CONVERSIONS (was DMJ)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 18:20:04 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3i2pck$g2d@nyheter.chalmers.se>
Source record: 27601

In article <1995Feb14.154348.6364@bay.cc.kcl.ac.uk>,
<udem148@bay.cc.kcl.ac.uk> wrote:
...
> Mgif?! I'm sure that util's for mono viewing.

No, version 4.4 handles mapped and 24 bit colour as well in any ST/STE,
TT or Falcon graphics mode. No graphics cards are supported yet.
(I guess the name may be a little confusing nowadays.)

There is only a beta version available now (see my earlier message in this
thread), but the general release is very close. It would help if a few
more people emailed their thoughts about the beta, though. (hint, hint)
All suggestions and questions are very welcome.

> It can handle jpegs aswell as gifs. Use med res if no high res

Version 4.4 reads Targa, PPM and (X)IMG as well. It also writes GIF, Targa
and PPM.

>monitor available. It can be obtained (as well as the above mentioned utils),
>from ftp 146.169.43.1 in computing\systems\atari\umich\Graphics
>as mgif42b.zoo

A smarter move would be to fetch the _very_ much improved version 4.4beta
from my site, rand.thn.htu.se, as /pub/incoming/mgif/mgif0216.lzh.
This version was uploaded yesterday and new ones are made available as
they get done.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

635. Re: MSTE jumpers/switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 19:37:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBRSEBXJUP@galaxy.teuto.de>
Source record: 27602

In <1995Feb13.122721.11467@zippy.dct.ac.uk> buxmjp@zippy.dct.ac.uk wrote:

>While fiddling with the jumpers and dipswitches in my Mega STE when I first
>got it, I'm sure I got it to boot in 60Hz, although the tv I had at the time

Not via the jumpers.

>Also, is there a way to get it to boot at 16MHz clock speed, or can someone

One can use TosPatch to make the necessary changesm or use BOOTSIE to install
a bootsector on floppydisk. (Mail me, if you want a copy of it.)

>If anyone has a list of what all the jumpers, or even individual jumpers and
>switches do, I will try to compile a list and post it to the relavent groups.

DIP 7 enables HD-disk formatting from the desktop and DIP 8 enables DMA-sound.
The rest is not used.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

636. Re: Uniterm and ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 20:20:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D45v68.4pq@cix.compulink.co.uk>
Source record: 27604

>The ONLY ZMODEM TO USE is GSZRZ228, if you like it you can get a later version
>5.4 I think for 40DM...

It's funny Roger because when I said the same thing last year you kept on
insisting that it was no good and required a shell.

Ofir ogal@cix.compulink.co.uk
---

637. Re: Intel

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-17 23:00:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBRXCDVRUP@galaxy.teuto.de>
Source record: 27605

In <FBMXEFVLUP@dksoft.ping.dk> Kim Andersen wrote:

>>In the UK, Intel will only replace faulty Pentiums if users can prove
>>that they have need of the faulty instruction. The procedures for
>Not true. Intel has changed their minds about a month ago.
>If anyone want to replace their cpu, then all they have to do, is to go

You're right.

Everyone who wants one, will get one. It'll take some time, though. And Intel will take a deposit, if you want to have the new chip immediately and return the faulty one later.

Hendr!K

638. Re: BlowUp incompatible with Mint 1.12?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 00:00:24 UTC
From: josk@stud.unit.no
Message-ID: <3i3dao$405@due.unit.no>
Source record: 27607

Ben Gilbert (bgilbert@natinst.com) wrote:
: I am trying to get my Falcon030 all set up with MintNet and X and all
: the other cool stuff I have found, but I am running into a problem with
: Blowup030. I have the Hard I version but if I run Blowboot before Mint
: (I have version 1.12), it just hangs after Mint displays its startup
: message. If I take out Blowboot, everything works just fine. Does anyone
: have experience with running Blowup under Mint and MultiTos? I can't
: remember if it worked with Mint 1.04 which is what I got with MultiTos.

I run the demo-version of BlowUP under MiNT 1.12, and it works just fine.
I have to run blowboot *after* MiNT though. Can't imagine that using the
hardware-version will cause problems either, as the software itself is
almost identical.
:
: In a related issue, does NVDI work properly with Mint and MultiTos and
: Blowup030? I definitely want to get it (if I can find it available
: somewhere, that is :-) but if it doesn't work with Mint it wouldn't be
: nearly as useful. Screen output is bearable when I am not running
: MultiTos but with MultiTos running it is just awful!
:
I'm using NVDI 3.01 at the moment and it's wonderful. No problems when running
MiNT either, but memory's starting to get thight...

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

639. English Gemini 1.999?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 00:05:47 UTC
From: josk@stud.unit.no
Message-ID: <3i3dkr$4mj@due.unit.no>
Source record: 27608

Is there a english RSC-file for Gemini 1.999e available?

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk

640. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 00:16:13 UTC
From: sar@crash.cts.com
Message-ID: <D46631.BFq@crash.cts.com>
Source record: 27613

Sorry folks, but USR has burned their bridges. Sure, their 14.4 were great, but they're old news. Their 28.8's suck! Period. End of subject. And as for service and support? Please, USR who? And it's obvious you have no idea just how useful that "digital display thingy" can be. How do you know when you precious piece of crap (28.8 mind you) USR is attempting to renegiotiate? You don't! What about your effective baud rate, not your terminal baud rate mind you? Was that 21.6 or 26.4 that just flashed across my screen. The Supra tells you right on the front display. (Okay, baud rates so close are a trivial matter, but beat the next point if you can...) Does your USR have a headphone jack? NOT!

And let's compare companies:

1. USR, I have one of your 28.8's and it keep[s hanging up on me for no reason and absolutely refuses to connect at anything faster than 21.6

{Hmm, you might have gotten one of the ones that has a bug in the ROM, we had some trouble with the earlier ones...We can send you a new ROM if you call another number...}

Two months later...Oh look a ROM chip in the mail for a modem I took back along time ago...no thanks...Pitch.

2. Supra CALLED ME!

{How do you like your new modem? What do you like best about it? What would you improve about it? Have you had any problems?...etc, etc.}

It's Great!
The "digital display thingy!"
Absoulutely nothing to improve!
None whatsoever!...etc,etc.

USR is a joke.

-Scott-

641. Re: Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 03:22:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3i3p4o$nt0@loose.apana.org.au>
Source record: 27609

```
: I've had a recent experience with Quantum harddrives :-)
: The LPS and Lightning can certainly disable parity and the EPS as well (I
: think).
: All you need to find is a link on the circuit board that says,
: PO (Parity option) or EP (Enable parity) and remove the link.
: Parity is disabled. Simple :-)
: Hope this helps.
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| ( _ | |/ |/ / \_/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ \_| |/|_/|_/\_/ |/\/|_/
(| julian@loose.apana.org.au |) |)
```

642. Help...real quick question...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 05:47:30 UTC
From: abstract@wam.umd.edu
Message-ID: <3i41li$a08@cville-srv.wam.umd.edu>
Source record: 27616
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know about the compatability (sp?) of ST games on the Mega?
Thanks in advance!
--Lunatic

643. Question about memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 06:35:30 UTC
From: rkim@mars.uucp
Message-ID: <3i44fi$hd7@nic-nac.CSU.net>
Source record: 27615

When you want to upgrade memory, do you have to upgrade the driver chips? I remember reading somewhere that you need to replace the 74LS373 chips. Does anyone else know if this was true or is still needed today?

Later,
Rich K.

644. Re: PGP version 26

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 08:41:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBSJEAURUP@galaxy.teuto.de>
Source record: 27610

In <D3spzL.8Hy@eskimo.com> Randell Spreadborogh wrote:

>-----BEGIN PGP MESSAGE-----

Intresting point you've made there.

But I'm still somewhat short of key 0x3820B645 to understand it completely ;-)

Hendr!K

645. Re: Running Gemini under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 10:18:29 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.38.000A4F36@cam.ac.uk>
Source record: 27621

In article <3hvarp$fr8@due.unit.no> josk@stud.unit.no (Jo Even Skarstein) writes:

> I want to *replace* the desktop under MiNT.
>Jo Even Skarstein

In MINT.CFG try
INIT=G:\GEMINI2\GBOOT.PRG.

(I don't think you need gem.sys/prg running to do this but you might.

Adrian (apb25@cam.ac.uk)

646. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 11:31:07 UTC
From: lais@cs.man.ac.uk
Message-ID: <3i4lpr$frl@m1.cs.man.ac.uk>
Source record: 27611
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D4586C.EFD@aston.ac.uk>, starkrl@aston.ac.uk (Rob Stark) writes:
|> Hello everyone!
|>
|> Just a quickie for y'all to muse over....
|>
|> Does anyone know what the "General Purpose Output" is from the monitor port
|> on an ST? I ask this because I have an RGB monitor available to me which
|> has RGB connections, that's no problem, but also needs composite sync.
|> Would this General Purpose Output, by any chance, be this elusive composite
|> sync??? If it isn't, I'm still interested in what it is. (Atari couldn't
|> have really given a more vague description, now could they!)
|>
|> I can get an I.C. from Maplins that will extract composite sync from the
|> composite video output, but it costs about 5 quid, and 'cause I'm a tight
|> git, I'm trying other ways first!
|>
|> Cheers for any help!
|>
|> ROB.
|>

Here's another one: What the hell is the AUDIO IN and how do you use it ???

S.Lai

647. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 14:49:22 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FBSOBBVOUp@elrond.Simplex.NL>
Source record: 27612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3i2psg$4ee@hasle.oslonett.no> Hallvard Tangeraas wrote :

>Is there a *graphic* web browser available for the Atari St computers
>available? Something like Mosaic for Mac/Pc/Unix...
>
>I have tried out a program for a PC which fools the UNIX host to think it's
>a SLIP account that's being used. It's called "Winsocket" or something,
>and there's TIA (The Internet Adaptor) available as well.
>We have TIA installed on the UNIX system I'm connected to (modem connection)
>so, can I use this with my STE? How?
>
>
>Hallvard, Oslo, Norway

I played with SlipKnot on a 486 PC + Windows. It just works on a
standard UNIX account and gives almost the same as Mosaic.
You should try it if you can.

I am almost sure it is possible to create something like this for
the average Atari ST (Maybe 4 MB is required) running under GEM.

If a team of enthousiasts could be formed (people with programming
experience) around the world, it could probably be accomplished in
a relatively short period.

A lot of the buildingblocks are already available on the ST.

Who is interested?

Henk.

Please do not reply to me personally, unless you would like to work
on it.

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

648. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 18:02:30 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D47JG6.CrF@watserv2.uwaterloo.ca>
Source record: 27614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <SCHWAB.95Feb17104624@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> wrote:
>In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>|> sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>|>> I tried running HSMOD stuff after Mint (and in various combos)
>|>> but pppd complains 'tcgetattr: invalid function number' This
>|>> tells me Mint must have some routines that are overwritten
>|>> bz HSMOD05 that are necessary. Does anzone know how to get
>|>> Mint to accept 57600?
>
>|> I think you have to run HSMODEM *after* Mint, ie ignore what the
>|> HSMODEM docs say. The MintNet docs may be of some help to you.
>
>It's actually the other way round, you should run HSMODEM *before*
>MiNT, still ignoring the HSMODEM docs.

I'm certain I have to run HSMODEM before Mint, that seems to work but
it still does not allow me to choose 57600 as a valid baud rate on
Serial2 (or any serial port). Even the remapped values don't work.
So is there a way to get HSMOD and Mint to co-operate? Or is there
a small auto folder utility that can set the baud rate after Mint
has loaded to 57600 so I can have pppd just use the default baud
rate instead of trying to set it? Once I get Gcc up and running
properly I suppose I can take a crack at it myself. BTW, the last
GCC I downloaded was 2.5.3 (or something close to that). People
have mentioned that the 2.6.x have problems. IN fact I've heard
I should go back to 2.3.x for better realiability? Is this true?

Thanks,
Sam

649. Help needed with C't IDE adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 20:07:08 UTC
From: hallvart@oslonett.no
Message-ID: <3i5k1c$457@hasle.oslonett.no>
Source record: 27617

[No readable article body recovered]

650. Help needed with C't IDE adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-18 20:09:24 UTC
From: hallvart@oslonett.no
Message-ID: <3i5k5k$49k@hasle.oslonett.no>
Source record: 27618

I just got copies of a project from the German computer magazine "C't" about how to make an IDE hard disk interface for the Atari ST, but as my German
isn't that good I need some help.

Has anyone out there built this interface which enables IDE drives to be used?
Can it be used with my STE?
I need some more info and tips/advice before I start ordering the components/PCB. And yes, I do have TOS 2.06 which I understand you need in
order for it to work. Is it okay to have the ROM chips in the IC sockets for
TOS, or do I *have to* use the TOS extension card for it to work with the IDE
drive?

Hallvard, Oslo, Norway

651. Linux for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 01:10:13 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D48391.BDv@cix.compulink.co.uk>
Source record: 27619

Is there a mailing list or set of FAQs I should be looking at to get Linux running on my TT?

I'm not even sure what the latest kernel is.

Thanks

Roland.

@CiX

BTW I don't have access to WWW so the WWW Linux page is not much good to me.

652. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 04:10:46 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.N8ruTPzA8dA@icon.pp.se>
Source record: 27620

In <D3uJt3.HE9@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
>
> Supra's are FAR superior to USR's in every way.

Do you have anything to back that statement up? Tell me something
that a Supra (of your choice) outperforms my USR DS V.everything in!

The only thing I can come up with would be the price...

> Especially their 28.8 models. Believe me, I know from experience.
> Besides, they've got that nifty little digital display thingy :).

If you compare modems by colour, shape and useless displays then
maybe it`s time for you to change your criterion of a good modem.

I`ll gladly admit that Supra makes great modems, but so does USR
and Zyxel.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

653. 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 04:43:19 UTC
From: dhohenst@gpu2.srv.ualberta.ca
Message-ID: <3i6i97$1h9g@rover.ucs.ualberta.ca>
Source record: 27622

I just got a 68882 FPU installed in My Mega STE. but Gembench doesn't recognize it. Also, I haven't found ANY difference in performance with programs like Calamus, et al, that supposedly use the FPU. Am I missing something?

==========
Without Questions, there is no Truth. Doug Hohenstein
==========

654. Multiple floppy drives on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 05:18:27 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3i6kb3$6pg@cxc1.cl.msu.edu>
Source record: 27623

Has anybody done it?
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

655. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 07:42:48 UTC
From: richcsst@crash.cts.com
Message-ID: <D48LFD.LLs@crash.cts.com>
Source record: 27633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rob Stark (starkrl@aston.ac.uk) wrote:
: Hello everyone!

: Just a quickie for y'all to muse over....

: Does anyone know what the "General Purpose Output" is from the monitor port
: on an ST? I ask this because I have an RGB monitor available to me which
: has RGB connections, that's no problem, but also needs composite sync.
: Would this General Purpose Output, by any chance, be this elusive composite
: sync??? If it isn't, I'm still interested in what it is. (Atari couldn't
: have really given a more vague description, now could they!)

: I can get an I.C. from Maplins that will extract composite sync from the
: composite video output, but it costs about 5 quid, and 'cause I'm a tight
: git, I'm trying other ways first!

: Cheers for any help!

: ROB.

: --
: | There are holes in the sky |
: | Where the rain gets in, |
: | The holes are small |
: | That's why rain is thin. |
: | |
: | Spike Milligan |
: | |
: | It's my favourite poem, |
: | I hope he doesn't mind :-) |
: --
:

Rob, the "General Purpose Output" is an extra bit from the Yamaha sound chip that is not used. Atari put it to the monitor port for your use. However, it is no longer available for Falcon machines. On the Falcon it is used to toggle the internal speaker on and off.

Your composite sync is available on ST's with a modulator built in, or can be created with two resistors, two diodes, and a one transistor. The whole project to built a composite sync extractor is contained within the OVERSCAN project on most ftp sights. If you have a modulator, the the composite sync is usually on one of those pins going to the modulator. Also, pin 2 of the monitor connector has composite video (if a modulator is installed), but the sync is easily extracted with a diode.

However, before you connect this monitor, MAKE SURE IT IS COMPATIBLE WITH NTSC (or PAL if you are in Europe) sync signlas!!! Otherwise, you could blow it to the moon!

Rich

656. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 07:47:26 UTC
From: richcsst@crash.cts.com
Message-ID: <D48Ln3.M0u@crash.cts.com>
Source record: 27634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

S94 (lais@cs.man.ac.uk) wrote:

: Here's another one: What the hell is the AUDIO IN and how do you use it ???

: S.Lai

It's exactly what it says. It allows you to mix another audio signal with the monitor audio signal. It goes to the audio pre-amplifier which goes to the monitor and modulator, if you have one. IT IS NOT AN INPUT TO AN A/D CONVERTER. It's just a way to hear two things on your monitor. You could connect your modem's speaker output to this input and hear your modem on your monitor instead of the modem. This way you can control the volume.

Basically, it's not too useful.

Rich

657. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 08:29:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D48nL0.34r@cix.compulink.co.uk>
Source record: 27632

>I just got a 68882 FPU installed in My Mega STE. but Gembench doesn't
>recognize it. Also, I haven't found ANY difference in performance with
>programs like Calamus, et al, that supposedly use the FPU. Am I missing
>something?

Does GEMBench show any improvement in speed of FPU operations?

Ofir ogal@cix.compulink.co.uk
---

658. Megafile dip switch settings???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 14:42:54 UTC
From: marclaan@sterbbs.nl
Message-ID: <010450JASDDLNOBJICEY@sterbbs.nl>
Source record: 27635

```
AN>Does anyone know the DIP switch settings to set a Megafile hard drive
AN>as a second unit???

AN>Anthony
AN>--
AN>ant@mks.com Anthony C Howe
AN>Mortice Kern Systems Inc. 185 Columbia St. W., Waterloo, On., Canada, N2L 5Z
AN>"grrrrrr" - Worf
```

Anthony,
If you look under the Megafile 44 HD, you'll find three DIP-switches.
You don't need a screwdriver, they're on the outside of the case.
Number +5M+�/ ++vZ +A- + 2 and number 3 can be used to set the
ACSI-device number. Number 1 is a hardware-setting: it controlls the
second SCSI-port/connector inside the Mega 44. If you switch number 1 in
the OFF-position, you disable that secondary port.
By the way, I tried to hook up an Apple CD-ROM-player to this second
SCSI-port, but untill now without success. Don't know if there is a
hardware-reason or a software-problem (probably driversoftware).

```
gr. Marc Laan - Amsterdam - Holland
/l
/L
/l

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

659. Re: English Gemini 1.999?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 16:29:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f477212_Jesper.Kock@kockens.ct.se>
Source record: 27624

To: josk@stud.unit.no

In a strange ;) little msg Jo Even Skarstein wrote:
JES>
JES> Is there a english RSC-file for Gemini 1.999e available?
JES>

I want to know to!!! Plz.. If you get any answers.. Forward them to me.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

660. Help needed: 1.44MB disk drive circuit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 17:26:47 UTC
From: hallvart@oslonett.no
Message-ID: <3i7v0n$rqu@hasle.oslonett.no>
Source record: 27541

I'm thinking about adding a 1.44MB disk drive to my Atari STE, and through time on the net I have gathered a lot of articles in the newsgroups and email about this.

But I need to know the specifics and would like to know if someone has actually made it work, and what kind of HD/DD switcher circuit they've made.
I already have two circuits available- one with a pre-programmed GAL chip, and another simple one with a couple of TTL chips. I just don't know which one (or if there are other better circuits available) to use.

I'd like to be as flexible as possible, being able to add a 2nd drive later if I need it- either 1.44MB or 720K. I understand one of the circuits I have doesn't let me do this.

And I need to know which drive I can use. I have a Sony MPF 110-03 (720KB) drive in my STE now, and I was told that a Sony MPF-520 (1.44MB) would fit exactly the same way regarding holes for screws etc.
Maybe I could even replace the plastic front/eject "button" with my 720K's front/eject "button" so I don't need to make the eject hole in the case bigger.
Anyone got any experience with this?
I've also heard that it would be wise to use a new 16MHz oscillator instead of tapping 16MHz from the ST, as it would "confuse" the machine if I tap this signal for another source (exellerator etc).

Hallvard, Oslo, Norway

661. Slow falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 18:30:39 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3i82of$se5@dux.dundee.ac.uk>
Source record: 27625

I ram GEM_TEST earlier on Today on my F030 running NVDI. Some of the statistics were NOT very inpressive. They ranged from 29% - 1400% what exactely is going on?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

662. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 19:17:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D49HKM.L3v@cix.compulink.co.uk>
Source record: 27626

In message <3i6i97$1h9g@rover.ucs.ualberta.ca>,
dhohenst@gpu2.srv.ualberta.ca said:
> I just got a 68882 FPU installed in My Mega STE. but Gembench doesn't

You need some sort of custon chip as well. I daresay a few jumpers/links
have to be adjusted as well.

Roland.

@CiX

663. Re: Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 20:05:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBTUFEVCUP@galaxy.teuto.de>
Source record: 27627

In <792912394snz@gw6hva.demon.co.uk> Martin Vernon wrote:

>> switchable parity and those that have permanently enabled parity ?
>Off the top of my head, all the ELS series of drives have parity enabled
>but even these are configurable if you get the ICD Pro-Utils.

IIRC, all newer Quantum-drives can be configured to use parity or not. Some have a jumper (and that actually works), some have a jumper that doesn't work (!!!).

A possibility to turn off parity is by command. ICD's BOOTFIX can do that, as does Diskus, SCSI-Tools and the HDDRIVRER 4.x can do that as well (AFAIK).

However, a computer with a SCSI-bus capable of generating parity is required to doing that. Falcon and TT will be fine, as most other external adaptors, i.e. Link-II's and compatible ones.

A MegaSTE is not suitable for the job.

Hendr!K

664. Re: Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 21:33:11 UTC
From: julian@loose.apana.org.au
Message-ID: <3i8den$ljr@loose.apana.org.au>
Source record: 27628

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: hentai@eri.erinet.com (Richard Blair) writes:

: >I just got a 330 meg scsi hard drive for my Atari. Does anybody have or know
: >where I can get a driver so that I can have a large partition? It would
: >be great if I could have the entire drive 1 partition! Thanks in advance.

: 256 MB per partition are no problem at all. Every driver compatible
: with AHDI 3.00 (released in 1989) can handle this. More than 256 MB are not
: possible without some tricks unless you are working with TOS 4.0 or the
: MagiC multitasking operating system.

My old Supra SCSI to DMA adaptor will only let me use the old16 meg
partitions :-(I tried everything but no go. I now have drives A - P.
What adaptor are you using?

--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

665. Re: IBM SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 22:08:47 UTC
From: paul@xciv.demon.co.uk
Message-ID: <793231727snz@xciv.demon.co.uk>
Source record: 27629

In article <2ff_9502181537@sherwd.fidonet.org>
Rich.Tietjens@f6969.n106.z1.fidonet.org "Rich Tietjens" writes:

> I have two IBM-label SCSI drives, marked "type 0661" - I think they are 1 gig
> drives, but I'm not sure. My ancient ICD Host Adapter won't recognize them.
> Can anyone tell me if the AdSCSI+ will work with these, or if they require
> another host adapter? Or for that matter, exactly what they are?

See what connector they have, 50 and it's SCSI, a 30 and a 20 then it's
MFM/RLL, IDE is something like 40.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

666. Re: 520ST Floppy Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 23:23:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D49szI.L9z@cix.compulink.co.uk>
Source record: 27630

In message <3hsu41$kud@turing.fwi.uva.nl>, mdekker@fwi.uva.nl said:
> ai752@lafn.org (Tom Lahue) wrote:
>
> :I am getting a "0 bytes used in 0 items" message after trying to open
> any :floppy disk in my SF354 floppy drive. I had this problem before,
> but :recently everything has been working fine. Any ideas would be
> :appreciated. Private e-mail is O.K.

Either you are trying to use 720K or 1.44Mb disks - or the mechanism is
faulty.

SF354s have been obsolete in the Atari world for over 4 years now. I don't
think they have been made for 6 or so. Time to upgrade.

:-)

Roland.

@CiX

667. Re: Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-19 23:36:14 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb19.233614.10188@bradford.ac.uk>
Source record: 27631

On Fri, 17 Feb 1995 09:20:19 GMT, Uwe Seimet wrote:
: kevan@empyr.dircon.co.uk (Kevan Winch) writes:

: >Hi, Is there a file I can ftp from somewhere that will tell me which
: >models of Quantum (and other makes for that matter) SCSI drives have
: >switchable parity and those that have permanently enabled parity ?

: All Quantum drives allow parity to be switched off but the newer ones
: require special software for this. Such software is also available for Atari
: computers, at least in Germany.

ICD's Bootfix program does exactly this. However it will only run when an
ICD AdSCSI or AdSCSI+ is connected. Because these can talk to the drive
with or without parity.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

668. Getting MintNet to work

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 04:29:24 UTC
From: bgilbert@natinst.com
Message-ID: <3i95r4$7sj@falcon.natinst.com>
Source record: 27545

First off, thanks for the replies on getting BlowUp to work with MiNT 1.12, it works nicely now. My next project is getting MintNet to work properly but I am running into difficulties. I got the MintNet 0.70 package from atari archive as well as a few of the net utilities such as ping, ftp, udpprobe, etc.

Config info : Falcon030 4MB, TOS 4.04, MiNT 1.12

My first problem is that MiNT does not load (it just hangs) if I put SLIP.XIF in my mint directory, or if there are no .xif files at all in the mint directory. The only way I can get it to work is to put dummy.xif in the mint directory. I didn't see this mentioned in the docs anywhere and earlier versions of MintNet didn't seem to even have the dummy.xif file. Also, the version of 'route' which came with the net-070 package just crashes on my machine reporting "killed" immediately and dumping me back to the shell, no matter what parameters I pass to it. I ftp'ed net-056 and the version of route included with that doesn't seem to have the same problem.

My other problem is with ifconfig. I have the following lines in my rc.net file which I execute at startup :
ifconfig lo0 addr 127.0.0.1 up
route add 127.0.0.0 lo0

Everything seems to work fine and when I run route without arguments it says the network is up. However, if I try to do ping or udpprobe (or ftp, telnet, etc), the particular program always crashes and reports "illegal instruction". I know it is not a problem with the application programs, since if I don't run ifconfig or route, the programs run successfully (and the nameserver searching works) but just report "network is unreachable" as I would expect. I don't know what else to do because I have set everything up according to the MintNet docs and all I get is programs crashing when I try to test the loopback interface.

Any help would be greatly appreciated! I know it should be possible to get this working, and I feel I am so close but maybe there is some crucial point I am missing out on. I would love to be able to do FTP and Lynx and X from home (although I am having problems with the X port also but I will save that for a later day :).

Regards,
--
--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments

Austin, TX

669. Re: Uniterm and ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 06:55:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3i9edf$s2r@golem.wcc.govt.nz>
Source record: 27636

In article <D45v68.4pq@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>The ONLY ZMODEM TO USE is GSZRZ228, if you like it you can get a later version
>>5.4 I think for 40DM...
>
>It's funny Roger because when I said the same thing last year you kept on
>insisting that it was no good and required a shell.

Yes but to use all its good feature you do need a shell, one or two things
that come to mind is Batch uploads, not very easy with out some form of shell,
the other is the ESC command option, this some times is needed to be turned on,
and the resume option...

If fact I found a shell some time back included with some other
comms program, but only had some features, it was called GSXRX19
from memory, but my copy is stuffed, one of those problems when you
use cheap floopy disks...

I still stand on what I posted, it still needs a Shell to get the most out of
it...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

670. Re: Help needed: 1.44MB disk drive circuit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 09:08:19 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2002950908190001@ngalm099.gal.nt.com>
Source record: 27637

In article <3i7v0n$rqu@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) wrote:

> I'm thinking about adding a 1.44MB disk drive to my Atari STE, and through time
> on the net I have gathered a lot of articles in the newsgroups and email about
> this.
>
> But I need to know the specifics and would like to know if someone has actually
> made it work, and what kind of HD/DD switcher circuit they've made.

I tried this on a STFM, using the simpler logic switcher circuits. I tapped the clock off the Shifter 16 Mhz output (buffering it will help) & used a Teac 1.44 meg floppy. The results:- I got it to read 1.44 meg floppies o.k, but could never get a reliable format or write operation.

I had a WD 1772-02-00 chip in the STFM, If I had swapped this for an AJAX it might have worked. Still, you never know until you try.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

671. Ibm scsi drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 10:20:25 UTC
From: david.gostl@sstar.com
Message-ID: <9502200420.063IP00@sstar.com>
Source record: 27638

```
NN> I have two IBM-label SCSI drives, marked "type 0661" - I think they
NN> are 1 gig drives, but I'm not sure. My ancient ICD Host Adapter
NN> won't recognize them. Can anyone tell me if the AdSCSI+ will work
NN> with these, or if they require another host adapter? Or for that
NN> matter, exactly what they are?

Hi Rich. Wanna sell one of those drives ? I mean if you can determine
that they work. I got the ICD Link but no SCSI drive yet.
Don't know if I can get your reply here, though. This message might
not even get out :-( Dave
```

• MMST 2.99|R: If you drink, don't park....accidents can cause people.

672. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 14:01:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ia7bp$no6@percy.cs.bham.ac.uk>
Source record: 27639

root@icon.pp.se writes:
>In <3hmb0f$l8@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>> What fileselectors supports the long filenames?
>
>I`ve heard that BoxKite supports long filenames, but I haven`t been
>able to locate it. MFSFM (Marcus` FileSelector For Mint?) has excellent
>support for long filenames and the U-drive.

Boxkite is around at hensa (I think), or possibly uni-stuttgart. But
I've just got hold of, and registered, Freedom - a non-modal file
selector which happily works with long filenames and stuff. A very
cool FS, IMHO.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

673. Re: Papyrus Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 14:05:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ia7jt$nsc@percy.cs.bham.ac.uk>
Source record: 27640

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>My version of Papyrus keeps crashing when running under MiNT 1.12
>Firstly it wont let me print in the background then about 50% of the
>time is says it cannot find the MEMORY.SYS file, so I then have to
>exit Papyrus and reload it to get it to work. Then as if that isn't
>enough it frequently tells me I have more than 255 font families. In
>reality I have about 12.

No, it doesn't background print under Mint :-(

As for the rest, this is mysterious. Perhaps you are running out of
Speedo cache, or your papyrus.inf file is corrupt.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

674. Re: Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 15:22:01 UTC
From: alfasoldt@aol.com
Message-ID: <3iac2p$ijj@newsbf02.news.aol.com>
Source record: 27542

> I just got a 330 meg scsi hard drive for my Atari. Does anybody have
> or know where I can get a driver so that I can have a large partition?
> It would be great if I could have the entire drive 1 partition!

ICD supports 512MB partitions. I use that size.

Al Fasoldt, Systems Editor, Syracuse Newspapers

675. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 16:25:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBURBGUUUP@galaxy.teuto.de>
Source record: 27543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3hviv9$1me@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>I tried running HSMOD stuff after Mint (and in various combos)
>I think you have to run HSMODEM *after* Mint, ie ignore what the
>HSMODEM docs say. The MintNet docs may be of some help to you.

Hmmh Chris,

I'm a little confused ATM, you're both saying the same, aren't you? Take a look:

------------------------------cuthereplease------------------------------
MiNT

If DRVIN and the drivers are started before MiNT only a little of the functions will remain. That's why DRVIN and the drivers should be started after MiNT. In this case all functions are realized as under TOS, but no more. Redirections and sleep and other plays are impossible with this file handles. I don't know whether the AUX-device switching for the aktual process will continuosly work. I use neither MiNT nor MultiTOS. As long as no MiNT freak is to be found who takes over the adaption and support, no special versions for MiNT will exist.

------------------------------cuthereplease------------------------------

However, s. o. on a German newsgroup said to start HSM _before_ MiNT. But your mileage may vary ...

>Work: C.Ridd@imc.exec.nhs.uk

Mr. Hotshot ;-))

Hendr!K

676. Re: Falcon SCSI-problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 16:27:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBURBGUXUP@galaxy.teuto.de>
Source record: 27544

In <D44AD7.9K3@cix.compulink.co.uk> "Roland Givan" wrote:

>All the drives chaeck out fine and for once my termination *is* correct

Sure ;-)?)

>I'm one version behind on the MINIXFS, and several on the ICD Pro stuff
>so I'm not getting exited about this problem. Maybe it can be solved - but

Could be a solution. I'm guessing timing-problems here.

>I thought the AdSCSI+ adaptor could handle parity - and surely The Link
>2 can. Whether this parity gets passed back to the host machine is not

I have a Link-II from Hard & Soft, this one can handle parity, too.

Hendr!K

677. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 16:58:23 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.2.0010F9A6@cam.ac.uk>
Source record: 27552
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

In article <D3pJqJ.970@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>I think the NE2000 is _really_ hardware-compatible so it works fine
>>with a clone card for about 60-70 Deutschmarks :-)

>Okay - its just that according to the PC Linux stuff I've read - not all
>NE2000 clones are quite 100% - and therefore not all of them will work.

I think the clones are pretty compatible if they work at all, but some PCs seems to be fussy about what cards are used.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\ / \\ ark Baker
/ \\/ \\ ** If at first you don't succeed, call it DOS 6.2 **

678. Re: Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 17:03:10 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.3.00110E01@cam.ac.uk>
Source record: 27565

In article <1995Feb9.213036.17226@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>On the subject, I also fitted the OVERscan mod, exactly as detailed in the
>file, but this too is a big failure - although it does do something, it
>does not do what it should!

It works fine on my system. I must admit I don't use it much now though.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\ / \\ ark Baker
/ \\/ \\ ** If at first you don't succeed, call it DOS 6.2 **

679. BOMBS!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 19:01:37 UTC
From: werner@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3iaouh$na1@infosrv.edvz.univie.ac.at>
Source record: 27547

I have a TT030 with 4MB of ram, a 48MB HD and a 19'' SM194 monitor.
This is the hardwareconfiguration a I bought it two three years
ago. Now when I worked with my system I got the message of a bus-error
on the screen and the system chrashed. When I tried to switch the system
off and on the system reported immediatelly 2 BOMBS, when pressing
the reset-button the harddrive came up but when the mouse from the
GEM-desktop was visible the system chrahed again with bombs. After
some further attempts to restart
irregular pattern came onto the screen, which were changing
when I moved my fingers towards the serial ports at the back-panel.
When I turned the system of for the weekend it worked again.
Do I have defect memory or is something wrong with graphics-hardware?
Has anybody an idea how to solve this big problem?

680. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 19:08:32 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.6OruBb1ZUDI@icon.pp.se>
Source record: 27546

In <3i6i97$1h9g@rover.ucs.ualberta.ca>, dhohenst@gpu2.srv.ualberta.ca (Doug Hohenstein) writes:
> I just got a 68882 FPU installed in My Mega STE. but Gembench doesn't
> recognize it. Also, I haven't found ANY difference in performance with
> programs like Calamus, et al, that supposedly use the FPU. Am I missing
> something?

You are probably missing the GAL that is needed to get the FPU to
work in the MSTE. Check with your Atari-dealer if he can supply
you with the neccessary chip.

If you have the GAL then maybe you have a faulty motherboard. :-(

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

681. Re: Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 19:11:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBUTCDWTUP@galaxy.teuto.de>
Source record: 27548

In <3i3p4o$nt0@loose.apana.org.au> Julian Gifford wrote:

>: The LPS and Lightning can certainly disable parity and the EPS as well (I
>: All you need to find is a link on the circuit board that says,
>: PO (Parity option) or EP (Enable parity) and remove the link.
>: Parity is disabled. Simple :-)

Just to make sure, _some_ of the LPS drives do not recognise the PO-jumper
correctlym due to a bug in the firmware.

My LPS 270S with firmware 5909 is such a model. Newer version are around.
Enabling parity via command is the only option with these drives.

Updates of the firmware ought to be possible, but the drive has to be returned
to Quantum ...

I am not aware of the latest Lightning or Mavericks. Do they have jumpers at all?

Hendr!K

682. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 19:13:30 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4BC2J.Kry@cix.compulink.co.uk>
Source record: 27549

In message <3i6i97$1h9g@rover.ucs.ualberta.ca>, dhohenst@gpu2.srv.ualberta.ca said:

>I just got a 68882 FPU installed in My Mega STE. but Gembench doesn't
>recognize it. Also, I haven't found ANY difference in performance with
>programs like Calamus, et al, that supposedly use the FPU. Am I missing
>something?

Could be.

IIRC, some Mega STe need an additional dual in line IC, known as a GAL, to be
fitted alongwith the FPU. Is there an empty dual in line socket near the FPU?

Barry wilsontjb@cix.compulink.co.uk

683. LINUX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 19:40:41 UTC
From: pblagay@xmission.xmission.com
Message-ID: <3iar7p$cfc@news.xmission.com>
Source record: 27550

Does anyone know if a version of the kernel is available yet or when it will be available, that works with Falcon SCSI.

When I run the kernel it recognises the SCSI drives I have attached (I dont have an internal IDE) but then it gives me:

Unrecognised HD interrupt and hangs.

I read that in an earlier version of the kernel there was a problem with interrupts on the Falcon SCSI, so I guess it has still not been resolved.

I really dont want to waste money on a trashy internal IDE unless I really have to.

Please, if anyone knows of a way to solve this or has any info to Linux working on my SCSI Falcon mail me a.s.a.p

Thanks in advance

Paul Blagay

684. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 20:57:03 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3iavmv$54o@mars.fb1.fhtw-berlin.de>
Source record: 27553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As long as no "MiNT-Freak" deals with the necessary small adapter between
my drivers and MiNT, there will be no MiNT-support.

harun@linux.fb3.fhtw-berlin.de
(I know that the TIN posts a bad address)

685. Enhanced joystick port pinout?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 21:44:22 UTC
From: veifler@cs.tamu.edu
Message-ID: <3ib2fm$fts@news.tamu.edu>
Source record: 27551

```
Does anyone know the pinout of the Enhanced joystick port on
the STe or Falcon?
-Kris
--
------------------------------------------------------------------------------
Kristopher Eifler veifler@cs.tamu.edu

------------------------------------------------------------------------------
```

686. Re: Multiple floppy drives on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 23:12:24 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3ib7ko$g3f@holly.cc.uleth.ca>
Source record: 27557

In article <3i6kb3$6pg@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
>Has anybody done it?
>--

I think I remember hearing something about SCSI floppy drives a while
back, but I don't remember the details. I'd guess that you could use a
floptical connected to the SCSI 2 port, it can read normal floppies. I guess
I've never really understood why a person would want to though...

Jon

687. ST mouse troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-20 23:28:45 UTC
From: dave@minuet.demon.co.uk
Message-ID: <AB6ED62D966847A05@minuet.demon.co.uk>
Source record: 27558

Greetings Atari people.

First the apology.

I am not an Atari user nor a regular reader of this group so if the
following question is in a FAQ somewhere or was answered in the near past
etc. I'm very sorry.

Now the question

A non net using friend with an STE1040 has a mouse problem. At random, he is unable to move the pointer left to right. Up and down is OK. This can happen any time from just after power-up to 4 hours plus into a session. He has tried the basic things like checking leads and buying another mouse. Rebooting gets control back.

The odd thing is, it only happens seems to happen to him! Other people use his machine with no problems. His current thoughts are that static is to blame but this does seem a bit unlikely.

Is this a known problem on STs? (In the Mac world there was a bad batch of mice some time ago).

Any help please. Email would help.

Thanks in advance for your wisdom

Dave.

688. ikbd scan code vector

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 00:24:28 UTC
From: mua01apa@gold.ac.uk
Message-ID: <D4BqGt.HLJ@gold.ac.uk>
Source record: 27554

--
where's the vector for scan codes from the ikbd?
I've got documentation (kbdvbase) for mouse packets,
joystick data, midi, clocks, but basic key presses?

My software provides the severely disabled with access
to TOS machines, and I'm now providing an alternative
keyboard access - only I can't emulate the keyboard key
presses.

Any info would be extremely useful.

Thanks,

Anthony Aldridge

****
* Anthony Aldridge *
* *
* Music Department *
* Goldsmiths' College *
* University of London *
* UK *
* *
* email mua01apa@gold.ac.uk *
****

689. ?Bad Computer Test

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 05:07:29 UTC
From: egg@yolk.demon.co.uk
Message-ID: <793343249snz@yolk.demon.co.uk>
Source record: 27555

I ran a test on my Atari 520St, 4Meg ram the other day. Everything is running at 100% except for the Gemdos File which is running at 75% You see, (This is embarrassing) I accidentally tried to load a Tos 2 disk which somebody gave me and it crashed. After that, I noticed the machine took a long time to boot up the main screen whenever I turned it on. So, I ran the test and was bitterly disappointed because my machine used to run at better than 100% (sob) What have I done? Is there anything I can do? :-(
Suggestions greatly appreciated.

--
The Egg
Replies to:
egg@yolk.demon.co.uk

690. Info on MiNT, please!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 05:27:44 UTC
From: abstract@wam.umd.edu
Message-ID: <3ibtkg$2u5@cville-srv.wam.umd.edu>
Source record: 27556

Okay, so I'm a little behind, I guess, but what is MiNT and what use is it? Any info would be most useful and most appreciated... Thanks in advance!
--Lunatic

691. atari Mega ST2 and dvicopy

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 07:20:43 UTC
From: janssen@ph.tn.tudelft.nl
Message-ID: <janssen.793351243@deneb>
Source record: 27578
Cross-posted to: comp.text.tex,comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone provide me with a (compiled) version of dvicopy for
the Atari Mega ST2?

Thanks a lot,

Rik Janssen
(janssen@ph.tn.tudelft.nl)

692. Re: Harddisk on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 07:21:41 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb21.072141.13188@rhrk.uni-kl.de>
Source record: 27570

werner@bmtp.akh-wien.ac.at writes:

>I have a TT030 with a 40MB internal harddisk, I am going to install
>linux on it and then disc-space will become small. Is it possible to
>install any scsi-harddisc as internal harddisc? Are there any limitations
>in size?

Yes, this is possible since the TT has a standard SCSI bus. Nevertheless
there are a few drives TOS cannot boot from because these drives require
hard disk drivers with bus arbitration support. TOS does not support this
and thus can't boot from such drives (especially Quantum Empire 1080S). As
external drives such drives work well if you use a hard disk driver that
supports bus arbitration (i. e. HuSHI or HDDRIVER).

```
******************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
******************************************************************************
```

693. Re: Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 07:23:15 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb21.072315.13290@rhrk.uni-kl.de>
Source record: 27569

julian@loose.apana.org.au (Julian Gifford) writes:

>My old Supra SCSI to DMA adaptor will only let me use the old16 meg
>partitions :-(I tried everything but no go. I now have drives A - P.
>What adaptor are you using?

The adapter has nothing to do with partition sizes. It depends on the
software you are using and on nothing else.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

694. X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 09:38:17 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-210295103817@mac124.nmus.pwf.cam.ac.uk>
Source record: 27579

Sorry, still can't get it to work. Here is where I am at:

Problem: run xinit and it replies that font fixed can't be found.

Set up:

fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}

$X11 is /

The case of the dirs is all as it is in the zoo arc.

Any thoughts?

srp

695. TOS and the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 09:47:30 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3iccribtg1@perth.DIALix.oz.au>
Source record: 27559

Hello all you people out there in net land, I have a problem that I'm sure someone out there can help with...

I opened my BIG mouth to a friend the other day and stated that I had seen a posting on this newsgroup about a BUG FREE TT TOS file (or almost bug free) that was available via FTP that would allow those of us with a Eprom burner to upgrade !!!!

Was I dreaming ???? I have been through all my files and can not find it (I was sure I saved it, cos it was of interest) Is there such a file ????

I think it was on a German FTP site but like I said maybe I was dreaming !!

If anyone else saw the post (and maybe saved it) could you please advise....

Thanks in advance.....TTFN
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

696. Re: Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 11:29:15 UTC
From: myllea@rsd.bel.alcatel.be
Message-ID: <3iciqb$edh@btmplq.god.bel.alcatel.be>
Source record: 27560

> ...
> The only problem I can think this could cause would be with faulty Midi
> equipment - the ST no having opto-isolators on the serial port.
> ...
> How is the serial port accessed within Cubase?

I am currently using a 1040STE, using the serial port as a second MIDI-out.
The cable connects the serial port's TX with the MIDI-IN through a 1K2 resistor :

DB25-pin1(GND) to MIDI-pin2
DB25-pin2(TX) to MIDI-pin4 through a 1k2 resistor
DB25-pin7(SIG_RTN) to MIDI-pin5

Don't worry about the optocoupler, since this one is already present at the
MIDI-IN port of your sound module (or whatever).
A MIDI-out port doen't require an optocoupler.
To use the 2nd port with CUBASE, you need to install a driver 'xport.drv'
in the MROS folder.

I figured out this only works with a 1040STE, not with my old 1986 STFM.
This depends on the output drive capability of the serial port, which should
be enough to drive the LED of the optocoupler in a saturated 'ON'-state (10mA min).
Some Atari's serial ports don't meet this requirement.

Andre
myllea@rsd.bel.alcatel.be

697. Caches and DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 13:33:35 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3icq3f$eve@m1.cs.man.ac.uk>
Source record: 27561

Hi, just a little techie question....

What does the 030's cache do about other DMA devices changing memory that it has in the cache? eg. If the MMU decided that a given location should be stored in the cache, and the BLiTTER then changed the contents of the location.

Would the CPU notice the change, or would it not be changed until the cache was flushed???

This also applies to memory mapped IO....

Cheers

Anthony

698. Re: LINUX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 14:20:37 UTC
From: hn@informatik.rwth-aachen.de
Message-ID: <3icsrl$9cg@news.rwth-aachen.de>
Source record: 27562

pblagay@xmission.xmission.com (PBLAGAY) writes:

>Does anyone know if a version of the kernel is available yet or when it
>will be available, that works with Falcon SCSI.

>When I run the kernel it recognises the SCSI drives I have attached (I
>dont have an internal IDE) but then it gives me:

>Unrecognised HD interrupt and hangs.

You have to change some defines in drivers/scsi/atari_scsi.h:
#define I_HAVE_OVERRUNS 3
#define CAN_QUEUE 1

This should give you a SCSI which is quite slow but works if you are using
SCSI only (SCSI *and* IDE produce problems).
--
Helmut Neukirchen "Harry, manchmal hasse ich meinen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrik)
<A HREF="http://www-users.informatik.rwth-aachen.de/~hn/">My WWW homepage</A>

699. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 15:33:34 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3id14e$c4j@amazon.cs.duke.edu>
Source record: 27567

From the Holy Book of <3ia7bp$no6@percy.cs.bham.ac.uk>
as spake by C.J.Ridd@cs.bham.ac.uk (Chris Ridd) :
>Boxkite is around at hensa (I think), or possibly uni-stuttgart. [...]

Could you or anyone else perchance provide a complete path for this?
I've checked both of these sites, and every other site mentioned in
connection with Boxkite, and I haven't found it yet.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

700. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 16:42:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBVRAGVJUP@galaxy.teuto.de>
Source record: 27563

In <3i6i97$1h9g@rover.ucs.ualberta.ca> Doug Hohenstein wrote:

>I just got a 68882 FPU installed in My Mega STE. but Gembench doesn't
>recognize it. Also, I haven't found ANY difference in performance with

Did you put in the required GAL (PAL?) as well?

>programs like Calamus, et al, that supposedly use the FPU. Am I missing

AFAIK, Calamus doesn't use the FPU anyway (but I could be wrong on this one).
Kandinsky comes with a special FPU-version.

Hendr!K

701. Re: ST mouse troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 16:47:18 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D4Czyu.GrB@freenet.carleton.ca>
Source record: 27585

It is most likely broken solder joints where the mouse plugs into
the 9-pin socket under the keyboard.

To repair this, you can either swap keyboards with someone OR
you can disassemble the keyboard (lots and LOTS of tiny screws)
and resolder all the connection joints. Watch the pads when you
are reassembling!

Hope this helps.

Randy Kwak

702. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 17:14:38 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <42a_9502211930@sherwd.fidonet.org>
Source record: 27573

In a message of 11 Feb 95 11:41:26, Richard John Kelsch wrote:

RJ> Newsgroups: comp.sys.atari.st.tech
RJ> From: richcsst@crash.cts.com (Richard John Kelsch)
RJ> Organization: CTS Network Services (CTSNET), San Diego, CA
RJ>
RJ> Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:
RJ>
RJ> : I just saw Supar 14.4 External fax/data modems for $139 Canadian! (This
RJ> : was at a store that normally seems to overcharge, Compucentre). Any
RJ> : problems with these Supras? Are they as reliable as the USR's? Whjat
RJ> : about particular problems using them with Atari term progs or with
RJ> : Straight Fax?
RJ>
RJ> Supra's are FAR superior to USR's in every way. Especially their 28.8
RJ> models. Believe me, I know from experience. Besides, they've got that
RJ> nifty little digital display thingy :).

Not all of them, Rich. The FaxModem v.32bis has the display, yes. However, the 144LC has no display, and I think it's Class 1 fax only (which is far inferior to Class 2, IMHO). That's a good price for a 14.4k modem alone, though, so I'd snatch it up if I needed to upgrade from a slower modem.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

703. Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 17:22:50 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <42c_9502211930@sherwd.fidonet.org>
Source record: 27574

In a message of 12 Feb 95 14:40:48, Richard Morris wrote:

RM> From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
RM> Organization: My house
RM> Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
RM>
RM> Does anyone know how people that use the cart. port, get around having no
RM> R/!W line? And also, for that matter, why is there no address 0 line
RM> connected? So you're limited to 1/2 the area?

All access to the cartridge is done at even addresses, so there's no point in using the A0 line. You get data a word at a time. It would seem that selecting an address that can be readily decoded in hardware would allow you to create a R/!W port by toggling modes.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

704. Re: Monitor Agony!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 17:24:08 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <42d_9502211930@sherwd.fidonet.org>
Source record: 27575

In a message of 11 Feb 95 03:18:42, Andy Ball wrote:

AB> From: Andy.Ball@cbbs.centron.com (Andy Ball)
AB> Newsgroups: comp.sys.atari.st.tech
AB> Organization: CC-NET BBS
AB>
AB> RJ > I've come across an old monitor that has a painful(!)
AB> > resemblance to Atari's sm124
AB> RJ > It doesn't have the 13 pin atari monitor plug, only a nine-pin
AB>
AB> It sounds like a Hercules/MDA monitor (ie 5151 compatible), a mono VGA
AB> one would have 15 pin mini-D. 5151 types run at 18 KHz and you need
AB> (I'm told) 35 KHz for the ST (VGA is 31 KHz).

The Atari ST/TT needs 15.75 kHz horizontal sync. VGA is 31.5 kHz. I've no
idea what runs at 35 kHz.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

705. Re: Uniterm and ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 17:30:40 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <42e_9502211930@sherwd.fidonet.org>
Source record: 27576

In a message of 13 Feb 95 16:50:46, Roger Sheppard.. wrote:

RS> From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
RS> Newsgroups: comp.sys.atari.st.tech
RS> Organization: Wellington City Council, Public Access
RS>
RS> >Grab the latest version of Freeze Dried Term. It includes a
RS> >Zmodem program. Don't register it though. Aaron Hopkins does not
RS> >support this program.
RS>
RS> Well Yes if you have a Hole in your Head...!!

Roger, I like sz and rz, too, but I don't find it necessary to insult anyone
who disagrees with me. Were you ever toilet-trained?

RS> The ONLY ZMODEM TO USE is GSZRZ228, if you like it you can get a later
RS> version 5.4 I think for 40DM...

Of course, XYZ.TTP version 2.02b is the latest from STarfall software, and is
US$10 to register (although there's very little chance of an update, since I
think I may be the only registered user in the world).

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

706. Re: DMJ GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 17:31:40 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <42f_9502211930@sherwd.fidonet.org>
Source record: 27577

In a message of 11 Feb 95 11:46:24, Ansy Maccallum wrote:

AM> From: Ansy Maccallum <mindbomb_bbs@delphi.com>
AM> Newsgroups: comp.sys.atari.st.tech
AM> Organization: Delphi (info@delphi.com email, 800-695-4005 voice)
AM>
AM> Peter Gueckel <peterg@nucleus.com> writes:
AM>
AM> >Does anyone out there use the program DMJ GIF? ...
AM> >The dmj program is dated 1991, and I would like to register my copy, but
AM> >I don't know if Damien Jones is still out there in the Atari community.

Damien is alive and well. I spoke to him Saturday at the Atari Safari in Houston, TX, USA. He's currently living in Florida, but I'm afraid I don't know his snail address. You should be able to reach him via GEnie at djones@genie.geis.com (I think - it might be dmj@genie.geis.com)).

AM> Testdrive Speed of Light 3.x before you commit, it is still actively
AM> developed

So is anything from Damien (DMJ).

AM> DMJ's looks a lot slicker, but is kinda slow...

DMJ GIF is _deliberately_ slow in the unregistered version. The registered version is more than 3x as fast.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

707. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 19:30:08 UTC
From: bgilbert@natinst.com
Message-ID: <3idf00$klo@falcon.natinst.com>
Source record: 27564

In article <srp20-210295103817@mac124.nmus.pwf.cam.ac.uk>,
Steve Payne <srp20@cam.ac.uk> wrote:
>Sorry, still can't get it to work. Here is where I am at:
>
>Problem: run xinit and it replies that font fixed can't be found.
>
>Set up:
>
>fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}

The fonts should be in /usr/lib/X11/fonts (at least that is where I have
them and that's where they were in the archive). I had a couple similar
problems like this, which were :
1) For some reason, my Speedo font directory was named "speedo"
instead of "Speedo" which is the correct name.
2) I had /usr/lib/x11 instead of /usr/lib/X11

I guess these are both problems with the case of my file and directory
names (I had the same problem with "x" vs. "X") which was not supposed
to be a problem but maybe my version of zoo is weird or something.

Regards,
--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments
Austin, TX

708. WANTED Maxon EPROM Programmer software.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 19:36:47 UTC
From: ginjocky@ginjocky.demon.co.uk
Message-ID: <793395407snz@ginjocky.demon.co.uk>
Source record: 27584

Does anybody have a copy of the Atari Maxon EPROM programmer software(English)
version as I only have the German language edition. Or if someone in London
has a EPROM programmer they can do two BIOS EPROMs I need blowing.
--
Ginjocky

709. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 21:16:48 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <793401408snz@bigbox.demon.co.uk>
Source record: 27566

> Sorry, still can't get it to work. Here is where I am at:
>
> Problem: run xinit and it replies that font fixed can't be found.
>
> Set up:
>
> fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}
>
> $X11 is /
>
> The case of the dirs is all as it is in the zoo arc.
>
> Any thoughts?

Have you set UNIXMODE to /ru ?
Also, you may want to move the X11 directory to /usr/bin from /usr/local
(IIRC).

The way I run X now is:

```
pty
kbd -n
X &
twm &
xterm
```

It seems to work better like that (though it still crashes a lot).

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

710. Re: Info on MiNT, please!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 21:33:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <793402380snz@bigbox.demon.co.uk>
Source record: 27568

> Okay, so I'm a little behind, I guess, but what is MiNT and what use is
> it? Any info would be most useful and most appreciated... Thanks in
> advance!

MiNT is an extension to TOS, providing multitasking (only of TOS programs without MultiTOS), extended filesystem support (ever fancied long, case sensitive file names?), multiuser support, and many other things. I'd recommend to everyone to start using it. Even if you don't use it yourself, it will encourage more programmers to use its features and so we'll all benefit in the end.

Oh, BTW, it is owned by Atari and so isn't just some unofficial hack.

"MiNT is Now TOS"

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

711. Re: IBM SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 21:56:15 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3idnhv$6g4@fred.netinfo.com.au>
Source record: 27571

Rich Tietjens (Rich.Tietjens@f6969.n106.z1.fidonet.org) wrote:
: I have two IBM-label SCSI drives, marked "type 0661" - I think they are 1 gig
: drives, but I'm not sure. My ancient ICD Host Adapter won't recognize them.
: Can anyone tell me if the AdSCSI+ will work with these, or if they require
: another host adapter? Or for that matter, exactly what they are?

If you call IBM I'm sure they will be helpful.

712. Re: NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-21 23:39:18 UTC
From: theo@mailmak.ping.de
Message-ID: <950221740@mailmak.ping.de>
Source record: 27572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ekBL.e6uAAe_rsOQ@icon.pp.se>,
Daniel Eriksson <root@icon.pp.se> wrote:
>In <D4425F.tB@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>>
>> > Has anyone tried GNUS under emacs? I tried it yesterday under
>> > emacs 19.28 on my MiNTNet-box, but unfortunately it didn`t work
>> > since I was thrown out from the NNTP-host due to lack of
>> > privilegies.
>>
>> Where can I get a full port of emacs with the lisp stuff and everything?
>> Does emacs net programs like rmail and gnus run with mint-net?
>
>I don`t think there are any binary distributions of emacs 19
>available, but if you feel up to it you could compile it yourself.
>Patches has been distributed over the MiNT mailinglist and if you
>want I can provide you with a copy.
>
>I just tried to run gnus over MiNTNet and it worked just fine.
>Didn`t try rmail though.

Why not use Lynx for reading News ? Just set the Enviroment-Variable
NNTPSERVER=<your NNTP-Server> and invoke Lynx with "lynx news:<newsgroup>".
It always worked fine, when i tried it. Anyway, i compile an nntp-able Version
of TIN for MiNT. Perhaps i can send it to the Net.....

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

713. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 00:50:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4DMC8.547@cix.compulink.co.uk>
Source record: 27493

In message <srp20-210295103817@mac124.nmus.pwf.cam.ac.uk>, srp20@cam.ac.uk said:

> Sorry, still can't get it to work. Here is where I am at:
>
> Problem: run xinit and it replies that font fixed can't be found.
>
> Set up:
>
> fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}
>
> $X11 is /
>
> The case of the dirs is all as it is in the zoo arc.
>
> Any thoughts?

I have *exactly* this same problem! :-(

I even check the X-windows system we have at work to compare directory paths. It looked much the same as my MiNT one.

:-(

Roland.

@CiX

714. 68000 instruction times

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 02:14:00 UTC
From: jyoung57@delphi.com
Message-ID: <B275sNQ.jyoung57@delphi.com>
Source record: 27580

Hi,

Can anyone offer a location on the net that contains a listing
of the clock cycles for the 68000 instruction set.

Thanks.

Emial
jyoung57@delphi.com

715. Re: Multiple floppy drives on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 03:34:31 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3iebc7$g8t@cxc1.cl.msu.edu>
Source record: 27582

brenjb@hg.uleth.ca writes:

>In article <3i6kb3$6pg@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:

>>Has anybody done it?

> I think I remember hearing something about SCSI floppy drives a while
>back, but I don't remember the details. I'd guess that you could use a
>floptical connected to the SCSI 2 port, it can read normal floppies. I guess
>I've never really understood why a person would want to though...

Yeah, I knew about that but the cost is prohibitive for the sole purpose of
having a B: drive. I guess what I'm hoping is that there's someone out
there who has found a way to put two 1.44Mb drives in the same space one
drive currently takes up, and have them addressed as A: and B:. Wishful
thinking, I know, but ya never know!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

716. Re: LINUX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 04:03:32 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.5KG6fnaOKI2@icon.pp.se>
Source record: 27581

In <3iar7p$cfc@news.xmission.com>, pblagay@xmission.xmission.com (PBLAGAY) writes:

> Please, if anyone knows of a way to solve this or has any info to Linux
> working on my SCSI Falcon mail me a.s.a.p

You should try the precompiled vmlinux PL4 (minor patch #39) that is
available from ftp.phil.uni-sb.de:/pub/atari/linux/getting_started/vm*.

IIRC the precompiled vmlinux-image lacks ACSI and IDE support, but that
shouldn`t be a problem for you. :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

717. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 06:31:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ielot$obp@golem.wcc.govt.nz>
Source record: 27583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D48LFD.LLs@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
>Rob Stark (starkrl@aston.ac.uk) wrote:
>: Hello everyone!
>
>: Just a quickie for y'all to muse over....
>
>Your composite sync is available on ST's with a modulator built in, or
>can be created with two resistors, two diodes, and a one transistor. The
>whole project to built a composite sync extractor is contained within the
>OVERSCAN project on most ftp sights. If you have a modulator, the the
>composite sync is usually on one of those pins going to the modulator.
>Also, pin 2 of the monitor connector has composite video (if a modulator
>is installed), but the sync is easily extracted with a diode.

Been thier done that, it does not work, you need line sync during
the Frame sync period, you have to use EOR gate...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

718. Convert Atari->Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 08:16:31 UTC
From: p.vass@magnet.at
Message-ID: <1704062974.381954@magnet.at>
Source record: 27496

Hi!

Please who could help me? I have problems to open some Atari-formatted disks with my Mac. I m using the Atari as well as the Mac for sequencing.
It works with my one Atari but it s a 1040 mega ST F FM E , cause I did a lot of tuning. I think the problems are the different TOS s.

Greetings and thank you,

Paul.

719. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 10:32:36 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.6.000A8B66@cam.ac.uk>
Source record: 27491

In article <3ia7bp$no6@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Boxkite is around at hensa (I think), or possibly uni-stuttgart. But
>I've just got hold of, and registered, Freedom - a non-modal file
>selector which happily works with long filenames and stuff. A very
>cool FS, IMHO.

Where can I get this from?

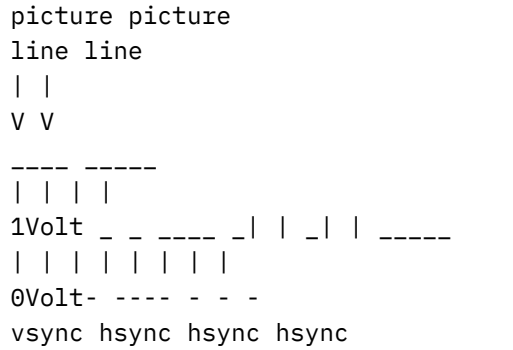
--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\ / \\ ark Baker
/ \\/ \\ ** Reality is an illusion caused by alcohol deficiency **

720. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 11:59:04 UTC
From: davef@aragorn.inmos.co.uk
Message-ID: <3if8u8$las@lion.inmos.co.uk>
Source record: 27509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3i2556$56r@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
|> There is a composite synchro signal on the monitor connector (pin 2).
|> The GPO pin is connected on bit 6 of port A of the PSG (I think it could be
|> used as an input despite its name - General Purpose Output).
|>

I believe that the composite signal on pin 2 is actually contains composite video i.e. it contains composite sync information as well as picture info.



You may find that the composite video signal can be connected to a monitors composite sync input (requiring the same timing but TTL levels and no picture information) and the monitor will sync up to it. Try it and see.

+--------------------------(Dave Foy)-------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@inmos.co.uk |
+----------------------(+44 454 616616 X526)-------------------------+

721. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 12:04:05 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.43.000C11D5@cam.ac.uk>
Source record: 27586

In article <mnb20.6.000A8B66@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
>In article <3ia7bp$no6@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris
Ridd) writes:
>>Boxkite is around at hensa (I think), or possibly uni-stuttgart. But
>>I've just got hold of, and registered, Freedom - a non-modal file
>>selector which happily works with long filenames and stuff. A very
>>cool FS, IMHO.
>Where can I get this from?

It is at HENSA in the TOS directory - use a WWW browser to get it - its easier
than anything else.

Adrian (apb25@cam.ac.uk)

722. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 13:18:46 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <3ifdjm$gh4@hpsystem1.informatik.tu-muenchen.de>
Source record: 27497

In article <D4DMC8.547@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan")
writes:
|>
|> In message <srp20-210295103817@mac124.nmus.pwf.cam.ac.uk>, srp20@cam.ac.uk
|> said:
|> > Sorry, still can't get it to work. Here is where I am at:
|> >
|> > Problem: run xinit and it replies that font fixed can't be found.
|> >
|> > Set up:
|> >
|> > fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}
|> >
|> > $X11 is /
|> >
|> > The case of the dirs is all as it is in the zoo arc.
|> >
|> > Any thoughts?
|>
|>
|> I have *exactly* this same problem! :-(
|>
|> I even check the X-windows system we have at work to compare directory
|> paths. It looked much the same as my MiNT one.
|>
|> :-(
|>

Maybe there are ^M in the file fonts.dir, look for them in the the vi and delete
them. In fonts.dir there should be a line like the following:

5x7.bdf fixed

Then the font accessed by the name 'fixed' is loaded form the file 5x7.bdf.
When installing more fonts you should use the tool mkfontdir and add the 'fixed'
line after you made a new fonts.dir.
For easy-to-use font names you can also make a file fonts.alias with lines like
this:

font-abreviation full-font-name

full-font-name must be the 'endless' names ('-adobe-12p-42-4-3-4-5..') generated
by mkfontdir, the abreviation is usually the file name without the .bdf extension.
But be carefull: Do !not! include 'fixed' and 'cursor' in the alias file ;-)

```
--
Bye
Georg Acher
+------------------------------------------------------------+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+------------------------------------------------------------+
```

723. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 13:55:04 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3iffno$a59@ccpnws.in2p3.fr>
Source record: 27507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I maintain what I said, pin 2 of the monitor connectors carries a composite
synchronisation signal (I saw it on a scope [the ST is a MegaST1]).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

724. RTF to HTML

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 14:36:45 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ifi5t$b0n@m1.cs.man.ac.uk>
Source record: 27587

Hi, I've seen the addition of a program that does this on the Hensa archive.
The thing is... It seems to be GCC source code. I do not have GCC installed,
and dont plan to without a larger harddisk, and so am unable to compile it.

Could someone who has installed GCC please make me a binary, (and possibly
upload it to hensa...)

Cheers

Anthony
(who wants a www page, but cannot be bothered to learn HTML....)

725. Re: Multiple floppy drives on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 15:47:38 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3ifmaq$37t@acmex.gatech.edu>
Source record: 27588

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>>In article <3i6kb3$6pg@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:

>>>Has anybody done it?

>having a B: drive. I guess what I'm hoping is that there's someone out
>there who has found a way to put two 1.44Mb drives in the same space one
>drive currently takes up, and have them addressed as A: and B:. Wishful

My understanding is that the Falcon does contain the hardware (internally)
to support 2 floppies. So if someone could find two thin 3.5" HD
mechanisms that would physically fit in the space and didn't mind a little
soldering, it could probably be done with little difficulty.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

726. Re: BOOTFIX :-(...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 17:11:02 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBWREAWCUP@galaxy.teuto.de>
Source record: 27589

In <02151995.180649@empyr.dircon.co.uk> Kevan Winch wrote:

>Hi, anyone know yet what ICD's 'Bootfix.Prg' does ? I ran it by mistake

Usually it turns off Parity and Unit Attention (not too sure about the
latter).

>and now my HD takes ages to boot. Anyone know what bytes I can change

Hmmh, sounds strange. Nothing else changed?

Hendr!K

727. High pitched whine from 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 17:11:51 UTC
From: al215@FreeNet.Carleton.CA
Message-ID: <D4Evrr.Mrw@freenet.carleton.ca>
Source record: 27590

I have a 1040STfm, when I turn the computer on I get this high
pitched whine coming from the inside of the computer. I opened it
up and could not pin-point the source of the high pitched sound,
and becomes higher with disk activity. Could it be the video circuitry?

Also I should say that it has nothing to do with the monitor, it does
this whether the monitor is on, off, plugged into the ST or not.

--
James Kleist | 'All is insignificant in our sand grain
al215@freenet.carleton.ca | of time.'
Ottawa, Ontario. | - 15,001,994

728. Re: ikbd scan code vector

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 17:47:15 UTC
From: eker@csl.sri.com
Message-ID: <3iftb3$cli@roche.csl.sri.com>
Source record: 27492

In article <D4BqGt.HLJ@gold.ac.uk>, mua01apa@gold.ac.uk (Anthony P Aldridge) writes:
|> where's the vector for scan codes from the ikbd?
|> I've got documentation (kbdvbase) for mouse packets,
|> joystick data, midi, clocks, but basic key presses?

I hit a similar problem several years ago when I wa writting a custom MIDI/IKBD driver and needed to pass IKBD data back to the system. Basically ikbdsys reads the IKBD ACIA, detects mouse/joystick messages and calls the approapriate handlers but deals with keypresses itself. The handling of keypresses is lengthy & complex and there isn't any documented entry point to this code.
I can think of two fixes, both somewhat unsatisfactory:

(1) Stuff data into the keyboard buffer. Be aware the in most docs have got the way this works mangled - the Compute TOS book is particulary bad. To get it right, write a small program that watches the head & tail pointers and figure it out for yourself. The problem with this solution is that you can only simulate keypresses whose (only) action is to place characters into the buffer; many GEM programs read the current state of the shift/alt/ctrl keys which cannot be emulated with this method.

(2) Choose your own entry point into ikbdsys, i.e. just after it reads the IKBD ACIA. Then you can emulate anything you want comming from the IKBD.
I found that while this entry point changes in different TOS versions, at least in the two versions of TOS I looked at (1.0, 1.62) the ikbdsys code was the same so you could take the entry point as a fixed increment off the ikbdsys vector. Things may have changed in the TT/Falcon TOS versions - you will need to disassmble them to find a suitable place to jump into ROM. This all sounds very messy but since there aren't likely to be too many new TOS versions released in the future so you may only have to deal with 2 or 3 variations of ikbdsys if that. This is the solution I adopted for a while until I found a better way to write my driver that avoided the problem altogther.

Steven

729. Re: TOS and the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 19:18:35 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950222200756.3962B-100000@mars>
Source record: 27494

```
On 21 Feb 1995, Peter Feszczur wrote:
-------------------------------------
> I opened my BIG mouth to a friend the other day and stated that I had seen a
> posting on this newsgroup about a BUG FREE TT TOS file (or almost bug free)
> that was available via FTP that would allow those of us with a Eprom burner to
> upgrade !!!!
>
> Was I dreaming ???? I have been through all my files and can not find it ( I
> was sure I saved it, cos it was of interest) Is there such a file ????

Sorry Pete, there is no such thing. And even if somebody *claims* that
there is, it only means that the bugs are not found (yet) <grin>.

/Jens M Andreasen
```

730. Re: Midi TOS buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 20:59:41 UTC
From: ams104@york.ac.uk
Message-ID: <793486781.46@cs.york.ac.uk>
Source record: 27495

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
: epdouden@cs.vu.nl (Ouden de EP) writes:

: >Well, I don't know what Notator does with MIDI buffers, but I'm sure
: >there's no system call to increase the buffer.

: No, there's no call 'increase_midi_buffer()', but that doesn't mean it's
: impossible to incerase the midi buffer. In fact it's quite simple...

As far as I can remember (I've been away from my ST too long...) it would just be a matter of altering the iorec for the MIDI system. That's what I did to play around with the keyboard system, so I assume it'll work for MIDI.

If not, you could always chuck your own routine into the appropriate kbdvbase slot... :)

--
Alan Stephenson - 1st Year Undergraduate - Computer Science

(ams104@unix.york.ac.uk) (Talk to Magga: MBA4, TinyTIM, DarkHold)
(For more, see http://www.york.ac.uk/~ams104/ and the pages therein)

Claimer: This is most definitely nobody's opinion here, OK?

731. Falcon RGB connector

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-22 22:44:25 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D4FB63.6vn@watserv3.uwaterloo.ca>
Source record: 27498

Hi, I need help hacking up an RGB connector for the Falcon. I am not sure
what to do about the R G and B grounds (are they to be all tied to the ground?)
Also, which monitor detect inputs are to be grounded?

If you have an RGB adapter, and an ohm-meter, it shouldn't be too big of a
deal to check what the configuration is.

Thanks,

--
Art
atwareck@novice.uwaterloo.ca

732. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 00:50:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4FH06.4xv@cix.compulink.co.uk>
Source record: 27499

In message <D4DMC8.547@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
said:
> In message <srp20-210295103817@mac124.nmus.pwf.cam.ac.uk>,
> srp20@cam.ac.uk said:
> > Sorry, still can't get it to work. Here is where I am at:
> > Problem: run xinit and it replies that font fixed can't be found.
> >
> > Set up:
> >
> > fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}
> > $X11 is /
> >
> > The case of the dirs is all as it is in the zoo arc.
> > Any thoughts?
>
>
> I have *exactly* this same problem! :-(
>
> I even check the X-windows system we have at work to compare directory
> paths. It looked much the same as my MiNT one.

Well i had another bash at it tonight. The problem seemed to be with the
path:

/usr/lib/X11/fonts

or soemthing like that. I'd had real problems getting the X11 created in
upper case on my MINIXFS partition. Getting the latest GNU file utilities
solved this one. I just dumped the directory structure and rebuilt with
these new tools.

I then found that my shell (KSH 4.8) didn't like upper case directories
much. Using the 'sh' supplied with MiNTTOS 1.4.1 solved this problem.

After this I found I could run 'X' and get the server up. 'xinit' also
worked - though I'm having problems with 'startx' due in part to the lack
of the '[' command. I can't seem to extract it from the MiNTTOS archive.

Anyway I'm nearly there - so srp20@cam can't be far of either from what
I can tell.

Looks good!

:-)

Roland.

@CiX

733. Info needed:graphic cards for STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 00:52:19 UTC
From: hallvart@oslonett.no
Message-ID: <3igm83$eab@hasle.oslonett.no>
Source record: 27500

Are there any graphic cards around for the Atari STE (not the Mega STE)?

I think my Atari is great, but I miss the ability to do hires graphics, and envy PC users with Super VGA etc. I'd like to do graphic animation and viewing on my STE if possible. I know there are cards that do this, but know very little about them- do they work with GEM, or only within certain programs? Compatibility... price... features. I'd like as much info about this as possible. Thanks.

Hallvard, Oslo, Norway (hallvart@oslonett.no)

734. Re: High pitched whine from 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 01:24:35 UTC
From: abstract@wam.umd.edu
Message-ID: <3igo4j$l8j@cville-srv.wam.umd.edu>
Source record: 27501

James Kleist (al215@FreeNet.Carleton.CA) wrote:
: I have a 1040STfm, when I turn the computer on I get this high
: pitched whine coming from the inside of the computer.

I have a 1040STfm also, and this has happened to me before. I
ignored it, and it went away. I would not recommend you do this,
however. I would suggest taking to an Atari dealer or calling someone
like TOAD. Sorry I couldn't be more of a help.
--Lunatic

735. Re: DMJ GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 01:44:00 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <5o56EJQ.mindbomb_bbs@delphi.com>
Source record: 27502

Rich Tietjens <Rich.Tietjens@f6969.n106.z1.fidonet.org> writes:

>AM> DMJ's looks a lot slicker, but is kinda slow...
>
>DMJ GIF is _deliberately_ slow in the unregistered version. The registered

Don't get me wrong man, I'm not knocking DMJ GIF - but even if the speed increase were x10, I don't think it would be as fast as SOL... I was just advising the user to check out the options before commiting to a package...

DMJ's old VT52 creator was my fave package for a long while... <G> :)

Andy

736. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 03:24:26 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3igv5a$dpv@amazon.cs.duke.edu>
Source record: 27503

From the Holy Book of <mnb20.6.000A8B66@cam.ac.uk>
as spake by mnb20@cam.ac.uk (Mark Baker) :

>In article <3ia7bp$no6@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>>Boxkite is around at hensa (I think), or possibly uni-stuttgart. [...]

>Where can I get this from?

I _finally_ found it at ftp.uni-kl.de:/pub/atari/gem-uti/bkite149.zip
or something like that (thanks to Tamminen Eero for the pointer). Hope
you can read German, though; there's no English docs.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

737. Re: High pitched whine from 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 03:46:26 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb23.034626.13347@bradford.ac.uk>
Source record: 27504

James Kleist (al215@FreeNet.Carleton.CA) posted:
: I have a 1040STfm, when I turn the computer on I get this high
: pitched whine coming from the inside of the computer. I opened it
: up and could not pin-point the source of the high pitched sound,
: and becomes higher with disk activity. Could it be the video circuitry?

: Also I should say that it has nothing to do with the monitor, it does
: this whether the monitor is on, off, plugged into the ST or not.

It's probably the p/s, my STE does it very occasionally, most notably when
I changed the 256k simms for 1 meg ones...

Have a look at your power supply anyway... they're not the best cooled
devices in the world and I've had to change a few STs 'cos of overheating,
etc...

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

738. HD drives and stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 03:55:57 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb23.035557.13802@bradford.ac.uk>
Source record: 27505

Having downloaded the stuff from Hensa and couldn't manage to get it to work, (bad lzh headers; sorry Danny it's probably this 520 I'm using :-), it doesn't seem to be able to be even to unarchive a 320k zip :( ), I was wondering a few things about fitting high density drives for an STe.

1. How stable are they? Is a kit bought from say, sys sols any better than a bodge job (if it's well done bodge that is :-).
Are the kits any good?

2. Has anyone managed to get a blitz copier working with one?
I have a pretty strong feeling they wouldn't work, or would do stupid things if attempted, but since I'm not sure how they work exactly I can't really judge for myself...

3. Can you fit a high density drive externally?

4. Do high density drives read/write PC disks or have they got a Tos format of their own?

Thanks in advance for any help,

Paul.
--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

739. Re: Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 04:05:40 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950223044434.20146C-100000@mars>
Source record: 27506

Well... my comment is at the bottomline.

On 21 Feb 1995, Rich Tietjens wrote:

> In a message of 12 Feb 95 14:40:48, Richard Morris wrote:
>
> RM> Does anyone know how people that use the cart. port, get around having no
> RM> R/!W line? And also, for that matter, why is there no address 0 line
> RM> connected? So you're limited to 1/2 the area?
>
> All access to the cartridge is done at even addresses, so there's no point in
> using the A0 line. You get data a word at a time. It would seem that
> selecting an address that can be readily decoded in hardware would allow you to
> create a R/!W port by toggling modes.

To write to the cartridge you would normally use "read byte" (thats a 68k op)
There are two extra lines on the buss determining wether this is supposed
to be HIbyte or LObyte. Use any address (odd or even), skip the data
(unless your hardware has something to tell you).

REMEBER the extra lines are a litle bit off sync (Important if you roll
your own hardware. They are a bit early!!)

And of course your hardware is supposed to check out for these HI/LO byte
requests.
(A WORD16 request sets *both* of them to zero)

/Jens M Andreasen

740. Re: Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 07:56:54 UTC
From: <>
Message-ID: <3ihf46$ju2@btmplq.god.bel.alcatel.be>
Source record: 27508

```
In article <42c_9502211930@sherwd.fidonet.org>,
Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
"In a message of 12 Feb 95 14:40:48, Richard Morris wrote:
"
"RM> From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
"RM> Organization: My house
"RM> Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
"RM>
"RM> Does anyone know how people that use the cart. port, get around having
"no
"RM> R/!W line? And also, for that matter, why is there no address 0 line
"RM> connected? So you're limited to 1/2 the area?
"
"All access to the cartridge is done at even addresses, so there's no point
"in
"using the A0 line. You get data a word at a time. It would seem that
"selecting an address that can be readily decoded in hardware would allow
"you to
"create a R/!W port by toggling modes.
"
"--
"| Fidonet: Rich Tietjens 1:106/6969
"| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
"| Standard disclaimer: The views of this user are strictly his own.
"| This message has been brought to you by the letter S and the number 8.
"
--
I have an article somewhere, that describes how to create a R/!W port.
I will look it up, and post the info here.

-------------------------------------------------------------------------
Peter Hofman
-------------------------------------------------------------------------
```

741. Re: Can't run MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 09:14:30 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.44.000A3E36@cam.ac.uk>
Source record: 27510

In article <3id14e$c4j@amazon.cs.duke.edu> dsb@amazon.cs.duke.edu (Scott Bigham) writes:
>From the Holy Book of <3ia7bp$no6@percy.cs.bham.ac.uk>
> as spake by C.J.Ridd@cs.bham.ac.uk (Chris Ridd) :
>>Boxkite is around at hensa (I think), or possibly uni-stuttgart. [...]

>Could you or anyone else perchance provide a complete path for this?
>I've checked both of these sites, and every other site mentioned in
>connection with Boxkite, and I haven't found it yet.
Try micros.hensa.ac.uk/micros/atari/tos/o/o148/bkite149.zip
(there is a new version 1.61 on the German network - I don't really know what
the change is but it is 3D.)

Adrian (apb25@cam.ac.uk)

742. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 09:22:33 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-230295102234@mac123.nmus.pwf.cam.ac.uk>
Source record: 27511

> > > fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}
(red face) I meant /usr/lib/X11/fonts/... sorry.

>
> Well i had another bash at it tonight. The problem seemed to be with the
> path:
>
> /usr/lib/X11/fonts
>
> or soemthing like that. I'd had real problems getting the X11 created in
> upper case on my MINIXFS partition. Getting the latest GNU file utilities
> solved this one. I just dumped the directory structure and rebuilt with
> these new tools.
>
I unzooed it on a linux box and tarred it all up :-)

> Anyway I'm nearly there - so srp20@cam can't be far of either from what
> I can tell.
>
Oh well, I had best press on then (as Clare Rayner would say) and see
if I can figure out what is going on.

Thanx for the interest

srp

743. Re: Help! Need to break 33Meg limit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 09:44:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ihldq$qv3@golem.wcc.govt.nz>
Source record: 27512

In article <3i8den$ljr@loose.apana.org.au>, julian@loose.apana.org.au (Julian Gifford) writes:
>Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
>: hentai@eri.erinet.com (Richard Blair) writes:
>
>My old Supra SCSI to DMA adaptor will only let me use the old16 meg
>partitions :-(I tried everything but no go. I now have drives A - P.
>What adaptor are you using?

Has nothing to do with the host adapter, its the Booter you need,
get hold of the Pro ICD Utils...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

744. MiNT-net & HSMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 10:16:52 UTC
From: Craig.Graham@ncl.ac.uk
Message-ID: <3ihnak$16q@whitbeck.ncl.ac.uk>
Source record: 27513

There was some discussion earlier about whether HSMODM was required by MiNT-net, and I have checked it out on my f030....if you don't install HSMODM, you can connect, but a CSLIP link will hang after approx 2Kbytes have been transferred over the link. With HSMODM, all is well. I cann't imagine it being reciever overruns (I've got a 32MHz f030 & only a 2400baud modem).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

745. MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 10:25:10 UTC
From: Craig.Graham@ncl.ac.uk
Message-ID: <3ihnq6$1bb@whitbeck.ncl.ac.uk>
Source record: 27514

Has anyone else tried using the Fvwm window manager for MiNT-X instead of twm ? (For those of you who haven't seen it, Fvwm is a Motif look-a-like originally written for linux, which uses about half the RAM of twm).

My problem is that, although the managar runs OK and most stuff works great (Virtual desktop, 3D widgets, icons, etc), whenever I try to launch a program from an fvwm popup menu it crashes, and takes the Xserver down with it....

I compiled it with gcc2.3.1 using -O2 -m68030, and linked with MiNTlibs pl44, MiNT-net v0.55, the first release of Xlib & portlib 0.60.

Any offers? Of course, a working binary would be even better & save me the trouble.....(note that the current Fvwm for MiNT-X distribution is source only - so if you aren't up to compiling your own, better hang loose for a while 'til someone makes a binary release).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

746. Re: High pitched whine from 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 10:38:20 UTC
From: psnuggs@cix.compulink.co.uk
Message-ID: <D4G87y.IDE@cix.compulink.co.uk>
Source record: 27515

Check the screws holding the power xformer laminates together - they worked loose on my uk unit and resonated. Xformer in uk unit is inside the st tho <all those screws in the lid...> 8-(.

Paul

747. Re: RTF to HTML

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 11:33:51 UTC
From: ceebsm@cscd4c15.caledonia.hw.ac.uk
Message-ID: <D4GAsG.6yt@cee.hw.ac.uk>
Source record: 27516

In article <3ifi5t$b0n@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
>Hi, I've seen the addition of a program that does this on the Hensa archive.
>The thing is... It seems to be GCC source code. I do not have GCC installed,
>and dont plan to without a larger harddisk, and so am unable to compile it.
>
>Could someone who has installed GCC please make me a binary, (and possibly
>upload it to hensa...)

It is already on Hensa! The binary is called 'rtftohtml', you could try renaming
it to rtftohtml.ttp and then run it from TOS. I compiled it using MiNT/gcc so
I am not sure if it works from TOS, but you could try anyway!

So get the archive from Hensa again and extract this file and give it a go!

Hope it works,

Barry

PS. I ported it and uploaded it! :)
--
+----------------+---+
Barry S. Munro	E-mail: ceebsm@clust.hw.ac.uk
/\/\/\/\/\/\/\/| ceebsm@cee.hw.ac.uk
\/\/\/\/\/\/\/\/	URL: http://www.cee.hw.ac.uk/~ceebsm/
+----------------+---+

748. T28e and FPU?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 12:17:06 UTC
From: shardie@cs.strath.ac.uk
Message-ID: <3ihuc2$k6o@dunlop.cs.strath.ac.uk>
Source record: 27517

Does any one know if it is possible to use a MC68881 or MC68882 FPU with the T28e as when I installed it there was an option to fit a switch marked FPU? Also, any idea what the other section where it is possible to fit a switch is for- it's marked FROM (I think this is Fast ROM)?

Thanks,

Simon Hardie.

749. Atari FTP List Update!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 12:19:22 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3ihuga$52n@mserv1.dl.ac.uk>
Source record: 27518

```
Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Last edit: 23-Feburary-1995
Additions/changes since last list: 1

- closer.brisnet.org.au (new site)

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
---------
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari
```

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

```
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/
ezinfo.ethz.ch....(129.132.2.72)...........st/

AUSTRALIA:
---------
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.
```

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- - - - - - - - - - - - - - - - - - - -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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750. Re: Info needed:graphic cards for STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 12:20:03 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ihuhj$5cj@m1.cs.man.ac.uk>
Source record: 27519

In article <3igm83$eab@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
|> Are there any graphic cards around for the Atari STE (not the Mega STE)?
|>
|> I think my Atari is great, but I miss the ability to do hires graphics,
|> and envy PC users with Super VGA etc. I'd like to do graphic animation and
|> viewing on my STE if possible. I know there are cards that do this, but
|> know very little about them- do they work with GEM, or only within certain
|> programs? Compatibility... price... features. I'd like as much info about
|> this as possible. Thanks.
|>
|>
|> Hallvard, Oslo, Norway (hallvart@oslonett.no)

Titan Designs in the UK had a version of their Reflex board which would go into a standard STE using an L-shape CPU adaptor, into which the actual board would plug. Since the standard STE case is so small, you need to cut a big slot for the card in the back.

S.Lai

P.S. The Reflex boards are fully GEM compatible.

751. Re: Slow falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 13:17:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.j&3kwTmdkPc@semprini.waterloo-rdp.on.ca>
Source record: 27520

In <3i82of$se5@dux.dundee.ac.uk>, Rod McCall writes:
>I ram GEM_TEST earlier on Today on my F030 running NVDI. Some of the
>statistics were NOT very inpressive. They ranged from 29% - 1400% what
>exactely is going on?

Change your display to something like 640x400x2 (ie, monochrome) and try
again. The Falcon is totally crippled by its bus design... high
resolution, or even low resolutions with lots of colours slow the
machine down to ST speeds.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

752. Re: Convert Atari->Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 13:20:07 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950223141235.17783A-100000@mars>
Source record: 27521

On 22 Feb 1995, Paul Vass wrote:

> Please who could help me? I have problems to open some Atari-formatted disks
> with my Mac. I«m using the Atari as well as the Mac for sequencing.

You would have less problems if you used "pc_exchange" on the Mac to format
your disks. The Mac has it's own ideas about what is "proper Dos-formatting".

/Jens M Andreasen

753. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 14:16:04 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb23.161604@phlem.ph.kcl.ac.uk>
Source record: 27522

In article <3ihnq6$1bb@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
% Has anyone else tried using the Fvwm window manager for MiNT-X instead of
% twm ? (For those of you who haven't seen it, Fvwm is a Motif look-a-like
% originally written for linux, which uses about half the RAM of twm).

Note that this and more clients are available from my ftp site :-)

(Anyone who successfully compiles X stuff, please upload it to
/incoming and I'll put it into place :-)

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

754. Re: Running Gemini under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 14:17:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ii5dc$snj@percy.cs.bham.ac.uk>
Source record: 27523

josk@stud.unit.no (Jo Even Skarstein) writes:
>>>1. Start MiNT (I've got MiNT 1.12)
>>>2. Initialize GEM, but not the desktop
>>>3. Start Gemini.
>
>> No problem with any TOS >= 1.04. Just select gemini.app in the file
>> window and klick on "register app" (or whatever it's called in the
>> english version of gem). There is a button in the dialog which says
>> "auto" or something. Selecting this will insert a line in your
>> desktop.inf file which makes gemini be loaded at boot-time directly
>> after the accs.
>
>This is the easy way, but with this method the desktop will be loaded and
>running in the background, stealing memory and CPU-time. I want to *replace*
>the desktop under MiNT.

If you have MultiTOS, you just set the following in your gem.cnf:
SHELL=d:\app\gemini2\gemini.app
(or wherever you installed Gemini)

I don't know if what you want to do is possible without MultiTOS.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

755. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 14:27:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ii60a$t1n@percy.cs.bham.ac.uk>
Source record: 27524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

schwab@issan.informatik.uni-dortmund.de writes:
>In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>|> I think you have to run HSMODEM *after* Mint, ie ignore what the
>|> HSMODEM docs say. The MintNet docs may be of some help to you.
>
>It's actually the other way round, you should run HSMODEM *before*
>MiNT, still ignoring the HSMODEM docs.

Oops! Thanks for clearing that up, Andreas.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

756. Re: High pitched whine from 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 15:05:42 UTC
From: richcsst@crash.cts.com
Message-ID: <D4GKLJ.L2G@crash.cts.com>
Source record: 27525

James Kleist (al215@FreeNet.Carleton.CA) wrote:
: I have a 1040STfm, when I turn the computer on I get this high
: pitched whine coming from the inside of the computer. I opened it
: up and could not pin-point the source of the high pitched sound,
: and becomes higher with disk activity. Could it be the video circuitry?

: Also I should say that it has nothing to do with the monitor, it does
: this whether the monitor is on, off, plugged into the ST or not.

: --
: James Kleist | 'All is insignificant in our sand grain
: al215@freenet.carleton.ca | of time.'
: Ottawa, Ontario. | - 15,001,994

James, it's your power supply. The 1040's (and others) use an internal switching power supply. It runs at a high frequency. If you can hear it all of the time, then you:

a> Have ears like a dog
b> Have a power supply that is getting tired and will "retire" soon.

You disk drive drains power and causes the power supply to work harder, hence the louder it gets.

Rich

757. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 16:52:32 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3iiegg$3f9@mercury.dur.ac.uk>
Source record: 27531

Steve Payne (srp20@cam.ac.uk) wrote:
: Sorry, still can't get it to work. Here is where I am at:
: Problem: run xinit and it replies that font fixed can't be found.
: Set up:
: fonts in /usr/local/lib/fonts/{misc|Speedo|and so on}
: $X11 is /
: The case of the dirs is all as it is in the zoo arc.
: Any thoughts?

I had exactly this problem. What was causing it on my system was that the
UNIXMODE env var was wrongly set. Make sure it's set as in the README file.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk ------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

758. Communication Software-Interlink V1.85-HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 17:06:20 UTC
From: bv722@FreeNet.Carleton.CA
Message-ID: <D4Gq6K.Mn0@freenet.carleton.ca>
Source record: 27536

When I try to load my Vt100.EMU program into my style/features area, the program returns a "emulation load failure" message.
Is there anyone who can help me with this problem??
I am currently using VT52.EMU and it seems to work for the NCF, but it does not work well for gopher or other Internet app.

759. Re: MiNT-net & HSMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 17:51:10 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D4Gs9A.7Gw@exeter.ac.uk>
Source record: 27539

In article <3ihnak$16q@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>There was some discussion earlier about whether HSMODM was required by
>MiNT-net, and I have checked it out on my f030....if you don't install HSMODM,
>you can connect, but a CSLIP link will hang after approx 2Kbytes have been
>transferred over the link. With HSMODM, all is well. I cann't imagine it being
>reciever overruns (I've got a 32MHz f030 & only a 2400baud modem).

Thats interesting. I have a CSLIP link over my overworked 2400 baud modem.
I haven't got hsmodem installed, and I find that if i use dip to dial in
and connect I get corrupted data and then the link dies. If I use ConNect to
dial in and connect and then run slattach the link performs perfectly.
I guess ConNect sets up the serial port correctly and dip doesn't without
hsmodem?
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

760. Re: Linux for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 18:58:19 UTC
From: lorenz@dfki.uni-sb.de
Message-ID: <3iilsb$9dr@wizard.dfki.uni-sb.de>
Source record: 27526

Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>Is there a mailing list or set of FAQs I should be looking at to get Linux
>running on my TT?

Look at tsx-11.mit.edu:/pub/linux/680x0/FAQ

Ciao,
Benni

--
Benjamin Lorenz)\._.,--....,'``. lorenz@dfki.uni-sb.de
+49 681 372253 /, _.. \ _\ (`._ ,. +49 681 302-5333
Johannisstr. 15 `._.-(,_..'--(,_..'`-.;.' DFKI, D-66123 SB
D-66111 Saarbruecken Universitaet des Saarlandes

761. Re: LINUX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 19:02:47 UTC
From: lorenz@dfki.uni-sb.de
Message-ID: <3iim4n$9ff@wizard.dfki.uni-sb.de>
Source record: 27527

Daniel Eriksson <root@icon.pp.se> wrote:
>You should try the precompiled vmlinux PL4 (minor patch #39) that is
>available from ftp.phil.uni-sb.de:/pub/atari/linux/getting_started/vm*.

It won't run on a Falcon, sorry!

But I hope to get a Falcon Kernel uploaded 'til Friday night...

Ciao,
Benni (maintainer of the ftp.phil-Atari-Linux-archive)

--
Benjamin Lorenz)\._.,--....,'``. lorenz@dfki.uni-sb.de
+49 681 372253 /, _.. \ _\ (`._ ,. +49 681 302-5333
Johannisstr. 15 `._.-(,_..'--(,_..'`-.;.' DFKI, D-66123 SB
D-66111 Saarbruecken Universitaet des Saarlandes

762. Re: T28e and FPU?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 19:20:28 UTC
From: thopman@uoguelph.ca
Message-ID: <3iin5s$l9m@ccshst05.cs.uoguelph.ca>
Source record: 27528

Simon Hardie CES93 (shardie@cs.strath.ac.uk) wrote:
: Does any one know if it is possible to use a MC68881 or MC68882 FPU with
: the T28e as when I installed it there was an option to fit a switch marked
: FPU? Also, any idea what the other section where it is possible to fit a
: switch is for- it's marked FROM (I think this is Fast ROM)?

I don't have a T28e, but I do have a T25 installed in my Mega, and yes it is possible to install a FPU. In my machine, I've got a JRI FPU board piggybacked on top of the 68000 on the T25. Of course, since the FPU is installed in memory the same way as the FPU on the AdSpeed and SPF004 board, nothing supports it, so it just sits there most of the time. I think you'll probably have the same problem, should you successfully install an FPU. (AFAIK, you really need an 030 to get good use out of an FPU).

THeo

763. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-23 23:57:42 UTC
From: aw@zaphot.augusta.de
Message-ID: <FBXXCHWJUP@zaphot.augusta.de>
Source record: 27529
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3i4lpr$frl@m1.cs.man.ac.uk> S94 wrote:

>Here's another one: What the hell is the AUDIO IN and how do you use it ???

What did you expect? Sound sampling ;-) ? Nope!

You can connect AUDIO IN to any sound source (tape deck, walkman etc.)
and hear the sound via your monitor's speaker - that's all.

Ciao ...

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

764. Uniterm and ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 00:00:48 UTC
From: PHIL2034@delphi.com
Message-ID: <3ij7jg$40n@news1.delphi.com>
Source record: 27530

RE: XYZ2.02
I registered it also, so you're not on your own. However, that was more than 3 years ago and never got any acknowledgement, but use it when I run AnsiTerm on my Falcon

Rainbow V 1.10 for Delphi - Test Drive

765. Re: English Gemini 1.999

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 00:17:16 UTC
From: James.Davidson@cbbs.centron.com
Message-ID: <808_9502251927@centron.com>
Source record: 27441

Jo> Is there a english RSC-file for Gemini 1.999e available?

Yeah, i've got them, e-mail me here or on netmail, and i'll send them to
you. Cheers, James.

... The last thing I saw was this Big Blue Wave!
___ Blue Wave/QWK v2.12
Give it to Riker- he'll eat anything!
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

766. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 01:02:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4HC7z.Ms6@cix.compulink.co.uk>
Source record: 27532

In message <srp20-230295102234@mac123.nmus.pwf.cam.ac.uk>, srp20@cam.ac.uk said:

> I unzooed it on a linux box and tarred it all up :-)

Sounds sensible. I unTARed my MiNTTOS1.4.1 on my Linux box tonight to try and extract '['. This turned out to be a link to 'test' - so I just made a link to 'test' on the TT.

> > Anyway I'm nearly there - so srp20@cam can't be far of either from
> > what I can tell.
> >
> Oh well, I had best press on then (as Clare Rayner would say) and see
> if I can figure out what is going on.

Its not easy is it!?

I've spent another 3 hours at it tonight - and can get xclock running - but not xterm or tvm. I've spend ages tuning my various startup scripts so that all the paths are correct and environment variables are set right. I seemed to have been caught out badly by a TAR which only understands lowercase 8.3 names!

My ksh shell also is not happy with uppercase directory names - though I found I don't actually need to run 'sh' to use 'startx'. My ksh shell does seem to cope.

Other than that I just don't know why xterm and twm don't work. I'm even using the supplied .xconfig(?) (once I found it ;-). I assume its something to do with the problems mentioned in the readme file - and various other posts - to do with crashes when programs are run in one order or another.

Actually I can run twm from the 'sh' - which is generated if I have no .xconfig at all.

Unfortunatly it starts up by complaining that it doesn't know what white and black are - and the drop down menu comes out white on white! I wonder if a RGB.TXT file might help here - but haven't pulled it of my linux box yet.

Roland.

@CiX

767. Re: MiNT-net & HSMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 01:02:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4HC80.Msr@cix.compulink.co.uk>
Source record: 27533

In message <3ihnak$16q@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:
>
> There was some discussion earlier about whether HSMODM was required
> by MiNT-net, and I have checked it out on my f030....if you don't
> install HSMODM, you can connect, but a CSLIP link will hang after
> approx 2Kbytes have been transferred over the link. With HSMODM, all
> is well. I cann't imagine it being reciever overruns (I've got a 32MHz
> f030 & only a 2400baud modem).

I have no problems with CSLIP without HSMODEM.

I fully agree there is no reason *not* to use HSMODEM - and many reasons
to do so, but I still maintain that it is not necessary for MiNT-Net to
work, at least not on my TT.

:-)

Roland.

@CiX

768. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 01:02:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4HC82.MtC@cix.compulink.co.uk>
Source record: 27534

In message <3ihnq6$1bb@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

> pl44, MiNT-net v0.55, the first release of Xlib & portlib 0.60.

As MiNT_net is now up to 0.70, you could try this.

Also how much memory do you have?

:-)

Roland.

@CiX

769. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 01:02:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4HC83.Mu1@cix.compulink.co.uk>
Source record: 27535

In message <3iiegg$3f9@mercury.dur.ac.uk>, M.J.Maisey@durham.ac.uk said:

> I had exactly this problem. What was causing it on my system was that
> the UNIXMODE env var was wrongly set. Make sure it's set as in the
> README file.

I'm wondering if this is the reason I'm getting 8.3 lowercase unTARs with
a supoosedly good TAR program?

I've tested the TAR file itself on a Linux box and its fine.

Hmm.

Roland.

@CiX

770. High pitched whine from 1

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 02:27:14 UTC
From: bseburn@vaxxine.com
Message-ID: <D4HG5E.FLI@vaxxine.com>
Source record: 27537

To: al215@FreeNet.Carleton.CA

a > I have a 1040STfm, when I turn the computer on I get this high
a > pitched whine coming from the inside of the computer. I opened
a > up and could not pin-point the source of the high pitched sound
a > and becomes higher with disk activity. Could it be the video c

I had my power supply squeal real nice a while back, hasn't done it
since, but it did it. Could this be the source of the problem?

==
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
==

___ Mountain Reader II - #00000039

771. ENSONIQ MIRAGE EDITOR WANTED FOR ATATI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 03:42:49 UTC
From: davidfer@asgard.clare.tased.edu.au
Message-ID: <davidfer.10.2F4D55B9@asgard.clare.tased.edu.au>
Source record: 27538

```
Does anyone know where I can get a copy of the mirage
editor for the ATARI ST the ones I know of are:
THE MIRAGE SOUNDWORKS
THE VISUAL EDITING SYSTEM
there is also SOFTSYNTH

can anyone help!!?!?!??!!!
```

772. Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 08:02:52 UTC
From: kenr@serg.cse.unsw.edu.au
Message-ID: <KENR.95Feb24190252@prospero.serg.cse.unsw.edu.au>
Source record: 27540

I have to replace the hard disk (currently Seagate ST 157N) in my Mega STE.
Can anyone tell me the largest drive that is completely plug compatible with
the current drive?

Also, I understand that the drive is SCSI. Is that correct?

Thanks for any help.

--
Ken Robinson

Software Engineering Research Group Phone: +61 2 385 4045
School of Computer Science and Engineering Fax: +61 2 385 5995
University of New South Wales e-mail: kenr@cse.unsw.EDU.AU
Sydney NSW 2052 Australia
---

773. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 10:35:08 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Feb24.103509.6514@alder.cc.kcl.ac.uk>
Source record: 27442

Keith.

774. Re: Adding a 2nd hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 11:24:24 UTC
From: Andy.Middleton@255-80-9.centron.com
Message-ID: <80a_9502251927@centron.com>
Source record: 27449

Martin Stacey wrote on 22 Feb 95:

MS> Does not the GE SOft adapter connect via a fifty way ribbon
MS> cable to a SCSI bare hard disc mechanism, thus to add a
MS> second drive apart from power you need a 50way ribbon with
MS> an addittional connector on.

It does indeed, but there's only the one 50 way port on the board, there's no second port. So when I have the second 50 way ribbon, where do I shove it? :) You don't mean in the same one that is already used do you?

ATB,
Andy

```
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

775. Re: GIF/JPG/SPC VIEWERS/CONVERSIONS (was DMJ)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 12:20:34 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ikiui$4p7@bs33n.staffs.ac.uk>
Source record: 27443

udem148@bay.cc.kcl.ac.uk wrote:
: Converting to SPC gets you most colours out of the ST, and by far the
: best quality conversions albeit slow are by using DMJ.
: There are others - much quicker although picture quality suffers
: slightly (eg. Bgif, gif2spc). See the ftp address below under the same
: directory.

With regard to GIF to SPC you could do far worse than using Douglas Little's utility, PhotoChrome. Converting from GIF to SPC is a very nice process you can move around the screen and select your area or compress the whole GIF down into the SPC. Very nice and fast. Needs a meg, looks better on an 'E but then, what doesn't?

RiCH

776. DOS and Unix Filename Source?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 12:21:04 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f4dcedc@sirius.herts.ac.uk>
Source record: 27451
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anybody have any source that will given a filename and a search criteria
tell with that filename meets the search criteria?

For example

*.DAT will meet the filename FRED.DAT
or
HELLO?.TXT will meet the filename HELLO1.TXT

Similar to Fsfirst DOS functions, but just want the C source?

Any help would be most greatful! 8)

Alex Nicholls

777. Re: Convert Atari->Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 13:07:34 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3iklmm$lh7@aggedor.rmit.EDU.AU>
Source record: 27445

If you format your disk to normal DOS DSDD config with something like
Fascopy 3, the mac should read it no problems. If you have DOS MOUNTER
on the mac, that is much easier and quicker that File Exchange.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

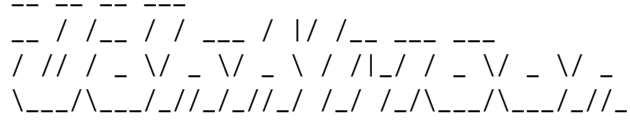
s9205525@otto.bf.rmit.edu.au

778. Re: Parity on HDs ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 13:09:25 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3iklq5$lh7@aggedor.rmit.EDU.AU>
Source record: 27446

```
: Try looking in ftp.uni-kl.de:
: /pub3/atari/texts/platten.lzh - It's quite big but lists lots of makes of
: hard drive, including Quantums. Details links, connector orientation and
: cache settings etc. It's in German.
```

Ahhmmmm.... you wouldnt happen to have an English version wood ya?



s9205525@otto.bf.rmit.edu.au

779. Re: ikbd scan code vector

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 15:23:47 UTC
From: se2ap@dmu.ac.uk
Message-ID: <3iktm3$h3v@macondo.dmu.ac.uk>
Source record: 27444

mua01apa@gold.ac.uk (Anthony P Aldridge) wrote:
> where's the vector for scan codes from the ikbd?

780. Re: Monitor Agony!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 17:12:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBYRFAVAUP@galaxy.teuto.de>
Source record: 27447

In <42d_9502211930@sherwd.fidonet.org> Rich Tietjens wrote:

>AB> one would have 15 pin mini-D. 5151 types run at 18 KHz and you need
>AB> (I'm told) 35 KHz for the ST (VGA is 31 KHz).
>The Atari ST/TT needs 15.75 kHz horizontal sync.

In ST-lo and -mid.

>VGA is 31.5 kHz. I've no idea what runs at 35 kHz.

ST-high is about 35.6 khz. A common VGA-monitor won't sync to this frequency.

Hendr!K

781. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 17:14:10 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3il452$2dg@lyra.csx.cam.ac.uk>
Source record: 27452

root@icon.pp.se (Daniel Eriksson) writes:
>You are probably missing the GAL that is needed to get the FPU to
>work in the MSTE. Check with your Atari-dealer if he can supply
>you with the neccessary chip.

Does this apply to the Falcon as well or can you just plug one in?

Just curious...
Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

A penny saved is ridiculous

782. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 19:09:42 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <793652982snz@bigbox.demon.co.uk>
Source record: 27448

In article <KENR.95Feb24190252@prospero.serg.cse.unsw.edu.au>
kenr@serg.cse.unsw.edu.au "Ken Robinson" writes:

> I have to replace the hard disk (currently Seagate ST 157N) in my Mega STE.
> Can anyone tell me the largest drive that is completely plug compatible with
> the current drive?

Virtually any 3.5 inch, half height SCSI drive available, I think.

> Also, I understand that the drive is SCSI. Is that correct?

Yep.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

783. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 19:58:05 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950224205239.1991D-100000@mars>
Source record: 27450

On Tue, 21 Feb 1995, Hendrik Mylius wrote:

----<deletedposting>-------------

> AFAIK, Calamus doesn't use the FPU anyway (but I could be wrong on this one).

Calamus 1.09 *for sure* uses no FPU. Thats the core of it's beuty!
Somebody else may have comments on later versions (SL etc..)??

/Jens M. Andreasen

784. Re: English Gemini 1.999

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 20:41:44 UTC
From: James.Davidson@cbbs.centron.com
Message-ID: <80b_9502251927@centron.com>
Source record: 27461

Jo> Is there a english RSC-file for Gemini 1.999e available?

Yeah, i've got them, e-mail me here or on netmail, and i'll send them to
you. Cheers, James.

... The last thing I saw was this Big Blue Wave!
___ Blue Wave/QWK v2.12
Ensign Walnut approaches Dr. Crusher with caution....
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

785. Disk Drive Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 20:41:48 UTC
From: James.Davidson@cbbs.centron.com
Message-ID: <80c_9502251927@centron.com>
Source record: 27462

My Atari disk drive's write protect detector is knacked.

It says a disk is write protected a lot when I know it isn't.

I am an expirienced user, so I know what write protect and tabs
mean.

It's an Epson drive, I replaced the SS one 4 years ago.

Can anyone help?

Thanks. James.

... Sorry, the Dog ate my Blue Wave packet.
___ Blue Wave/QWK v2.12
Red is not my color. Data
+---+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

786. NVDI ? TOS Updates ? Etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-24 22:06:34 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3ill9a$a51@news.cc.utah.edu>
Source record: 27453

I bought my Falcon used and recently discovered that NVDI is
already on my Hard Disk. How do I configure it and set it up? I put the
NVDI prg in the autofolder but it says "cannot find nvdidrv1.sys"
although I have this file and have put it in the drivers folder and
activated it with drivers.app it still cannot be found by the NVDI.PRG.
Another concern, Where do I get TOS upgrades and how do I tell
which version I already have?
Thanks,
Paul Luscher

787. Re: English Gemini 1.999

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 00:03:24 UTC
From: James.Davidson@cbbs.centron.com
Message-ID: <80e_9502251927@centron.com>
Source record: 27463

Jo> Is there a english RSC-file for Gemini 1.999e available?

Yeah, i've got them, e-mail me here or on netmail, and i'll send them to
you. Cheers, James.

... The last thing I saw was this Big Blue Wave!
___ Blue Wave/QWK v2.12
Data enjoys a smoke after interfacing with the Computer.
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

788. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 02:36:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4JB9D.Lpu@cix.compulink.co.uk>
Source record: 27454

In message <D46631.BFq@crash.cts.com>, sar@crash.cts.com said:

> 2. Supra CALLED ME!
>
> {How do you like your new modem? What do you like best about it?
> What would you improve about it? Have you had any problems?...etc,
> etc.}

The display on the Supra is nicer - but it would be nice if they could be
bothered to put their modems through BABT approval in the UK!

Its legal for them to be sold unapproved. Its illegal to use them.

I certainly *won't* be buying a Supra V34 even though I like the look of
it very much.

:-(

Roland.

@CiX

789. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 02:36:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4JB9E.LqM@cix.compulink.co.uk>
Source record: 27455

In message <D4HC7z.Ms6@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk said:

> I've spent another 3 hours at it tonight - and can get xclock running
> - but not xterm or tvm. I've spend ages tuning my various startup
> scripts so that all the paths are correct and environment variables
> are set right. I seemed to have been caught out badly by a TAR which
> only understands lowercase 8.3 names!

Played some more tonight - and can start xterm from .xconfig now. Thats about it though :-(

> Actually I can run twm from the 'sh' - which is generated if I have
> no .xconfig at all.
>
> Unfortunatly it starts up by complaining that it doesn't know what
> white and black are - and the drop down menu comes out white on white!

Still got this problem - even if I start twm from an xterm. twm seems to be running fine but is unusable.

Anybody like to venture a guess as to whats going wrong? I can't see how I can be the only person with this probelm. It *must* have bitten other people :-(

> I wonder if a RGB.TXT file might help here - but haven't pulled it
> of my linux box yet.

This didn't work either. Either as 'rgb.txt' or 'rgb', X still complains it can't open it.

:-(

Roland.

@CiX

790. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 08:39:46 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3imqci$pl4@holly.cc.uleth.ca>
Source record: 27464

In article <3il452$2dg@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>root@icon.pp.se (Daniel Eriksson) writes:
>>You are probably missing the GAL that is needed to get the FPU to
>>work in the MSTE. Check with your Atari-dealer if he can supply
>>you with the neccessary chip.
>
>Does this apply to the Falcon as well or can you just plug one in?

No, this chip is not neccesary for the Falcon. I installed my own 68882 a
few months ago, all you have to do is open the Falcon up, pop in the chip, and
put everything back together. (And make sure you're well grounded!)

>
>Just curious...
>Phil

Jon

791. Re: Convert Atari->Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 12:04:01 UTC
From: richcsst@crash.cts.com
Message-ID: <D4K1Iq.2KD@crash.cts.com>
Source record: 27469

Paul Vass (p.vass@magnet.at) wrote:
: Hi!

: Please who could help me? I have problems to open some Atari-formatted disks
: with my Mac. I m using the Atari as well as the Mac for sequencing.
: It works with my one Atari but it s a 1040 mega ST F FM E , cause I did a lot
: of tuning. I think the problems are the different TOS s.

: Greetings and thank you,

: Paul.

Paul, make sure you are formatting your disks in an IBM format on your Atari. TOS 1.04 and beyond does this. If you have versions 1.00 or 1.02, then use DCFORMAT to format them.

Also, make sure your Macintosh is able to "mount" DOS disks. This means you must either have System 7.5 and have the "PC Exchange" extension active, or have "DOS Mounter" active for other System versions. If your Mac does not have either of these utilities, then you cannot use IBM or Atari disks on your Mac. Believe me, there's no other way to to use your Atari disks on a Mac and visa-versa.

Rich

792. Good GEM/3 Resource editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 12:08:35 UTC
From: richcsst@crash.cts.com
Message-ID: <D4K1qC.34v@crash.cts.com>
Source record: 27470

I an in need of a good resource editor that supports the new GEM objects (3D, popups, etc.). I currently use the Mark Williams C editor, but it is limited in its usefullness for the newer version of the AES. Besides, it hates any partitions above "H" on my system. I have to disable the others when I need to use the program (I have C-L, can only use C-H).

Please recommend a good replacement.

Rich

793. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 14:15:43 UTC
From: josk@stud.unit.no
Message-ID: <3ine2f$e0v@due.unit.no>
Source record: 27465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: I maintain what I said, pin 2 of the monitor connectors carries a composite
: synchronisation signal (I saw it on a scope [the ST is a MegaST1]).
:
Well I've had some ST's during the past, and on all of them pin 2 contains
a composite *video* signal, with picture information. I've actually used
this pin to connect some of my ST's to a videorecorder.

On old ST's without RF-modulator pin 2 is not used. This is at least correct
on a old 1040STF I'm looking at this very moment. Don't know about Mega ST1,
but since this was the lates Mega ST I guess it has a modulator and therefore
a composite video on pin 2.

However this signal can be used as composite sync with most monitors and TV's.
My old Grundig colour-TV didn't have separate sync-lines on it's SCART-port,
so I used pin 2 to feed the composite sync-line. This worked fine for several
years. I have a Falcon now, but I occasionally hook up an STE to my TV using
this old cable, and it works fine.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

794. Re: Help...real quick question...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 14:29:53 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D4K89t.BGM@cix.compulink.co.uk>
Source record: 27468
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In Article: 49354 of comp.sys.atari.st abstract@wam.umd.edu (Some guy) said:

>Does anyone know about the compatability (sp?) of ST games on the Mega?
>Thanks in advance!
>--Lunatic

I switched from an STe to a Mega STe. I found that some games wouldn't work at first. If I switched the cache of or switched it back to 8mhx in some cases that most games would work.

The only game I regularly use(d) which I still can't get to work is Championship Manager '93, a soccer management game published in the UK by Domark.

Al
(agoold@cix.compulink.co.uk)

795. Slow MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 14:38:05 UTC
From: larserik@oslonett.no
Message-ID: <1E597C94.larserik@oslonett.no>
Source record: 27466

The MEGA STE I use to run ABK-BBS suddenly won't work in 16 Mhz
(with or without cache). What should I check (any special chips
or xtals that could cause this problem). It works fine in 8 Mhz,
but as soon as I flip the 16 Mhz control bit it locks up 100% :-(

--
SoupRead ST Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Newsreader Atari Developer Pager +47 96634222 larserik@oslonett.no
for Atari SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

796. WWW-Browser for MiNT uploaded !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 16:34:52 UTC
From: theo@mailmak.ping.de
Message-ID: <950225172@mailmak.ping.de>
Source record: 27456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello netters !

I've just uploaded an executable version of the WWW-Browser "Chimera"
for MiNT-X to ftp.germany.eu.net and ftp.uni-muenste.de.

Enjoy and Happy Browsing Theo

--
_____________________________Theo Janssen _____________________________
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !--------------------

797. Re: Q about 1772 chip/1.44MB disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 16:37:45 UTC
From: hallvart@oslonett.no
Message-ID: <3inmcq$10u@hasle.oslonett.no>
Source record: 27458

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Simon Cooke (simonc@jumper.mcc.ac.uk) wrote:
: : : - I have gathered a lot of info on how to install a HD disk drive
: : : from the net

: : Where from???!!! Wheree from!!!!?/?!!!

: From hensa. in package n158

: Danny

no, that's not what I meant- I've gathered info about it from personal mails
and postings on the net and compiled it into one text file.
If anyone's interested email me and I'll send it to you.

By the way, I'm in the midts of installing a HD disk drive in my STE,
and I'm already using it in 720K mode. All I have to do now is get hold of
the AJAX chip and make the HD circuit.

Hallvard, Oslo, Norway

798. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 18:06:20 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <793735580snz@bigbox.demon.co.uk>
Source record: 27477

> > Actually I can run twm from the 'sh' - which is generated if I have
> > no .xconfig at all.
> >
> > Unfortunatly it starts up by complaining that it doesn't know what
> > white and black are - and the drop down menu comes out white on white!

I had a fiddle and managed to reproduce the problem on my machine. My guess is that your colour database /usr/lib/X11/Xcms.txt is named /usr/lib/X11/xcms.txt, or it is missong. Here's a cut down version that should work:

```
--------------8<---------------------------------------
XCMS_COLORDB_START 0.1
black CIEXYZ:0/0/0
white CIEXYZ:1/1/1
XCMS_COLORDB_END
--------------8<---------------------------------------
```

I have now got my system working so that it has a meg free when running twm and xvt with tcsh. As soon as someone uploads a binary version of fvwm I expect to be able to boot with 1.5 megs free - almost as much as I have under GEM.
BTW - can someone point me to a version of imake?


```
+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
| /// | The mind is like a parachute - it only works when it's open... |
| bjb | email: bjb@bigbox.demon.co.uk |
| \_/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
+-------------------------------------------------------------------------+
```

799. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 21:02:15 UTC
From: mnb20@hermes.cam.ac.uk
Message-ID: <Pine.SUN.3.91.950225205951.4156A-100000@blue.csi.cam.ac.uk>
Source record: 27457

In article <3idf00$klo@falcon.natinst.com>, bgilbert@natinst.com (Ben Gilbert) wrote:

> I guess these are both problems with the case of my file and directory
> names (I had the same problem with "x" vs. "X") which was not supposed
> to be a problem but maybe my version of zoo is weird or something.

Most people (including me) seem to have a zoo version that copes with the long filenames OK but creates all the files in lower case. Apparently there's one around somewhere that works properly. As for tar, that apparently needs UNIXMODE to be set properly. I had it set right anyway as I think the .rc file that came with tcsh had it in.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

800. Re: RTF to HTML

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 21:33:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Eh9yn7WhjUk@semprini.waterloo-rdp.on.ca>
Source record: 27459

In <3ifi5t$b0n@m1.cs.man.ac.uk>, Anthony Jacques writes:
>
>Hi, I've seen the addition of a program that does this on the Hensa archive.
>The thing is... It seems to be GCC source code. I do not have GCC installed,
>and dont plan to without a larger harddisk, and so am unable to compile it.
>
>Could someone who has installed GCC please make me a binary, (and possibly
>upload it to hensa...)

The RTF to HTML converter's RTF stylesheet can't be loaded by
AtariWorks; you may need Papyrus Gold (though I haven't tested it in
Papyrus, since I don't have it).

>(who wants a www page, but cannot be bothered to learn HTML....)

It's very, very easy, especially if you have any experience using TeX or
some other markup language.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

801. Re: Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 22:11:12 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FB1KFDUSUp@stingray.manawatu.gen.nz>
Source record: 27460

```
>I have an article somewhere, that describes how to create a R/!W port.
>I will look it up, and post the info here.
>
>------------------------------------------------------------------------
>Peter Hofman
>------------------------------------------------------------------------
>
```

That would be great, thanks =8-]

Does anyone know how you can get interrupt lines for the cart port?
The lack of these is a nuisance...

Richard.

```
--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

802. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-25 23:28:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f4fbfc2_Sven.Bornemark@p56.dada.ct.se>
Source record: 27478

Hi guys,

>> Subject says it all. I have a ton of Jpeg's I can't look at on a
>> standard Mega ST without them looking like crap! I do have a really
>> nice GIF viewer that allows upto 4096 in a HAM mode. So if I can
>> convert them, I will be somewhat happier.
>
> Gemview will do the conversion (3.10 is the latest version).

I got v3.12 from Dieter some two weeks ago. Unfortunately this very
version *can't* touch GIFs at all, due to some licence-debate with
UNISYS/Compuserve.

Dieter has told me however, that there will be a solution soon, if it hasn't
been straightened out already: GEM-View is shareware, so it
isn't affected by UNISYS/Compuserve's claims. Commercial programs, like
Imagecopy and others, are subject to the licence claim made.

BTW, GEM-View fans in Sweden can register GEM-View via me. [End of plug].

Yours sincerely

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------

(UUCP Dialup connection)

803. Terminal Prog. to handle fast TT ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 03:01:11 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ioqtn$i72@status.gen.nz>
Source record: 27467

I intend to buy a 28K8 BPS MODEM in the next few weeks. Having tried to get CoNnect to set the TT Serial2 port to 31250BPS and 38400BPS both of which were refused by the programme, saying "you cannot set these ports to that speed', is this a faliure in the programme or is my hardware not respoding properly.

If it's a problem with the software, suggestions as to other software which does work would be appreciated.

-- Mario Becroft (mbecroft@iconz.co.nz)
--

804. DMJ GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 09:48:42 UTC
From: peterg@nucleus.com
Message-ID: <3ipipr$fuo@news.nucleus.com>
Source record: 27471

My appologies for taking up unnecessary bandwidth, but I would like to thank all who have taken the time to respond. Also, thanks for Damien's e-mail address. I should be in touch with him soon. Peter

805. mega st/e dip switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 11:31:55 UTC
From: paul@damp.apana.org.au
Message-ID: <3iporb$p10@frisbee.damp.apana.org.au>
Source record: 27472

I have a mega st/e with a tos 2.05 motherboard useing tos 2.6 roms and
would like to know the useage of the dip switches that are to the front of
the st/e (not the hard drive switches).

Also does anyone have a copy of the SKYLINE cd for sale...

OOORRROOO

Paul

--
If you dont like the answers Internet: paul@damp.apana.org.au
Dont ask the questions. OR
To paraphrase Avon. Fidonet: S.A.C.C. 300:800/3

806. Freedom Demo Problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 11:35:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ipp1m$7hs@golem.wcc.govt.nz>
Source record: 27473

*** PROBLEMS WITH FREEDOM DEMO ***

As the File slider was showing on the right, so I tried
to run it just from the desktop, as a ACC.....

TOS 1.4 can't find cookie, but if I use the JARxx that come with Neodesk,
it finds the cookie, but the ACC does not install, I ran this from
floppy as I thought the ICD drivers were giving problems, if I click
on the desktop menu the system crashes...??

TOS 1.6, finds the cookie ok but has the same faults as TOS 1.4...

All these test were done in Med Res, I did try to run it in Mono
and got the same results......

Freedom Demo does Work, ? when use with Neodesk 3.04, but the file slider
does show on the right.. ^^^^^^^^^^^^

Is Freedom only ment to run with TOS 2.05/6 or just a replacement OS Like
Magic...??

Tried all test in a minimum system, ie, no other ACC or TSR's installed...

If the problems is due to the Doc's being in German, Please can we have some
English Doc's and not cut down ones, FULL ones thanks....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

807. system solutions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 11:47:47 UTC
From: paul@damp.apana.org.au
Message-ID: <3ippp3$pil@frisbee.damp.apana.org.au>
Source record: 27474

Hi all,
Does anyone have the email address for system solutions and gasteiner?
Whilst on the subjuct the address for compo would also be appreciated.

I thank all and sundry in advance...

OOORROOO

Paul

--
If you dont like the answers Internet: paul@damp.apana.org.au
Dont ask the questions. OR
To paraphrase Avon. Fidonet: S.A.C.C. 300:800/3

808. Re: HD drives and stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 11:58:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ipqdd$7hs@golem.wcc.govt.nz>
Source record: 27475

In article <1995Feb23.035557.13802@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Paul Booth) writes:
>
>Having downloaded the stuff from Hensa and couldn't manage to get it to
>work, (bad lzh headers; sorry Danny it's probably this 520 I'm using :-), it
>doesn't seem to be able to be even to unarchive a 320k zip :( ), I was
>wondering a few things about fitting high density drives for an STe.
>
>1. How stable are they? Is a kit bought from say, sys sols any better than
> a bodge job (if it's well done bodge that is :-).
> Are the kits any good?

I think that this Kit does not work, you Must use a Ajax chip.
this Kit does not have a Ajax chip...

>2. Has anyone managed to get a blitz copier working with one?

The Blitz copier is a load of Rubish, the Turbo Express is
the one to use, BUT drive 'B must be slower than drive A'...

>
>3. Can you fit a high density drive externally?

I don't think so, that is why Atari it was not used with the Falcon...

>4. Do high density drives read/write PC disks or have they got a Tos
> format of their own?

This would depend on the software used, TOS 2.06 would also need the GAL
for it to work, so forget TOS 2.06

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

809. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 14:23:44 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.G2QgOW0GEHs@icon.pp.se>
Source record: 27476

In <3il452$2dg@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
> root@icon.pp.se (Daniel Eriksson) writes:
> >You are probably missing the GAL that is needed to get the FPU to
> >work in the MSTE. Check with your Atari-dealer if he can supply
> >you with the neccessary chip.
>
> Does this apply to the Falcon as well or can you just plug one in?

Just plug it in! :-)

I _guess_ the GAL (or is it a PAL?) is needed to let the 68881/2
interface with the 68000, which has a different FPU-interface
compared to the 68030.

PS! I just read in Chips 1.75 that the 68882 doesn`t work too well
with the MSTE. Apparently some kind of problem with accuracy can
pop up.

Please, could someone with German as their native language read the
part about 68882-problems in Chips 1.75 and post all relevant facts
here.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it's not a job for soldiers, but only soldiers can do it!"|

810. HD drive probs with coverdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 14:46:30 UTC
From: shug0046@sable.ox.ac.uk
Message-ID: <1995Feb26.144630.29942@inca.comlab.ox.ac.uk>
Source record: 27479

I've got a Falcon, and I've noticed the floppy disk drive has problems with 10 sector per track DD disks - such as most coverdisks. Is this an alignment problem? Has anyone else had the same trouble?

Karl Wilkinson.

811. help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 16:10:13 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3iq955$jm3@turing.fwi.uva.nl>
Source record: 27480

I downloaded Ghostlink last week, and today I wanted to try it out.
So I connected my ST via a Null modem to my 486. Started stmaster
on my st, started pcslave on he 486. I installed the drive icons, and
tried to open them: nothing happens. Both ports were set to 19200.

I tried something else: I started uniterm on my ST, and the terminal
program of MS Windows on my 486, typed things on my st, they didn't
appear on my 486, typed things on my 486, they didn't appear on my
st.

AAARRRRGH! I NEVER seem to get these null modem things working! All
cables I use work great, they are the same as the ones I use on my
modems. I use a Nullmodem-plug to make a cable into a null-modem cable.
These are the things I tried, none of them work:

ST <-> PC
ST <-> Mac (but I never got Mac <-> modem to work so...)
ST <-> C64

C64 <-> modem and PC <-> modem all work great.

What am I doing wrong? maybe I should disable hsmoda04 ?
HELP!

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

812. notator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 17:14:10 UTC
From: Richard.Gauci@250-525
Message-ID: <1c8_9502270511@tor250.org>
Source record: 27489

would anyone with notator 1040st like to chat
richad gauci
--
|Fidonet: Richard Gauci 1:250/525
|Internet: Richard.Gauci@250-525
|
| Standard disclaimer: The views of this user are strictly his own.

813. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 18:09:50 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rinLM-0005uLC@black.csi.cam.ac.uk>
Source record: 27481

In article <H.ekBL.G2QgOW0GEHs@icon.pp.se>, root@icon.pp.se wrote:

> I _guess_ the GAL (or is it a PAL?) is needed to let the 68881/2
> interface with the 68000, which has a different FPU-interface
> compared to the 68030.

When the 68000 was released motorola made no provision for an FPU interface. However, when the 68881 was finally released they allowed a memory mapped interface for use with 68000 systems as well as a proper FPU interface for use with newer processors. I assume the MST(E) needs the extra logic to cope with the memory mapped interface whereas on the Falcon or TT it just drops in as everything is provided by the processor.

BTW programs compiled to use the FPU of the Falcon or TT won't work on that of the MST(E) and vice versa as the programming interface is totally different - the '030 has fpu instructions such as fmove, fmul etc, whereas to use it on the MST(E) you have to set various registers.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

814. Re: ENSONIQ MIRAGE EDITOR WANTED FOR ATATI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 20:08:39 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3iqn47$pmg@status.gen.nz>
Source record: 27482

DAVIDE J. FERRI (davidfer@asgard.clare.tased.edu.au) wrote:

: Does anyone know where I can get a copy of the mirage
: editor for the ATARI ST the ones I know of are:
: THE MIRAGE SOUNDWORKS
: THE VISUAL EDITING SYSTEM
: there is also SOFTSYNTH

There is also a commercial one (no longer supported) called Sound
Designer by Digidesign. I don't know here you can get it though.

-- Mario Becroft (mbecroft@iconz.co.nz)
--

815. Re: DOS and Unix Filename Source?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 20:15:45 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3iqnhh$pmg@status.gen.nz>
Source record: 27483
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
: Does anybody have any source that will given a filename and a search criteria
: tell with that filename meets the search criteria?

Just use fsfirst()/fsnext(). I don't know where you can get source, but
you could do a similar thing by something like:

call fsfirst() with *.*

check if this matches criteria. If yes then return with filename
If no, then keep going

call fsnext() with *.*
Does it match criteria? Yes? return filename
No, loop back to fsnext()

Or something like that. As for actually checking if each filename matches
criteria, you would want to make up a function to get chars from any
point in a string. Then just see if all the chars which are specified in
the criteria match. If they do then you got a match. You could ignore `?'
and `*' chars.

You probably thought of all that anyhow, but never mind,
-- Mario Becroft (mbecroft@iconz.co.nz)
--

816. Re: Terminal Prog. to handle fast TT ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 21:28:39 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.793834119@BIX.com>
Source record: 27484

mbecroft@iconz.co.nz (Mario Becroft) writes:

> I intend to buy a 28K8 BPS MODEM in the next few weeks. Having tried to
> get CoNnect to set the TT Serial2 port to 31250BPS and 38400BPS both of
> which were refused by the programme, saying "you cannot set these ports
> to that speed', is this a faliure in the programme or is my hardware not
> respoding properly.
>
> If it's a problem with the software, suggestions as to other software which
> does work would be appreciated.

Mario...

I can't speak for CoNnect, since I don't use that program. However, the
telecom program we represent, Flash II, has no problem at all setting
Modem 2 and Serial 2 to the highest speeds possible on both the TT030 and
MegaSTE (Falcon too!)

There are some speeds that can not be set, due to clock speed
restrictions, for each port. It's possible that ConNect makes all of its
internal selections available for each port instead of selectively making
them non-selectable.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

817. 3D-Calc/ST-Club, England

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 21:29:36 UTC
From: tdcflcn@infinet.com
Message-ID: <3iqrs0$b3h@horus.infinet.com>
Source record: 27485

I am looking for anyone from the ST_CLUB in England.

E-Mail address: stclub@cix.compulink.co.uk

I have just received an update to 3D-Calc from 2.?? to 3.04, and I
am having some problems with some functions.

Hisoft gave me this E-Mail address and informed me that they now support
3D-Calc, if this is true I hope they can help.

The problems I am having are as follows:

When an area is defined for "HIDE", "PROTECT", "ITALIC", etc. and the
"Set Attrabutes" is selected and "OK" is clicked, the area defined is
cleared of all data in the defined area, this is NOT GOOD! I use this
for my bookkeeping for a small business.

When you try to remove the any of the "Atrrabutes" the same thing
happens.

Also the "Merge file" functions does nothing!

Is there something I am doing wrong?
Is this the latest version?
Can I get an older version that WORKS!!?

Is there a program to convert 3D-Calc files to Lotus 123, any version?

I really need to get this corrected if possable or move the files to
another program if possable.

Please responed with E-Mail to the address below.

Thank you for any help.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

818. help with syslogd program

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-26 23:24:23 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3ir2j7$b21@agate.berkeley.edu>
Source record: 27398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've managed to set up Mint, MintNet, and X with Xterm a while back, but I had to hold off for a while. I'm trying to start a SLIP connection using DIP and I know I have to be running syslogd program to do this. I got syslogd and syslog.conf from the mintosbn.tgz file and stuck the syslog.conf file in the /etc directory and syslogd in the /bin directory. But now when I execute syslogd with say -d parameter, I get a bunch of path not found errors like:

syslogd: /var/adm/messages path not found
syslogd: /var/adm/lpd-errs: pathnot found

etc, etc.
How does one set up this syslogd program, and what about syslog.conf. In what directories do these have to be in? And do I need to change anything in syslog.conf?

tkk@uclink2.berkeley.edu

819. Networks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 00:01:44 UTC
From: Andy.Curtis@adlib.centron.com
Message-ID: <294_9502270818@centron.com>
Source record: 27404

Hi All!

Does anyone know of a way to run the Ladbrokes Powernet system without PowerDOS ? PowrDOS is incompatible with my BBS external programs and screws things around. If there is another way of using the cartridges I would like to hear it! :-)

Cheers,
Andy.
--
|Fidonet: Andy Curtis 2:256/510
|Internet: Andy.Curtis@adlib.centron.com
|
| Standard disclaimer: The views of this user are strictly his own.

820. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 00:23:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f511b7d_Sven.Bornemark@p56.dada.ct.se>
Source record: 27486

Hi Vegard,

> I am about to release my second shareware release. The first was a mono
> art program called Munch witch got 93% in ST Format and 5 out of 5
> stars in ST Review.

Congratulations! Well done!

> It was slightly crippled, in that no pictures larger than the ST high
> screen could be saved in other than my own format in the release
> version.

Quite fair, I think.

> It was on ST Formats subscriber disk. As registrations number a (for
> me) rather disappointing 20 to date, I'm beginning to wonder if I did
> not cripple it *enough*, or if the ST market really is *that* small...

I certainly *admire* all you skillful and hard working programmers of
good software for our small but beloved platform! You are great, and whether
you choose to give your stuff commercial or shareware status is
completely up to you. We, the users, are the winners anyway!

No, the Atari market is no that small! Guys like you are already doing your
very best to keep Atari alive. Once your program or game is finished, I think
it's up to us (dealers) and Atari magazine publishers to give your software a
push and to spread the good news by *yelling about it*.

> Now, about to release another shareware program, I would like to hear
> some opinions regarding crippleware. How much is *too* much? Should I
> just release an unrestricted version and hope for the best?

In my (not so) humble opinion, Everest, LED and Semper are programs that strike
the "cripple-balance" just about right! There's a dialogue box or
a short animation sequence reminding you that you *still* haven't registered,
but otherwise these programs are fully functional.

What's missing in the *registered versions* of these programs are the few extra
goodies that would make the newly registered user happy. Some
esoteric (special), but extremely useful, little extra function that
would sweep the floor with similar commercial offerings is what I'm
after here, and I'll do my best to persuade the shareware writers I represent
to include this.

> What do *you* think? If anybody has experience in the shareware scene,
> I'd especcially like to here from you, but all opinions are valid.

My experience in supporting shareware programs and games is only six months old, and guys like Joe Connor (jconnor@cix.compulink.co.uk) can probably tell you a lot more.

My line is clear though. Here's what I'll try to realize in Sweden with the shareware programs I support (Backward, Everest, GEMBench, GEM-View, Selectric and Stoop):

1. Ask the author how many new versions he plans to release during the next 12 months, calculate the costs for sending out disks, deduct that amount from the shareware fee to pay for my actual costs, and give registered users *free upgrades for a full year*!

2. Persuade the shareware authors to include more goodies and (a few) hidden features, only available to registered users.

3. *Use the press!* I myself intend to write a regular column in "AtariMagasinet", just like Joe Connor does in ST Applications. It's a way of keeping up the interest for all the beautiful software I (and others) support.

A piece of good news for all Swedish Atarians with comms in mind, is the fact that (SysOp) Dag Dao of *DaDa & Surrealismus* (dada@dada.ct.se or 2:200/136.0)) will be supporting comms-related S/W software! He's currently negotiating with the authors of LED, Semper, JetMail, CoNnect and others to get the ball rolling.

Wish him luck! And register!

What I think you should do Vegard, is to try and interest a "shareware support centre" in every country across Europe plus Northern America.

Remember: It's risky, expensive and slow for users to transmit money across the borders. The possibility to register via a domestic "post giro account" is essential! If the person who handles the registrations also has some *knowledge* about the programs/games he supports, it certainly makes registration even more tempting to users. It's always good to have a domestic phone number to call. I do occasionally get queries from users: /It doesn't work!../ These fellow atarians are happy I'm there to straighten things out, and I'm glad to help!

> BTW, the program in question is called FrontEnd, and can be described
> as a kind of GEM based "visual GFA basic". I'll post more when I
> upload...

Best of luck, Vegard! Let me see it when you've got something to show me!

Yours sincerely (Ha det!)

-Sven-

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__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |
-----------------------------------------------------------
```

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------

[I realise this logo of mine makes no sense at all with text effects /*_
activated in LED, but it reads *Sven Bornemark Musik*. End of plug]

(UUCP Dialup connection)

821. nny1 know how to make a tos upgrade to a 520st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 01:08:21 UTC
From: jrg@cldc.howard.edu
Message-ID: <3ir8m5$5n0@sulu.cldc.howard.edu>
Source record: 27487

I thought i could figure it out. but It doesnt' boot up anymore.
thanks.

--
.....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,

822. Re: Good GEM/3 Resource editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 01:12:10 UTC
From: Richard Kelsch <richcsst@cts.com>
Message-ID: <Pine.SCO.3.91.950226170559.8586A-100000@crash.cts.com>
Source record: 27488

On Mon, 27 Feb 1995, Mario Becroft wrote:

> In article <D4K1qC.34v@crash.cts.com> you wrote:
> : I an in need of a good resource editor that supports the new GEM objects
> : (3D, popups, etc.). I currently use the Mark Williams C editor, but it
>
> Popups are up to your app. to support. The rsc editor needs no special
> support. As for 3D, HiSoft WERCS will do it also Compo Interface 2. If
> you want colour icons (g_cicon) then you need Interface 2.

Yes, popups are. However, due to a brain fry, I meant submenus.

> Interface 2 is definately the one to get, there is no question about it.
> However I am not getting it, as I got WERCS, not knowing it would not do
> g_cicons. Now I can't afford INterface 2, and I badly need to do g_cicons
> :-(((.
>
> BTW, in the title, what do mean by GEM/3 rsc file? GEM/3 is the GEM
> Metafile format!
>

GEM/3 is Digital Research's 3rd GEM version. MultiTOS has most, if not
all, of the new GEM functions and objects. Yes, the new metafile format
is also new under GEM/3. So basically, we are both correct.

> Hope that helps,
> -- Mario Becroft (mbecroft@iconz.co.nz)
> --

Is Interface 2 sold as a single application, or do I need to acquire it
within some sort of language package? I'm sick and tired of modifying my
resources after I have created them.

Thanks,

Rich

823. Drag and Drop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 07:08:38 UTC
From: dt93rk@pt.hk-r.se
Message-ID: <3irtpm$a7q@ronneby.hk-r.se>
Source record: 27490

One of my friends are programming a Jingel-program for Falcon + Multi-Tos.
And he`s wondering how he should program the Drag and Drop function in C under Multi-Tos.
Best Regards From Roger.

824. Re: Terminal Prog. to handle fast TT ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 08:23:05 UTC
From: wwc@axher6.desy.de
Message-ID: <WWC.95Feb27092305@axher6.desy.de>
Source record: 27391

In article <jtrautschold.793834119@BIX.com> jtrautschold@BIX.com (jtrautschold on BIX) writes:

> There are some speeds that can not be set, due to clock speed
> restrictions, for each port. It's possible that ConNect makes all of its
> internal selections available for each port instead of selectively making
> them non-selectable.

No - you're not quite right. Connect itself also knows exactly about the internal clock speeds of the serial ports and offers only the speeds available for a given port. Connect however offers extensive support for the excellent serial accellerator HSMODA and if a user does not configure HSMODA in the right way, Connect may be offering port speeds which HSMODA later on will not be able to set.

Wolfgang

--

Wolfgang Wander wwc@hermes.desy.de
hermes
DESY Hamburg Tel: +49 40 8998 2720
Notkestr. 85 Fax: +49 40 8998 3438
22603 Hamburg http://dxhra1.desy.de/wander.html

825. Re: Info needed:graphic cards for STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 09:51:16 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3is7ak$3g5@news.xmission.com>
Source record: 27392

S94 (lais@cs.man.ac.uk) wrote:

: In article <3igm83$eab@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard
: Tangeraas) writes:
: |> Are there any graphic cards around for the Atari STE (not the Mega STE)?
: |>
: |> I think my Atari is great, but I miss the ability to do hires graphics,
: |> and envy PC users with Super VGA etc. I'd like to do graphic animation and
: |> viewing on my STE if possible. I know there are cards that do this, but
: |> know very little about them- do they work with GEM, or only within certain
: |> programs? Compatibility... price... features. I'd like as much info about
: |> this as possible. Thanks.
: |>
: |>
: |> Hallvard, Oslo, Norway (hallvart@oslonett.no)

: Titan Designs in the UK had a version of their Reflex board
: which would go into a standard STE using an L-shape CPU adaptor,
: into which the actual board would plug. Since the standard STE
: case is so small, you need to cut a big slot for the card in the
: back.

: S.Lai

: P.S. The Reflex boards are fully GEM compatible.

Hmmm? Well in my case I have the same question except that I DO
have a Mega STe. I would also need mailing addresses as to where I can
mail order the Graphics card, seeing as how the only atari dealer I know
of around here has moved so that it's now a four hour drive to get to him.

Leech!@#$
jfergie@xmission.com

826. Re: English Gemini 1.999

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 09:59:50 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3is7qm$3g5@news.xmission.com>
Source record: 27393

James Davidson (James.Davidson@cbbs.centron.com) wrote:
: Jo> Is there a english RSC-file for Gemini 1.999e available?

: Yeah, i've got them, e-mail me here or on netmail, and i'll send them to
: you. Cheers, James.

I'd like the English resources to that as well.

Leech!@#$
jfergie@xmission.com

827. Re: Disk Drive Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 10:10:58 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3is8fi$3g5@news.xmission.com>
Source record: 27394

James Davidson (James.Davidson@cbbs.centron.com) wrote:
: My Atari disk drive's write protect detector is knacked.

: It says a disk is write protected a lot when I know it isn't.

: I am an expirienced user, so I know what write protect and tabs
: mean.

: It's an Epson drive, I replaced the SS one 4 years ago.

: Can anyone help?

: Thanks. James.

Well, I had the same problem a while back, and then of course
with my insatiable curiousity, I took my disk drive apart and screwed it
up. After borrowing my friend's drive out of his old amiga 500, I
finally just bought me a new one. Oh wait,...I was supposed to say
something about fixing it... It may just be your TOS, I know I've done
some screwy things with mine, but I haven't really had that problem
unless I try using A copy at 16 mhz (I have a mega STe) and it only does
it seldomly, although now that I have a fairly new drive I haven't had
the problem...(now I just have problems trying to format odd formats at
16mhz.)

Leech!@#$
jfergie@xmission.com

828. Re: Help...real quick question...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 10:15:52 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3is8oo$3g5@news.xmission.com>
Source record: 27395
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Alasdair Goold (agoold@cix.compulink.co.uk) wrote:
: In Article: 49354 of comp.sys.atari.st abstract@wam.umd.edu (Some guy)
: said:

: >Does anyone know about the compatability (sp?) of ST games on the Mega?
: >Thanks in advance!
: >--Lunatic

: I switched from an STe to a Mega STe. I found that some games wouldn't
: work at first. If I switched the cache of or switched it back to 8mhx in
: some cases that most games would work.

: The only game I regularly use(d) which I still can't get to work is
: Championship Manager '93, a soccer management game published in the UK by
: Domark.

: Al
: (agoold@cix.compulink.co.uk)

I have a Mega STe as well, the only software I've really had any
trouble with are ones that are compiled in some way or another...I guess
the compiling algorithms aren't quite compatible or something...other
than that, mostly just demos don't work. (Which is, once again, probably
because of the above problem). So in the end, try to see if it's
compiled. Some of the older compilers do not work and do strange things
to your machine.

Leech!@#$
jfergie@xmission.com

"You say I'm crazy, eh? Well take off hoser!"

829. Re: mega st/e dip switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 10:22:49 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3is95p$3g5@news.xmission.com>
Source record: 27396

Paul Smith (paul@damp.apana.org.au) wrote:
: I have a mega st/e with a tos 2.05 motherboard useing tos 2.6 roms and
: would like to know the useage of the dip switches that are to the front of
: the st/e (not the hard drive switches).

: Also does anyone have a copy of the SKYLINE cd for sale...

: OOORRROOO

: Paul

Well, I know what numbers 7 and 8 do...7) turns on/off the option
for a High Density disk drive. 8) turns on/off the STereo sound. I hope
that helps...I too would like to find out what the hell the dips do.

Leech!@#$
jfergie@xmission.com

830. Prism, TT res Emulator?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 10:37:03 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3isa0f$3g5@news.xmission.com>
Source record: 27397

In a particular issue of ST Format, # 36 July, 1993 to be precise, I saw an interesting ad for a program. It was a TT Resolution Emulator that boasted to "expands your screen by up to four times" The program was called Prism. The mailing address it gave was Moriarty Software Dept FO PO Box 261 Crawley, West Sussex RH117FJ, UK. I was just wondering if any of you could check this out for me and everyone else who would love a program that would give TT resolutions to any ST. it's priced at 20 pounds in there....Anyone know how much that'd be in US dollars. (God I hate america).

Leech!@#$
jfergie@xmission.com

831. Atari Web Pages Update!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 14:28:47 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3isniv$erh@mserv1.dl.ac.uk>
Source record: 27399

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Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 27/2/95
~~~~ ~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

4th Update
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================================================================================

Foreword
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Hello and welcome to the news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
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Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **, updates
will be marked with a U. All new items are also listed below according to the
date they were added.
```

The new items this month are:

27/2/95 -- Towers II : Plight of the Stargazer Update!
27/2/95 -- Falcon Owners Group Magazine No.8.
23/2/95 -- Atari FTP List Update
22/2/95 -- HENSA Atari TOS Newsletter Volume 8. No.4
22/2/95 -- HENSA Atari Falcon Newsletter Volume 8. No.2
22/2/95 -- HENSA Atari MiNT Newsletter Volume 8. No.2
22/2/95 -- MIDI Grid Review by Andy Curtis
8/2/95 -- Utopus Two player shootem' up (STE) 231K
8/2/95 -- Downloadable files in Falcon/ST sections now have file sizes listed
7/2/95 -- Hyper Image pages link (contains Hover Hunter news)
7/2/95 -- Mail to me directly using this link
7/2/95 -- New inlined Atari logo for Web pages by Frank Charlton
7/2/95 -- AEO Newsletter Volume 4. Issue.2 in text and ZIP format
6/2/95 -- Pinball Dreams and Llama Zap Falcon News
6/2/95 -- News and Announcements section added
6/2/95 -- HENSA Atari TOS Newsletter Volume 8. No.3
2/2/95 -- Lynx FAQ updated
2/2/95 -- Jaquar FAQ updated
2/2/95 -- Connect Review by Frank Charlton
2/2/95 -- Zero 5 Review by Frank Charlton
1/2/95 -- Atari FTP List Update
31/1/95 -- AtariNOS FAQ
30/1/95 -- CAIN Newsletter Volume 2. No.1

==========

What are the Atari Web pages?
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These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

==========

How do I access them and what is the Web?
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First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular

piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

==========

U What you will find in the Web pages every month.
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From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. It is now possible to mail me directly from the Web pages, special thanks also to Frank Charlton for the new Atari Logo. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
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First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.
- Toad Computers Pages. Stockiest and retailer of many Atari goods.
- ST Format Pages. Information and previews of ST Format issues.
**Hyper Image Pages. Contains Hover Hunter Jaguar news.

This section will have a page dedicated to it this month as over 30 new Atari related links are added.

Documents
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Useful documents will appear in here. At the moment there is:

U Atari FTP List by Mark Stephen Smith (essential for the latest news on who provides Atari FTP sites).
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:
~~~~~

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
- MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about MiNTNet.
**AtariNOS FAQ by Frank Charlton. Answered questions and information on NOS.

Newsletters
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Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

U CAIN Newsletter containing the latest Atari news.
U HENSA Newsletter containing the latest updates to the HENSA Atari archive.
U AEO Newsletter containing the latest Atari news.

Newsgroups
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Atari related newsgroups. Send updates. The currently supported news are:

comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.programmer
rec.games.video.atari
alt.games.lynx

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

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Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
- Edith Professional review by Frank Charlton (ST Format)
- MagiC review by Andy Curtis (ST Format)
- Stello v2 review by Mark Stephen Smith (Myself)
- Sportster Modem review by Frank Charlton (ST Format)
- Storm Tracker review by Andy Curtis (ST Format)
**Connect review by Frank Charlton (ST Format)
**Zero 5 review by Frank Charlton (ST Format)
**MIDI Grid review by Andy Curtis (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (finishing review of Apex Media for the Falcon). This section is now growing well.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

**News and Announcements Pages
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Latest Atari news, and announcements from the Atari World. Currently contains the following:

**Universal Virus Killer Book Announcement

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. Unfortunately the way the logs are now stored prevent me from calculating the number of accesses to these pages in the future.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.
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Falcon Page
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This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

**Pinball Dreams and Llama Zap News.
- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
**Towers II : Plight of the Stargazer Update! The latest news on developments.
U Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
- Falcon Specifications and Information compiled by Rod McCall.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. All files now list there size so you can see how large they are before downloading. At the moment the following software is included, with more to come:

- Super Bomber Man (freeware)
- Play MPEG v0.70 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
U FOG issue 8 diskmagazine for Falcon.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions
which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 7 diskmagazine for Falcon.
- FOG issue 6 diskmagazine for Falcon.

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned
Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are
small descriptions or full features with pictures. At the moment there is:

U Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major
revisions to be done with updates. All files now list there size so you can see
how large they are before downloading. At the moment the following software is
included, with lots more to come:

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

**Utopus. Two player shootem' up (STE only).
- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust Klax
Kungfood Lemmings Lynx Casino
Malibu Bikini Volleyball Ms.Pac-Man
NFL Football Ninja Gaiden
Ninja Gaiden III : The Ancient Shop of Doom

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

U Lynx FAQ
- Lynx Tips and Tricks

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~

Currently empty.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar.

- Jaguar CD Specifications
- Rebellion Development News
- Sinister Developments News
- Sensible Soccer News
- Coming Soon!
- Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph
Aliens vs Predator Trevor McFur in Cresent Galaxy
Brutal Sports Football Dragon: The Bruce Lee Story
Wolfenstein 3D Checkered Flag

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

U Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ update for Jaguar

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Christian Svensson

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
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Some structural changes are likely to appear in the next months. I have introduced an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, this section will be getting it's own dedicated page as over 30 new Atari related links are to be included this month. There will be more newsletters, documents, updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials. Also Claus J. Pedersen (Stello author), Bob Brodie (former Atari employee) and Steven Davies have all offered to support these pages with contributions in the future.

Please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

832. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 14:29:38 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3isnki$ij6@whitbeck.ncl.ac.uk>
Source record: 27400

I've now solved my problem with Fvwm - it was a compiler bug in gcc2.3.1,
I re-compiled with 2.5.8 & now all is rosey in the garden. I'll be putting
a 68030 binary of Fvwm on phlem.ph.kcl.ac.uk later today (very stable).

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7
```

833. EGEM ENGLISH help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 14:37:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f51e3de@sirius.herts.ac.uk>
Source record: 27401
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Well has anyone written a program that uses the menu, and form dialogues from Enhanced GEM?

I've been trying to understand the source code DIALDEMO and translated a bit of it, but it doesn't have that many comments for me to fully comprehend how it works!

Any source or help (or better still an readable manual 8)

Alex Nicholls
A.I.Nicholls@herts.ac.uk

834. GCC filenames problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 14:37:08 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3iso2k$ioc@whitbeck.ncl.ac.uk>
Source record: 27402

For some reason, every time I compile something with GCC, it truncates the object filenames to lower case 8+3 filenames (this is on my minix partition BTW). This is a real bummer, as lots of the X stuff I've been compiling uses longer mixed case names, so I have to go through by hand & fix the names before I can get the stuff to link. Any suggestions? (used gcc2.3.1 & it did this, I now use 2.5.8 & it still does this).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

835. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 15:50:41 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.793900241@maxine>
Source record: 27403

kenr@serg.cse.unsw.edu.au (Ken Robinson) writes:

>I have to replace the hard disk (currently Seagate ST 157N) in my Mega STE.
>Can anyone tell me the largest drive that is completely plug compatible with
>the current drive?

>Also, I understand that the drive is SCSI. Is that correct?

>Thanks for any help.

Ken,

You should be able to use any SCSI hard disk on the Mega STe. I
upgraded temporarily to a Maxtor MXT345SL. I plan to buy a Quantum
540 meg some day. I think you should be able to put at least a 1.2 GB
drive on the stock host adapter.

Michael

836. PS/2 for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 16:08:34 UTC
From: petefagc@w206zrz.zrz.TU-Berlin.DE
Message-ID: <1995Feb27.170835@w206zrz.zrz.TU-Berlin.DE>
Source record: 27405

```
kldfjg;dlkgjd;slkgjd;slkfgj
```

837. Re: help with syslogd program

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 17:31:36 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rj9Ds-0005uSC@black.csi.cam.ac.uk>
Source record: 27406

In article <3ir2j7$b21@agate.berkeley.edu>, tkk@uclink2.berkeley.edu (tkk) wrote:

> But now when I execute syslogd with say -d parameter, I get a bunch of
> path not found errors like:
>
> syslogd: /var/adm/messages path not found
> syslogd: /var/adm/lpd-errs: pathnot found
>

Well have you got a /var/adm folder then?

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

838. FTP sites for compiled X/mint progs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 17:50:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3it3de$l4m@dux.dundee.ac.uk>
Source record: 27407

Are there any for example where I can get Tfwm, X, etc?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

839. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 18:35:22 UTC
From: bgilbert@natinst.com
Message-ID: <3it61a$q7v@falcon.natinst.com>
Source record: 27408

In article <Pine.SUN.3.91.950225205951.4156A-100000@blue.csi.cam.ac.uk>,
Mark Baker <mnb20@hermes.cam.ac.uk> wrote:
>
>Most people (including me) seem to have a zoo version that copes with the
>long filenames OK but creates all the files in lower case. Apparently
>there's one around somewhere that works properly. As for tar, that
>apparently needs UNIXMODE to be set properly. I had it set right anyway as
>I think the .rc file that came with tcsh had it in.
>

Yes, this has been the cause of nearly all of my problems setting up X
so far. I have looked all over the place and for the life of me I cannot
find a version of zoo which supports mixed case filenames. Every version I
get says that it is not supported. Yet, people are zoo'ing things with
mixed case filenames and expecting other people to unzoo them and have it
work which is not very likely. Does anyone know where I can get a version
of zoo which does support UNIXMODE? It is very frustrating being able to
see the mixed-case filenames in the zoo archive but having to rename all the
files appropriately after they have been extracted. I suppose it's better
than not seeing the correct case-sensitive filenames at all. :-)

Regards,

--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments
Austin, TX

840. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 20:56:25 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D4oFI1.EvE@cix.compulink.co.uk>
Source record: 27409

In response to mnb20@cam.ac.uk's message:

> BTW programs compiled to use the FPU of the Falcon or TT won't work
> on that of the MST(E) and vice versa as the programming interface
> is totally different - the '030 has fpu instructions such as fmove,
> fmul etc, whereas to use it on the MST(E) you have to set various
> registers.

Hi Mark,

Thanks for that useful info.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

841. Re: Drag and Drop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 21:18:34 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3itfja$ohs@status.gen.nz>
Source record: 27410

Roger Karlsson (dt93rk@pt.hk-r.se) wrote:

: One of my friends are programming a Jingel-program for Falcon + Multi-Tos.
: And he`s wondering how he should program the Drag and Drop function in C under
: Multi-Tos.

I can't see why he shouldn't do it in C. Drag&Drop is fairly easy to do as
long as you have docs for it. If you don't, I can type them out of the
Compendium and post them to you (well, I _could_ but of course don't
really want to...:-)

-- Mario Becroft (mbecroft@iconz.co.nz)
--

842. Re: mega st/e dip switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 21:26:53 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3itg2t$ohs@status.gen.nz>
Source record: 27411

Paul Smith (paul@damp.apana.org.au) wrote:
: I have a mega st/e with a tos 2.05 motherboard useing tos 2.6 roms and
: would like to know the useage of the dip switches that are to the front of
: the st/e (not the hard drive switches).

I have a TT030. In my TT030, sw7 is for HD Disc Drive, and I think the
rest don't do anything. You can find the positions of the switches by
reading the _SWI (I think) cookie. Each bit corresponds to each switch.

Hope that helps,
-- Mario Becroft (mbecroft@iconz.co.nz)
--

843. Mega St + TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 22:14:18 UTC
From: tammisto@pori.tut.fi
Message-ID: <3itirq$hbs@cc.tut.fi>
Source record: 27412

I need some information about installing TOS1.4 in MegaST.

The MegaST I have has TOS1.2 in two roms and I have a six rom set of TOS1.4.

I have done the same thing before with a 520ST (replacing a two rom set
with a six rom set) and there were three solder jumpers on the motherboard
which I had to change. I couldn't find the same jumpers on the motherboard
of the Mega but I think there has to be someting I must change.

What I need to know is what else I have to do to the Mega besides
installing the roms to make my upgrade to work.

Thanks in advance!

--
Petteri Tammisto --- Tampere University of Technology, Pori University Unit
P.O. Box 30, SF-28600 Pori, Finland, Europe

844. Technical books?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 23:14:08 UTC
From: cpbs@ukc.ac.uk
Message-ID: <12113@gos.ukc.ac.uk>
Source record: 27413

I have a copy of "The Concise Atari ST 68000 Programmer's Reference" by Katherine Peel, which I've been using as my main reference for ST programming for the last 5 years or so... I think it's time I replaced it!

I've read comments here about "The Atari Compendium" being a good reference, and the review in ST Applications was good. I've also seen "Proflibuch" (sp?) and a couple of other books mentioned. What are your opinions on which is best? (I can only read English, btw).

The other question is, where can I get it? I've tried to get TAC from HiSoft, but it seems to be out of print. They say they're waiting to see if enough orders come in for it to be worth reprinting it...

Thanks for your help.

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

845. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 23:17:06 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3itmhi$htq@amazon.cs.duke.edu>
Source record: 27414

From the Holy Book of <3it61a$q7v@falcon.natinst.com>
as spake by bgilbert@natinst.com (Ben Gilbert) :

> [...] I have looked all over the place and for the life of me I cannot
>find a version of zoo which supports mixed case filenames. Every version I
>get says that it is not supported. [...]

The version you want is Mint/Utilities/bmintzoo.tos at a.a and mirrors.

This seems to come up a lot; perhaps this file should be symlinked into
the Archivers/ directory. Jeff?

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

846. Re: system solutions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 23:23:04 UTC
From: paul@xciv.demon.co.uk
Message-ID: <793927384snz@xciv.demon.co.uk>
Source record: 27439

In article <3ippp3$pil@frisbee.damp.apana.org.au>
paul@damp.apana.org.au "Paul Smith" writes:

> Does anyone have the email address for system solutions and gasteiner?

ssolutions@cix.compulink.co.uk, nothing for Gasteiner AFAIK.

> Whilst on the subjuct the address for compo would also be appreciated.

IIRC it's compo@cix.compulink.co.uk

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

847. Re: BOMBS!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 23:59:52 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4onzs.EMn@cix.compulink.co.uk>
Source record: 27415

In message <3iaouh$na1@infosrv.edvz.univie.ac.at>,
werner@PROBLEM_WITH_INEWS_DOMAIN_FILE said:
> I have a TT030 with 4MB of ram, a 48MB HD and a 19'' SM194 monitor.
> This is the hardwareconfiguration a I bought it two three years ago.
> Now when I worked with my system I got the message of a bus-error
> on the screen and the system chrashed. When I tried to switch the
> system off and on the system reported immediatelly 2 BOMBS, when
> pressing the reset-button the harddrive came up but when the mouse
> from the GEM-desktop was visible the system chrahed again with bombs.
> After some further attempts to restart
> irregular pattern came onto the screen, which were changing when I
> moved my fingers towards the serial ports at the back-panel. When
> I turned the system of for the weekend it worked again. Do I have
> defect memory or is something wrong with graphics-hardware? Has
> anybody an idea how to solve this big problem?

I advise:

1) Open it up and make sure all the chips are pushed into their sockets.

2) replace the PSU unit.

Point 2 isn't that had as the TT takes standard PC power connectors. You'll
not going to find a PSU that fits in the case (and anyway the original one
is only 65W), but I just mounted the new one behind. Cured all my problems
(mainly wavy text on the screen) and only cost 30ukp. I kept the original
fan in place so it runs super cool as well now.

I can go into more detail if you like - and of course 'your milage may
vary'. Main thing is to make very sure the replacement wiring is
electrically the same as the original. Pretty easy with a cheap multimeter.

Failing that - you'll need to get a repair shop to look at it.

:-(

Roland.

@CiX

848. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 23:59:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4onzv.EnD@cix.compulink.co.uk>
Source record: 27416

In message <3isnki$ij6@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:
>
> I'll be putting a 68030 binary of Fvwm on phlem.ph.kcl.ac.uk later
> today (very stable).

Good news!

:-)

Roland.

@CiX

BTW is there any general feeling about what is being ported to X-MiNT? I fancy doing versions of CBZONE and XLANDER (if I can fine the source), but won't bother if they are all in hand.

Also is the current X11R5 considered stable - or should I wait for the next release before downloading all the programming stuff?

Thanks.

849. Re: Networks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 23:59:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4onzx.Enz@cix.compulink.co.uk>
Source record: 27417

In message <294_9502270818@centron.com>, Andy.Curtis@adlib.centron.com said:
> Hi All!

> and screws things around. If there is another way of using the
> cartridges I would like to hear it! :-)

Should be possible to write MiNT-Net drivers if you have the hardware details of the cartridges. Whether MiNT is compatible with your BBS is debatable as well!

;-(

Roland.

@CiX

850. Re: ?Bad Computer Test

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-27 23:59:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4onzy.Eou@cix.compulink.co.uk>
Source record: 27418

In message <793343249snz@yolk.demon.co.uk>, egg@yolk.demon.co.uk said:
> I ran a test on my Atari 520St, 4Meg ram the other day. Everything
> is running at 100% except for the Gemdos File which is running at
> 75% You see, (This is embarrassing) I accidentally tried to load a
> Tos 2 disk which somebody gave me and it crashed. After that, I
> noticed the machine took a long time to boot up the main screen
> whenever I turned it on. So, I ran the test and was bitterly
> disappointed because my machine used to run at better than 100% (sob)
> What have I done? Is there anything I can do? :-(Suggestions greatly
> appreciated.

Well I don't see how running (even a dodgy) TOS 2 disk could cause hardware
damage.

Two things which spring to mind though:

Maybe you have a virus?

Maybe your disk is nearly full/fragmented (you have a hard disk?).

If the latter is the case then GEMDOS file activity will be less than
optimum as the heads keep having to move to find some spare space to write.

Roland.

@CiX

851. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 01:25:06 UTC
From: bgilbert@natinst.com
Message-ID: <3itu1i$3ka@falcon.natinst.com>
Source record: 27419

In article <3itmhi$htq@amazon.cs.duke.edu>,
Scott Bigham <dsb@amazon.cs.duke.edu> wrote:
>From the Holy Book of <3it61a$q7v@falcon.natinst.com>
> as spake by bgilbert@natinst.com (Ben Gilbert) :
>
>> [...] I have looked all over the place and for the life of me I cannot
>>find a version of zoo which supports mixed case filenames. Every version I
>>get says that it is not supported. [...]
>
>The version you want is Mint/Utilities/bmintzoo.tos at a.a and mirrors.
>
>This seems to come up a lot; perhaps this file should be symlinked into
>the Archivers/ directory. Jeff?
>

Yes, I did indeed try this version. It says straight out in the readme.st
file that the binary distributed version does not fully support UNIXMODE,
and that mixed case filenames are not supported. It says to change a header
file and recompile, or send e-mail to the author if you are unable to
recompile zoo yourself. Incidentally, I would compile it since the source
is available but I don't have GCC set up right for MiNT yet and I probably
won't until I get my new hard drive and delve into getting GCC up and
running. So, as far as I can tell, the bmintzoo.tos is the same zoo
program I had before, but thanks for the suggestion. :)

Regards,

--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments
Austin, TX

852. Re: Additional Midi on serial port?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 02:19:44 UTC
From: psnuggs@cix.compulink.co.uk
Message-ID: <D4ouGx.3Mv@cix.compulink.co.uk>
Source record: 27420

TVM Andre - I'll give it a go. Shame I've got an 520stfm tho 8-(

Paul

853. Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 02:19:45 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3iu181$6p7@ophelia.waterloo.net>
Source record: 27421
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Howdy, gang. I've pretty much finished a spiffy new MOD player. It runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest of all) automatically scans any floppy you put in the drive and loads any .MODs it contains with no need for the user to even have the ACC open. Unfortuneately I have run into one /small/ problem.

I have _NO_ idea how to play a .MOD. Oops?

So, anyways, can anyone direct me to PD or at least cheap DSP .MODS playing source? Thanks.

Hmm...

854. Re: Technical books?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 06:43:18 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FB3GDHUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 27378

In <12113@gos.ukc.ac.uk> Charles Briscoe-Smith wrote :

>I've read comments here about "The Atari Compendium" being a good
>reference, and the review in ST Applications was good. I've also seen
>"Proflibuch" (sp?) and a couple of other books mentioned. What are
>your opinions on which is best? (I can only read English, btw).
>
>The other question is, where can I get it? I've tried to get TAC from
>HiSoft, but it seems to be out of print. They say they're waiting to
>see if enough orders come in for it to be worth reprinting it...
>
I have the Atari Compendium, and although it is a very good book,
the upgrade price...well, let's put it this way, it is cheaper for me
to buy a new edition of the Atari Compendium from my dealer than to
actually upgrade via SDS Publishing, and tear off the cover
(necessary to upgrade). However, it is a good book, and includes
some decent code and information, although were you able to read
german, I would recommend the Proflibuch as it is, far and away, a
better book for programming. Anyway, if you decide to get the
Compendium, get the disk with the source on it as well. To
summarise, the two books to get for general programming are the
Proflibuch (if you know german) and the Compendium.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

855. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 07:55:29 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb28.075529.15590@rhrk.uni-kl.de>
Source record: 27376

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>Does this apply to the Falcon as well or can you just plug one in?

Just plug it in.

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
**************************************************************************
```

856. Falcon SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 09:25:49 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb28.092609.99@genrad.co.uk>
Source record: 27422
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is probably an easy one for someone out there. I've got a brand new CTX 14 inch SVGA monitor, and I've hooked it up to my Falcon with a SVGA adaptor from Ladbroke Computing. When I turn everything on, the display is wrapped across the monitor screen twice. The Falcon is obviously sending the signal at half the speed it should. Has anyone got any clues? Can I fix it with a software driver, or have I got to send my Falcon back to Atari for the third time (and wait another six weeks on top of the twelve weeks it's already been at Atari in Holland being repaired)?

TIA, Paul Hills

857. Atari Lasers on a PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 09:33:27 UTC
From: Magnus R|nn{ng <ronnang@etek.chalmers.se>
Message-ID: <1995Feb28.093327.14962@etek.chalmers.se>
Source record: 27423

I saw an ad in the German ST-Computer (think the company's name was REDLEF) about a way to use a SLM804 under Windows/DOS. I've mailed them (snail-mail) but don't get any answer. Anyone who knows anything about this?

Thanx...

ronnang@etek.chalmers.se

858. No Hp48 + Atari St Owner in all this group !!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 09:45:48 UTC
From: you@somehost.somedomain
Message-ID: <3iurcc$49p@cubitus.univ-angers.fr>
Source record: 27424

It's no possible : I haven't see articles about hp calc owners on atari.

Please it's not necessary to hide .

859. Dead Atari SM124 monitor; need help fixing it...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 10:15:35 UTC
From: mattk@netcom.com
Message-ID: <mattkD4pGHz.Msv@netcom.com>
Source record: 27425

Hello all...

I have a dead SM124 monitor (monochrome). It's a Goldstar internally. I got a file written by Randy Constan detailing how to fix a common problem that kills these monitors. The fix involves a capacitor that fails, taking out a resistor, and sometimes one or both of the fuses. The capacitor is a 2.2uF 50V non-polar electrolytic. Randy says to substitute a 2uF 200V metal film made up from two metal film 1uF 200v in parallel. The resistor was lost, but the text file says to use a 1/2 watt 680ohm (R721) and I recollect (though am not sure) that's the right one. I did the recommended fix and still have no video.

One thing was the "faulty" capacitor tested as functional using a resistance meter. The resistor was definitely fried...as was the main board under and around the resistor.

Here's what I've done since: I noticed the cathode filament in the CRT does not glow at all, which it seems should glow quite a bit. I measured the voltage across the filament; it was around 5VDC. We checked the filament for continuity--it measured around 50ohms. The voltage seems low. I checked the voltages of the wires leaving the power board to the main. On my little Radio Shack autoranger, all I got was overranging while measuring DC, and on the AC scale, it gave jumpy voltage readings. On a "manual" analog meter, the connection gave about 24VDC and around 50VAC over the very same pins. This was what we checked. Mind you, I have no idea what any of these are supposed to read.

Massive and profuse thanks for any help anyone can offer.

Bye for now,
Matt

INCLUDED FILE: dead_mon.txt

If you have an ATARI SM124 Mono monitor that has recently gone belly up, read on. In particular, this pertains to those of you who have tweaked the coils and trim pots in your monitor to get a full raster display, although it's quite possible that unmodified monitors have been affected as well. Also, if do have a modified monitor that's behaving fine, you still may want to consider the suggestions described in this article, as it could save you a surprise monitor failure that (you _KNOW_) will definitely happen at the worst possible time.

Finally, this text describes a problem particular to the monitor manufactured by "Gold Star Co", which has the Brightness, Contrast, and Off/On Volume controls recessed on the right side-

panel. There may have been other manufacturers of SM-124's with completely different electronics, so if ANY of the physical component layout descriptions written here do not seem to jive, then all bets are off and the information given here may or may not have any practical value. In addition, the monitor 'fix' I'm going to describe should only be done by a trained electronic technician, or at the very least a knowledgable electronics hacker with good soldering AND de-soldering skills!

Disclaimer: You can easily get knocked squarely on your butt by the voltages present in your monitor. Weather or not it kills you probably depends on just what you fall on, your present health, and where the resulting flying monitor lands. In any case, your decision to implement the changes described herein is completely your own. I disclaim all responsibility for your health, safety, or any damage to equipment or property caused by fires, implosions or explosions, earthquakes, global flooding, or galactic imbalance resulting from your use of any information in this writing. I think that about covers it ;)

So... once upon a time, we all got our nifty HI-RES mono monitors, powered them up, and the very first thing we all said was, "Ah.. MAN!!... This monitor is screwed up". Perhaps stronger language was used, but the fact was that we all thought something had to be wrong. Alas though, the tiny picture on that screen was exactly what the ATARI mystics had intended! Of course, it wasn't long before many daring hackers boldly removed the monitor's covers, cast their warrantees aside, and discovered a way to expand the tiny picture to full size. The information spread quickly through the worldwide internets, spider-nets, and fish nets, and soon all mere mortals had full screen displays and could actually read that 6 X 6 font! And so, the all lived happily ever after. But then one day years later, a curse fell upon the land, and darkness fell upon the faces of many of these monitors.

Ok, enough with the story narrative. By now, you're beginning to get the picture (no pun intended). The modification to fill the screen does indeed place an additional stress on a portion of the monitors circuitry, which coupled with a design error quite common to many types of computer monitors, ultimately caused the failure. The good news is that I've now seen quite a few monitors with this identical failure which is 100% repairable, and should leave you with 'good as new' results. The bad news is that you do need some technical skills, but even if you don't, finding a techie friend to help will be abundantly easier having a possible procedure for repair.

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Brief technical summary. Right near the coil you adjusted to spread the horizontal width of your display, there's a 2.2 uF

capacitor. More specifically, it is a non-polarized electrolytic capacitor, which is actually 2 polarized capacitors wired 'back to back' in a single enclosure. As the screen is widened, the peak voltage level across this part increases, thereby causing more internal stress. This situation is further aggravated by the type of part as well. All capacitor types have certain advantages and disadvantages and when it comes to electrolytic types, the advantage is smaller size. It's disadvantage however is that at higher frequencies, it has high 'leakage' current and acts more like a resistor. The Horizontal frequency passing through this capacitor is in fact quite high, and the resistive qualities at these frequencies cause the capacitors to generate significant heat. Over time, that heat will cause the part to fail even in un-modified monitors, but the modification certainly speeds up the process.

If your monitor has fallen victim to this failure, in a way your lucky. There's a fair chance that the problem (as said earlier) would happen one way or another anyway, and at least now you have a possible fix. First, you need to disconnect the monitor and open it up. If you have the chassis I'm describing there will be two screws on the upper sides, visable from the back; two more screws on the bottom; and a single screw on the back above the power plug, which is a removable 'spade' type AC connector. After removing the screws, you can remove the back cover, but be sure to be careful of the speaker connections. The speaker is mounted to the inside of the cover, and connects to the monitor's main PC board via a small removable plug. It's a bit tough to get to, but trust me, it IS removable.

Once the cover is free, there are 2 fuses to check first. From now on, all references to right and left will assume you are behind the monitor, with the screen pointing away from you. There is a small PC board mounted vertically on the right side of the chassis which contains a 0.75 amp fuse. There's also a 2 amp fuse immediately to the right of the speaker plug you removed on the main board. Check both fuses with a DVM or other suitable instrument. Most likely, you'll find that it's the 2 amp on that is gone, but either one blown is possible. You can buy these tiny fuses at Radio Shack, and while your there, you can pick up a much more modern replacement for the capacitor we mentioned earlier. There's also a resistor that often cooks when this failure occurs, so you might as well get all this stuff at once. If the problem turns out to be something else, at least you'll be prepared for the eventuality. In any case, read on to do a 'walk through' before buying, to make absolutely sure your chassis physically matches the one we're discussing.

At your local Radio Shack, pick up the following items:

fuse (pkg of 4) 3/4 amp 270-1048
fuse (pkg of 4) 2.0 amp 270-1052
fuse (pkg of 4) 5.0 amp* 270-1056
capacitor buy 2! 1 uF, 200v metal 272-1055
resistor (pkg of 2) 680 ohm, 1/2 watt 271-021

* optional purchase, see text.

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Since we have plenty of extra fuses now, start by just changing them, and setting up the monitor (still uncovered) with your ST. If the display comes up normally, leave everything powered up and wait a few hours. If all goes well, you can either make the fix were going to describe anyway to save future grief, or put the other parts away, along with this text, in case the problem returns.

Assuming the problem did not go away (no display and/or fuse blown again), there are two paths you can take from here. You _can_ just go ahead and change the suspected components without really knowing if they are at fault, since they'll probably need replacement eventually anyhow. The other possibility is that you don't want to to this until you're a bit more sure it's necessary. If that's the case, read the next few paragraphs. Otherwise, just skip over to "Making the Repair".

If you do want to do some checking, here is a possible (but not foolproof) procedure to see if the suspected capacitor is indeed the culprit. If the 0.75 amp fuse on the vertical board was blown, temporarily replace it with a 2 amp. If the 2 amp fuse on the main board has blown, temporarily replace it with one of the 5 amp fuses. Set up the monitor, still open, near your ATARI, and connect the monitor cable to your machine. Boot the ATARI with the monitor still off. We want to keep our 'powered up' time with the larger (wrong) fuses to a minimum. Now, hook up the power cord and turn on the monitor, being ready to instantly kill power at the first sign of any unsafe condition such as smoke or electrical arcing.

With the higher current fuses installed, the display will probably still be out, but the green pilot light on the front panel _should_ light. If it doesn't, then either the new fuses have blown, or a problem exists somewhere else in the circuit. Of course, the pilot light could just be shot, but if the higher current fuses do actually blow, then forget about the remainder of this discussion and just try implementing the suggested repair. Also, if the screen display _does_ appear with the larger fuses, don't be to happy yet! Twice now I've seen the 'crippled' capacitor seem to work fine for awhile before the final breakdown. So weather the screen display comes up or not, proceed to the next step as long as the fuses are not blowing.

Locate Capacitor C714. It will be the round cylinder on the left side of the main board (from the back), in-between the coil you adjusted when you increased the width and the flyback transformer. The coil is the only adjustable coil on the board, so you can't miss it, and hopefully you know that the flyback transformer is the thing-y with the wire that goes into the top of the picture tube! Locate the capacitor... but don't touch it yet! The flyback puts out thousands of volts, and if there is a flaw in it's insulation, it could arc right into you hand. Just leave the unit powered up for a few minutes, and then turn it off. Now, with your finger, move close to, and finally touch the capacitor from the top. What you're looking for is a _HOT_ part, so be careful! If in fact the part is really hot, it probably has shorted and needs to be replaced.

Also, immediately to the right of the coil, also on the main board is a diode (D-709) and a resistor (R-221). Take a good look at the resistor to see if it looks stressed or burnt. If you want, you can do an in-circuit check with a DVM to see if it has opened. You can make this measurement from the bottom of the board if you want since it's pretty cramped on top. Even if it has not died, you should consider replacement if it appears stressed, or the underside of the board appears burned and discolored at the location of the resistor.

Making the Repair

Making the repair is simply a matter of changing the parts, BUT... there's some special considerations here. You may or may not be aware that radio shack does have 2.2uF, 50 volt non-polarized electrolytic capacitor in stock! But using that part would be dumb since the conditions that caused it to die in the first place have not changed AND, the part was a poor design choice to begin with! We're going to use the two 1.0 uF metalized film capacitors which are NOT electrolytic, AND have a working voltage 4 times that of the original part! We will have to parallel both capacitors to get 2.0uF, which is reasonably close to 2.2 and in fact works just fine. First though, you'll have to de-solder the existing C-714, which will probably be a bit of a chore. Do that, and also get rid of the existing R-221 if it shows the signs of heat stress (or is open) as we discussed earlier. You can just cut it out if you want, since we'll be soldering the new parts to the underside of the board.

Now, take the two 1.0uF capacitors, and solder them together in a neat parallel arrangement, that has a pair of leads bent to accommodate the spacing of the leads on the original capacitor. Look at the underside of the board and observe the original C-714 solder pads, as well as the clearance to the bottom when the cover is replaced. Give it a little thought and come up with a mechanically sound and visually sensible combination. The

capacitors again, are not polarized so direction does not matter. And remember... parallel, NOT series!!! Solder the parallel combination to the C-714 pads under the board. Try to push the leads right into the holes left by the removal of the old capacitor.

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R-221 should also be replaced from the bottom side of the board unless you're really patient, and have some small tools. It's much easier to just trim the leads and tack solder it in place under the board. If the board looks a bit burned in this area, you may want to clean it up a bit prior to installing the new resistor.

Finally, don't forget to put the proper fuse values back into BOTH locations. The original fuse values are important protection and do not normally blow unless there is a real problem. I definitely do not recommend leaving the larger fuses values in place. Do a bench check on the ST again, still with the cover off. You may need to re-adjust the horizontal width, or the position tabs on the neck of the picture tube to center and set up the display. Once this is done, you can put the cover back on, and you're back in business. If the fix does NOT help, just double check your soldering and connections to make sure you didn't wire something wrong.

Hope this fix was helpful. If so, I'd like you to drop me an EMAIL, since I'm curious as to just how many fried monitors out there had this problem. Also, if you're not able to make the repairs yourself and live anywhere in Islip, Long Island, NY area, send me E.Mail and maybe I can help you out. My GE mail address is R.CONSTAN, or Internet: rconstan@maestro.com.

-Randy Constan, Elfin Magic Co.

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860. Re: Drag and Drop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 10:55:00 UTC
From: "Christian Dahl"
Message-ID: <ftn_2.203.611.4_2f530175_Christian.Dahl@tnogobl.ct.se>
Source record: 27356

To: dt93rk@pt.hk-r.se

> From: dt93rk@pt.hk-r.se (Roger Karlsson)
>
> One of my friends are programming a Jingel-program for Falcon + Multi-
> Tos. And he`s wondering how he should program the Drag and Drop
> function in C under
> Multi-Tos.

From a textfile I got:

Drag and Drop protocol, revision 1.1

Here is a protocol applications can use to communicate "drag & drop"
operations, i.e. to allow
the user to drag an object from an application's window to the window of a
diffe rent
application. This is somewhat likecutting and pasting to/from the
clipboard, but without the
necessity for explicit cut and paste operations. Moreover, this protocol
ensures that the data is
actually transferred to the correct process (whereas clipboard data is
globally shared, and can be
modified or deleted by any process).

In the following, the "originator" is the application that owns the window
the o bject was
originally located in, and the "recipient" is the application that owns the
wind ow into which the
object is dropped. It is assumed that these are two *different*
applications.

Originator's side

When the user drags and releases an object, the application should make the
appr opriate
wind_get() call to find out the window id and window owner of the window
under t he mouse at
the time the button was released. If the window owner is not the current
applica tion, then the
current application becomes the originator of a drag & drop sequence.

The originator of the drag & drop creates a (bidirectional) pipe named
DRAGDROP. xx, where
'xx' is some unique 2 character combination (this could be formed from the
proce ss id, or the
application could just try Fcreate() until it finds a combination that

works; Fc reate will fail if a
pipe with the same name already exists). 2 letters allows for 626
simultaneous d rag and drop
operations to be in progress at once, which should be plenty.

It then constructs and sends an AES message to the window owner, as follows:

word 0: AP_DRAGDROP
word 1: originator's application id
word 2: 0 (number of extra bytes in message)
word 3: id of the window that was dropped onto
word 4: mouse X position at the time of the drop
word 5: mouse Y position at the time of the drop
word 6: keyboard shift key status at the time of the drop
word 7: 2 byte pipe identifier (see above)

If word 3 is -1, then there is no specific window which is the target of
the dra g and drop
message. Usually this will be used with "ARGS" data to indicate that a new
windo w should be
opened for the indicated file(s).

The originator then waits (with Fselect) for data to arrive on the pipe. If
the Fselect times out
(probably a 3 or 4 second time out would be sufficient) then the recipient
doesn 't understand
drag & drop. Otherwise, the sender reads 1 byte from the pipe, which will
be one of the
following values:

DD_OK meaning "go ahead, send data"
DD_NAK meaning "I don't want any data on that window"

If DD_OK is received, the originator should then read 32 bytes from the
pipe. Th ese 32 bytes
consist of 8 data types, each 4 bytes long, which are a list of the data
types t hat the receiving
application can understand, in order of preference. This list is not
binding, no r is it exhaustive; it
is intended only as a guideline. The originator should not abort the
transfer if it can't send any
of the types on the list; it should go throught the normal exchange with
any typ es that it can
send, and leave it up to the recipient to abort if necessary. If the
recipient h as fewer than 8
"preferred" data types, it will pad the 32 bytes with zeros .

Data types are always 4 bytes long, and consist either of a period followed
by a 3 byte file
extension, or a 4 byte "special" type. Extensions are the same as the file
name extensions used
for normal files or scrap files; for example, ".TXT" would be an ASCII text

file with lines
terminated by cr/lf sequences. "Special" types are other kind of data. For
examp le, the data type
"ARGS" denotes a command line with arguments seaparated by spaces. The
desktop s ends a
drag & drop message with type "ARGS" when you drag a group of files or
folders t o an
application window; the file and folder names, separated by spaces, form
the dat a for this
message. Note that if any of the file names in the command lines contains a
spac e, then it will be
surrounded by single quotes. Inside of single quotes, two consecutive
single quo tes stand for a
single quote. For example, if a file named Eric's File would be passed to
an app lication as 'Eric''s
File'. This obviously is of concern only for non-DOS file systems, but
applicati ons should be
aware of this.

The data type "PATH" is a request by the originator for the GEMDOS path or
file name
associated with the target window, and is handled specially. See below for
compl ete details.

After the originator has consulted the recipient's list of preferred data
types, it then constructs a
header consisting of: (the length of each field is given in parentheses
after it s description)

(1) The type of data (e.g. ".TXT" or ".IMG") as a 4 byte file extension.
Some sp ecial types are
reserved: "ARGS" means that the data is a command line with arguments
separated by spaces.
For example, if you drag a group of icons from the desktop to a window, the
rece iving
application will get a drag & drop message with type "ARGS" containing the
file names of all
files dragged and dropped. Application data types must begin with a "." and
shou ld form a valid
file extension (similar to the extensions used for data exchange on the
clipboar d). (4 bytes)

(2) The length of the data in bytes. (4 bytes)

(3) The data's name. This is arbitrary (and can be empty); typically this
would be a brief
description of the type of data and the application that created it (e.g.
"TOSWI N text"). Typically
this field will be used to label an icon. (variable length, terminated by 0)

(4) A file name associated with the data. This may be related to (3),
obviously, but need not be.

It should be just the root of the name, and should not include any path or drive letter. Example:
"TOSWIN.TXT". (variable length, terminated by 0).

There may be extra bytes in the header following the file name; for now applicat ions should
ignore any such following data, but in the future we could add new header fields .

The originator writes to the pipe 2 bytes representing the length of the header, and then writes
the header itself. It then reads a 1 byte reply. This reply can be any one of th e following:

DD_OK: go ahead, send the actual data to the pipe
DD_NAK: abort the drag & drop
DD_EXT: I don't understand the file type, try something else
DD_LEN: I don't want so much data all at once
DD_TRASH: the data was dropped on a trash can
DD_PRINTER: the data was dropped on a printer icon
DD_CLIPBOARD: the data was dropped on a clipboard icon

all other values: reserved for future use

If DD_TRASH, DD_PRINTER, or DD_CLIPBOARD is returned, the originating applicatio n should
terminate the drag and drop exchange by Fclosing the pipe, and should take whate ver action it
considers appropriate (e.g. printing the data).

If the reply is DD_EXT, the drag & drop originator either builds another header with a different
data type, or closes the pipe (causing the recipient to get EOF on the pipe) to abort. Either the
originator and recipient eventually agree on a data type, or else one or the oth er aborts the
transfer.

If and when DD_OK is received, the originator writes its data to the pipe. It mu st be sure to
write the number of bytes it specified. It then closes the pipe with Fclose(). E xception: if the
agreed upon data type is "PATH", then the originator *reads* the specified numbe r of bytes from
the pipe.

The "PATH" data type is a way for applications to request a file or path name fr om recipients. If
the recipient agrees to "accept" a PATH data type, then it will in fact write th e path name
(terminated by a \) or the full file name of the file associated with the target window. If no file
name or path name is logically associated with the window, then the

recipient mu st not accept
the PATH data type for that window.

Recipient's Side

When an application receives an AP_DRAGDROP message, it should immediately
open the pipe
U:\PIPE\DRAGDROP.xx, where 'xx' is the 2 character identifier in the last
word o f the message.
It then does the following:

(1) Write a 1 byte DD_OK message to the pipe.

(2) Write a 32 byte list of 8 preferred data types (see above). This list
can be used by the
originator as a guideline, but is not binding. The list should be padded
with 0 bytes; in the
extreme case (if the application has no preferences) it may be entirely
zeros.

(3) Read a 2 byte message header length (n) from the pipe.

(4) Read n bytes from the pipe. This header is described above, and
contains the data type, data
size, and a user defined name for the data (the name may be empty).

(5) Check the data type. If the data type is NOT one that the application
can un derstand, it
should write a 1 byte DD_EXT message to the pipe and wait for another
header, i. e. go back to
step (3).

(6) Check the data size. If the recipient can't handle so much data, it
should w rite a 1 byte
DD_LEN message to the pipe and go back to step (2).

(7) Write a 1 byte DD_OK message to the pipe to tell the originator to
start sen ding data.

(8) Read S bytes from the pipe, where S is the size of the data as
specified in the message
header. EXCEPTION: if the data type is "PATH" and the recipient wishes to
respon d, it should
actually *write* S (or fewer) bytes to the pipe. Those bytes should specify
the full GEMDOS path
name associated with the window (terminated by a backslash, \) or the full
GEMDO S path+file
name associated with the window.

(9) Fclose the pipe.

When both originator and recipient have closed the pipe, it will
automatically b e deleted by the
kernel (this is MiNT's normal action for pipes).

The recipient must always check each read for an error condition or end of file; if either of these
is detected, the originator of the drag and drop has aborted the transaction. If the recipient
wishes to abort the transaction, it should send DD_NAK as a reply in place of DD _OK.

Caveats

Applications involved in a drag and drop exchange should take care to avoid dead locks or fatal
signals. To this end, the following actions are recommended:

(1) The drag & drop pipe should be created with the "hidden" bit set. This cause s reads to return
end of file when the other end of the pipe is closed.

(2) The applications should ignore the SIGPIPE signal (number 13) during the exc hange.
SIGPIPE is generated when an application writes to a pipe with no readers, and t he default
action for this signal is to terminate the application.

(3) Neither application should do a wind_update() call during the exchange.

```
/*
* Header file for using the drag & drop
* protocol.
* Copyright 1992,1993 Atari Corporation.
*/

#define AP_DRAGDROP 63

#define DD_OK 0
#define DD_NAK 1
#define DD_EXT 2
#define DD_LEN 3
#define DD_TRASH 4
#define DD_PRINTER 5
#define DD_CLIPBOARD 6
```

CD

(UUCP Dialup connection)

861. Re: DOS and Unix Filename Source?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 11:30:08 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <3iv1g0$obi@sndsu1.sedalia.sinet.slb.com>
Source record: 27426

In article 42332f4dcedc@sirius.herts.ac.uk, A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:
>Does anybody have any source that will given a filename and a search criteria
>tell with that filename meets the search criteria?
>
>For example
>
>*.DAT will meet the filename FRED.DAT
>or
>HELLO?.TXT will meet the filename HELLO1.TXT
>
>Similar to Fsfirst DOS functions, but just want the C source?

You need a generalised regular expression parser. Such a thing exists in the source for the GNU C library -- ftp the source from prep.ai.mit.edu. A regular expression is what you call the search criteria: thus * matches everything, *.* matches everything with a dot in it, fred* matches anything starting with the letters "fred" etc. etc.

Alternatively, read Robert Sedgewick's "Algorithms" book. It explains how to write regular expression parsers in Chapter 20 (under "pattern matching"). There are various versions of Sedgewick's book in Pascal, C and C++.

Regards,

Mathew

Mathew Lodge, Software Engineer,	"Education could go hang as long as a
Schlumberger Automatic Test Eqpt	boy could hit a six, sing the school
Ferndown, Dorset, UK, BH21 7PP	song very loud, and take a hot crumpet
Email: lodge@ferndown.ate.slb.com	from behind without blubbing"
Phone: (+44) 202 893535 x404	Black Adder Goes Forth "Captain Cook"

862. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 14:28:28 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <3ivbuc$3gq@charm.magnus.acs.ohio-state.edu>
Source record: 27427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Checking my manual yesterday, I had seem that there is apin for the Mega2ST for composite. It was in the pinouts of the manual. I gotta create a cable to connect to an old RGB monitor... Got the pinouts for both the monitor and Atari. But the monitor doesn't support sound through that port, so I don'tv know what I am going to need to do to get that to work, probably send that pin to a separate Composite sound port, should work, but can't find either connector at Radio Snack.

So yes, the Mega2ST I got supports a composite signal, though which pin it is, I will need to confirm. I could post the pinouts tomorrow for the Port...

Michael Steve jr.
The Sequel

_+_+-=-=-+_+_=-=-
When all else fails, find someone else to blame.

863. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 14:45:38 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3ivcui$id0@amazon.cs.duke.edu>
Source record: 27428

From the Holy Book of <3itu1i$3ka@falcon.natinst.com>
as spake by bgilbert@natinst.com (Ben Gilbert) :

>In article <3itmhi$htq@amazon.cs.duke.edu>,
>Scott Bigham <dsb@amazon.cs.duke.edu> wrote:

>>From the Holy Book of <3it61a$q7v@falcon.natinst.com>
>> as spake by bgilbert@natinst.com (Ben Gilbert) :

>>> [...] I have looked all over the place and for the life of me I cannot
>>>find a version of zoo which supports mixed case filenames. Every version I
>>>get says that it is not supported. [...]

>>The version you want is Mint/Utilities/bmintzoo.tos at a.a and mirrors.

>Yes, I did indeed try this version. It says straight out in the readme.st
>file that the binary distributed version does not fully support UNIXMODE,
>and that mixed case filenames are not supported. [...]

But check down at the bottom of the readme:

| The version in this archive was compiled with gcc2.3.3 and the MiNTLIBs
|PL30 with -mbaserel and -mpcrel. It knows about long and case-sensitive
|filenames. [...]

You'll have to unpack to a Minix partition (does anyone out there
actually use full-blown UNIXMODE on a TOS FS?), but it does work. Trust
me, this is the version I use all the time.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

864. 32bit RAM on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 15:22:19 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ivf3b$m1i@dux.dundee.ac.uk>
Source record: 27436

Would it not be possible to connect 32bit ram directly via the internal
expansion (CPU) bus? Hence avoiding the need to buy another CPU.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

865. HP IR-Port to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 15:27:06 UTC
From: msdemlei@mathi.uni-heidelberg.de
Message-ID: <3ivfca$dbc@sun0.urz.uni-heidelberg.de>
Source record: 27430

Has anybody succeded in connecting an Atari ST (or, for that matter,
anythin with a serial port) to the IR-Port of HP-Machines (e.g., HP 48
and friends, HP 95, [1|2]00)?

Demi

866. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 15:43:58 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ivgbu$cso@whitbeck.ncl.ac.uk>
Source record: 27429

In article <D4onzv.EnD@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
>BTW is there any general feeling about what is being ported to X-MiNT? I
>fancy doing versions of CBZONE and XLANDER (if I can fine the source), but
>won't bother if they are all in hand.

I'm not aware of anyone doing those particular programs. I doesn't mean they aren't though (I'm not, but thats just me).

Cards on the table - my current 'get it working' on MiNT-X is the Xmh mail tool. Running into memory usage problems (Xmh is only a small source tree, but is links in most of the X libraries (Xaw, Xt, Xext, Xmu), so the executable is massive. Currently it gets as far as openning a window and putting in a few buttons before crashing with an 'Error: cann't realloc.' message :(. I wish someone (ie. not me) would code VM into the MiNT kernal - couldn't the Linux VM code be poached & slotted in ? (question to any real kernal guru's out there)

>Also is the current X11R5 considered stable - or should I wait for the next
>release before downloading all the programming stuff?

I think it's very stable once it's set up right, and porting stuff is fairly easy. You do have to use fixstk on some executables to stop them crashing unpredictably, but apart from that, there are no real problems. The headers that come with the MiNT-X libs are incomplete so you will want to find a full X11R5 distribution to poach the /usr/include/X11 headers from.

But it's fun, so I recomend it......

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

867. Re: FTP sites for compiled X/mint progs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 15:45:58 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ivgfm$cu5@whitbeck.ncl.ac.uk>
Source record: 27431

Good sites for MiNT-X:

ftp.uni-muenster.de
ftp.fu-berlin.de (Frank Post's usual hangout, loads of good stuff)
phlem.ph.kcl.ac.uk (where I upload all my X stuff)

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

868. Re: EGEM ENGLISH help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 16:07:27 UTC
From: sanders@sci.kun.nl
Message-ID: <D4pwsF.Cvt@sci.kun.nl>
Source record: 27432
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In <42332f51e3de@sirius.herts.ac.uk> A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:

>Well has anyone written a program that uses the menu, and form dialogues from
>Enhanced GEM?

>I've been trying to understand the source code DIALDEMO and translated a bit
>of it, but it doesn't have that many comments for me to fully comprehend
>how it works!

>Any source or help (or better still an readable manual 8)

...or even better: a conversion from the EGEM.HYP to some format
useable with the Pure C online help...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

869. Re: Cart port usage...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 17:24:21 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <D4q0CM.GBL@dcs.ed.ac.uk>
Source record: 27433

In article <42c_9502211930@sherwd.fidonet.org>, Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
> In a message of 12 Feb 95 14:40:48, Richard Morris wrote:
>
> RM> From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
> RM> Organization: My house
> RM> Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
> RM>
> RM> Does anyone know how people that use the cart. port, get around having no
> RM> R/!W line? And also, for that matter, why is there no address 0 line
> RM> connected? So you're limited to 1/2 the area?
>
> All access to the cartridge is done at even addresses, so there's no point in
> using the A0 line. You get data a word at a time. It would seem that
> selecting an address that can be readily decoded in hardware would allow you to
> create a R/!W port by toggling modes.
>
> stuff deleted.

The cartridge port is mapped into memory at addresses $FFFA0000-FFFAFFFF and addresses $FFFB0000-$FFFBFFFF on the ST, and perhaps also (i.e. I can't remember) at $00FAxxxx/$00FBxxxx on the TT and Falcon which really do use all 32 address bits. There are 2 signals on the cart port - ROM3CS and ROM4CS which indicate that an access to the '$FA' or '$FB' page is in progress. There is NO A0 line on the cart. port as the 68000 doesn't have an A0 line, but the 68020 and above do. Instead the 68000 uses 2 lines - UDS Upper Data Strobe and LDS Lower Data Strobe to select one half of the bus during byte reads. _IF_ I remember correctly this works as follows:

UDS LDS ADDR Byte/Word Data-Lines used
0 0 xxx0 Word d0-d15
0 1 xxx0 Byte d8-d15
1 0 xxx1 Byte d0-d7
1 1 - - -

Because the cart port (and the 68000) have 16 data lines, it is not trivial to read data from byte wide devices, unless they are mapped to either all odd or all even addresses e.g. xxx1,xxx3,xxx5 or xxx0,xxx2,xxx4 etc. If you want an 8-bit device to use both odd and even addresses, you must connect it's data lines to both d0-d7 and d8-d15 via buffers so that the data lines are not permantly shorted together as this will probably kill the CPU (if I remember correctly, the cart port is directly connected to the CPU).

If you want to access 16 bit devices, just connect one to d0-d7 and the other to d8-d15 and use UDS and LDS to enable the appropriate device.

As a lot of people have said, you can't directly _write_ to the cart port. Infact any attempt to write to it causes a bus-error on the ST. The trick is to do a dummy read:

To send the word in reg d0 to the cart-port page $FAxxxx you would do the following:

```
lea $fa0000,a0
move.b 0(a0,d0.L),d0
```

This _reads_ the byte from $FA0000+d0 into reg d0 and in the process the original data from reg d0 appears on the cart port ADDRESS lines A1-A15 and UDS (as A0). Alternatively if you don't want to use UDS:

```
lea $fa0000,a0
add.l d0,d0
move.b 0(a0,d0.L),d0
```

or

```
lea $fffa0000,a0
move.b 0(a0,d0.l*2),d0 if you have a 68020 or above
```

will do the same thing, but the data will appear on A1-A15 with A1 being the LSB.

I hope that this is of use, I think it is correct, but I can't be sure!
Therefore use this info at your own risk, I take no responsibility for it. etc.....

P.S. If you have access to a VME equipped Atari - use that port instead, it is _much_ nicer and the connectors don't wobble!

Cheers,
Joe.

870. Replacementfloppy drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 17:37:50 UTC
From: puckett@fwi.uva.nl
Message-ID: <3ivn1e$dao@hermes.fwi.uva.nl>
Source record: 27434

Greetings all,

I am looking for some advice as to a replacement disk drive for a friend
of mine's atari TT. It's a single density double sided thing, and I
presume I can replace it with a standard PC dsdd drive, but I just
want to be sure. Could someone please advise me on the exact type of
drive I should use? I am also interested in finding out if I can simply
plug in a dshd drive (I don't need to be able to read HD disks, but
dd drives are a bit difficult to come by. . .)

Please mail any replies to my account, as I do not frequent this group.
Thanks in advance for any help, Derrick

--
Derrick Puckett (puckett@fwi.uva.nl)

// Bally no more, Commodore down the drain, Coke reinvented. . . .
\X/ I'm left in a world of Data East, Apple, and Pepsi. Help!

871. Re: WWW-Browser for MiNT uploaded !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 17:56:11 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3ivo3r$3vq@nyheter.chalmers.se>
Source record: 27435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <950225172@mailmak.ping.de>,
Theo Janssen <theo@mailmak.ping.de> wrote:
>I've just uploaded an executable version of the WWW-Browser "Chimera"
>for MiNT-X to ftp.germany.eu.net and ftp.uni-muenste.de.
>
YES, YES, YES!

Now all I need is enough memory :-)
```

Christer
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

872. Re: NVDI ? TOS Updates ? Etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 21:12:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f539289_Sven.Bornemark@p56.dada.ct.se>
Source record: 27437

Hi Paul,

> I bought my Falcon used and recently discovered that NVDI is
> already on my Hard Disk. How do I configure it and set it up?

Since this copy of NVDI wasn't paid for by the previous user (he'd
have given you the manual if it was) I think you should show some
respect to the guys behind this wonderful utility and *buy* it.

The written manual is quite good...

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

873. dip switch settings

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 21:31:50 UTC
From: paul@damp.apana.org.au
Message-ID: <3j04o6$a37@frisbee.damp.apana.org.au>
Source record: 27438

Hi,
I would like to know what the dip switch settings on a mega st/e are
used for. My mega is a 2.05 board with 2.06 tos. All and any help appreciated.
Paul

--
If you dont like the answers Internet: paul@damp.apana.org.au
Dont ask the questions. OR
To paraphrase Avon. Fidonet: S.A.C.C. 300:800/3

874. Re: FTP sites for compiled X/mint progs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 21:45:30 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <794007930snz@bigbox.demon.co.uk>
Source record: 27364

> Are there any for example where I can get Tfwm, X, etc?
>
> Rod

I use phlem.ph.kcl.ac.uk for most X-MiNT stuff. It seems to get all the
latest stuff.

Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

875. HELP! Drivers needed for Megafile 30.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-02-28 23:48:24 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <ac_green-010395104626@mg4_84.its.utas.edu.au>
Source record: 27365

I'm making a request on behalf of someone that rung the local User's Group president. The person in question managed to crash his Atari Megafile 30 harddrive (no physical damage) and does not have the original utility disk that came with it (bought second hand I think). What he would like to know is what utilities can he use to reformat and boot from the drive? He tried the AHDI drivers and said they would work (I don't know whether he performed the installation properly as I wasn't there.) Will the ICD Pro utilities do the job as they are supposed to be adaptor independent in there best form? Are there any shareware or PD drivers he could use failing this?

Thanks guys please reply by e-mail as he local server only hold onto mail for two or so days and I might miss a posted response.

cu
Tone

ac_green@postoffice.utas.edu.au

876. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 01:08:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4qLuI.Kqn@cix.compulink.co.uk>
Source record: 27366

> > X-MiNT? I fancy doing versions of CBZONE and XLANDER (if I can fine
> > the source), but won't bother if they are all in hand.
>
> I'm not aware of anyone doing those particular programs. I doesn't
> mean they aren't though (I'm not, but thats just me).

Okay - I'll look further at it.

> an 'Error: cann't realloc.' message :(. I wish someone (ie. not me)
> would code VM into the MiNT kernal - couldn't the Linux VM code be
> poached & slotted in ? (question to any real kernal guru's out there)

Don't know if you are on the MiNT mailing list - but this was a hot topic
a week or so ago. No really good answers though. Its a dificult problem
:-(

> > Also is the current X11R5 considered stable - or should I wait for
> > the next release before downloading all the programming stuff?
>
> I think it's very stable once it's set up right, and porting stuff
> is fairly easy. You do have to use fixstk on some executables to stop

Well I seem to have it pretty stable now. Its easy enough to crash though
- but I'll soon learn what *not* to do! ;-)

> problems. The headers that come with the MiNT-X libs are incomplete
> so you will want to find a full X11R5 distribution to poach the
> /usr/include/X11 headers from.

Hmn. Shouldn't be too much of a problem. I have X11R6 on my PC - and I
should be able to find the X11R5 around as well. Thinking about it I have
access to a DECstation which is apparently running X11R5 anyway...

> But it's fun, so I recomend it......

Thanks.

:-)

Roland.

@CiX

877. Re: Convert Atari->Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 02:19:30 UTC
From: newton@omega.scs.carleton.ca
Message-ID: <D4qp4I.3MH@cunews.carleton.ca>
Source record: 27440

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Atari disks on your Mac. Believe me, there's no other way to to use your
: Atari disks on a Mac and visa-versa.

Actually, all system 7 (>= 7.0) macs come with a utility called Apple File
Exchange which will read your PC formatted disks. I normally format them
in AFE and then copy the files from the atari onto that disk, which works
fine for me..

-tom
+---+
Tom Newton
Computer Science undergrad student at Carleton University,
Ottawa, Canada, on exchange from UEA, England.
email :: newton@omega.scs.carleton.ca
or :: u9324372@sys.uea.ac.uk
+---+

878. Trade PC for Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 07:12:35 UTC
From: mercury30@aol.com
Message-ID: <3j16p3$8if@newsbf02.news.aol.com>
Source record: 27341

WANTED TO TRADE FOR ATARI STe:

80386-40 motherboard.
MINI tower case w/240 watt power supply.
Keyboard, VGA card, I/O card.
No RAM, No Hard disk.

Will trade for an Atari STe computer (Not STf or STfm)
Will add cash along with the deal to entice an offer.

Written replies only to:
Charles Kelley
12 N Lake Ave, #104
Duluth, MN 55802

879. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 07:31:26 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <794043086snz@bigbox.demon.co.uk>
Source record: 27342

```
> % Has anyone else tried using the Fvwm window manager for MiNT-X instead of
> % twm ? (For those of you who haven't seen it, Fvwm is a Motif look-a-like
> 1riginally written for linux, which uses about half the RAM of twm).
>
> Note that this and more clients are available from my ftp site :-)
>
> (Anyone who successfully compiles X stuff, please upload it to
> /incoming and I'll put it into place :-)
```

Well, I go bored waiting for someone to compile fvwm so I had a go myself.
I compiled fvwm, FvwmWindowList, FvwmClean and one other module and then
gave up on the rest (gcc kept getting upset on the next few I tried).

I have uploaded it to phlem.ph.kcl.ac.uk anyway and it will hopefully
persuade someone to upload a more complete version. Until then it is
probably good enough. You need the source code distribution for docs
and config files etc.


```
+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
| /// | The mind is like a parachute - it only works when it's open... |
| bjb | email: bjb@bigbox.demon.co.uk |
| \_/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
+-------------------------------------------------------------------------+
```

880. Falcon Audio Modifications

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 09:40:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f544210_Sven.Bornemark@p56.dada.ct.se>
Source record: 27343

A while ago I described the modifications made to my Falcon.
Since it now sounds so good, I would like to share the complete
modification procedure, so that fellow falconeers can enjoy the
same *high quality sound* from their F030s.

Warning! This sort of work should definitely be carried out by
a qualified technician, since it includes replacing of teeny-
weeny components. Besides, it could affect the warranty as well.

FALCON HARDWARE MODIFICATIONS
as described on p. App 1-24 in the Cubase Audio Falcon manual

(Quote)

*To remove the bass boost on the output:
? Change C58 and C59 from 100PF to 1000PF.
? Change R123 anr R130 from 10K to 15K.
? Change R59 and R68 from 100K to 4.7K.
? Change C95 and C90 from 0.033yF to 1K Resistor.

*To reduce the speaker amplifier gain:
? Add a 100K resistor between pin 2 of U21 (@R119) and
AGND (@R111).

*To reduce the Input Gain by 6dB:
? Remove R56, R57, R90, R92, C21 and C81.
? Change R66 and R87 from 100K to 47K. (+) See note below!
? Add a 470pF NPO +/- 5% in parallel with R67.
? Add a 470pF NPO +/- 5% in parallel with R88.
? Add a 100pF NPO +/- 5% in parallel with R66.
? Add a 100pF NPO +/- 5% in parallel with R87.

(End of quote)

(+) [This is where Sven Bornemarks mod differs: this line
should read: *Change R66 and R87 from 100K to 1.8K.*
By doing so you end up with a sensivity of approx.
-10dB, same as most domestic HiFi gear]

I've also had the Clock Buffer Modification carried out on my
computer, but I'm unable to say for sure if this mod has had any
significant effect. All works fine, however.

Thanks to all Falcon owners out there who showed interest in
learning more about these sonic improvements on our beloved
Falcons!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

881. Re: help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 10:11:00 UTC
From: "Christian Dahl"
Message-ID: <ftn_2.203.611.4_2f544896_Christian.Dahl@tnogobl.ct.se>
Source record: 27387

> I tried something else: I started uniterm on my ST, and the terminal
> program of MS Windows on my 486, typed things on my st, they didn't
> appear on my 486, typed things on my 486, they didn't appear on my
> st.

Remember that TxD should go to RxD! Then it will work!

CD

(UUCP Dialup connection)

882. Re: HD drive probs with coverdisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 11:27:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j1lnd$llc@golem.wcc.govt.nz>
Source record: 27344

In article <1995Feb26.144630.29942@inca.comlab.ox.ac.uk>, shug0046@sable.ox.ac.uk (Karl Wilkinson) writes:
>I've got a Falcon, and I've noticed the floppy disk drive has problems with
>10 sector per track DD disks - such as most coverdisks. Is this an alignment
>problem? Has anyone else had the same trouble?
>
>Karl Wilkinson.

I once found a drive that could not format 10 sector disk, this was caused
by some one adjusting the index timing, after reseting this all was OK, it even
formated 11 sectors...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

883. Re: help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 11:30:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j1lsg$llc@golem.wcc.govt.nz>
Source record: 27345

In article <3iq955$jm3@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
>I downloaded Ghostlink last week, and today I wanted to try it out.
>So I connected my ST via a Null modem to my 486. Started stmaster
>on my st, started pcslave on he 486. I installed the drive icons, and
>tried to open them: nothing happens. Both ports were set to 19200.

How is this null modem plug wired up..??

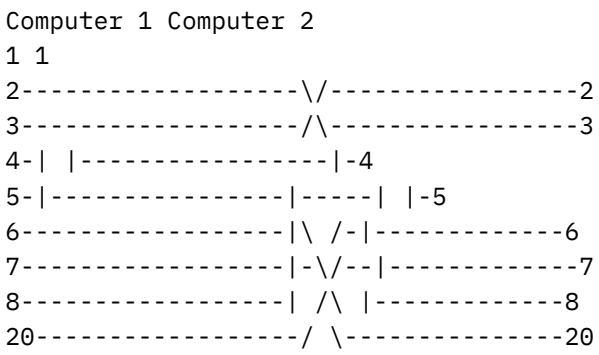
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

884. Re: help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 11:53:11 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j1n77$llc@golem.wcc.govt.nz>
Source record: 27346

In article <3iq955$jm3@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
>I downloaded Ghostlink last week, and today I wanted to try it out.
>So I connected my ST via a Null modem to my 486. Started stmaster
>on my st, started pcslave on he 486. I installed the drive icons, and
>tried to open them: nothing happens. Both ports were set to 19200.

Null Modem cross over cable, async only...



2 to 3
3 to 2
4 & 5 to 8
6 to 20
7 to 7
8 to 4 & 5
20 to 6

This should work....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

885. Re: help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 12:39:46 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3j1pui$4f2@turing.fwi.uva.nl>
Source record: 27347

sheppard_r@ix.wcc.govt.nz wrote:

:In article <3iq955$jm3@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
:>I downloaded Ghostlink last week, and today I wanted to try it out.
:>So I connected my ST via a Null modem to my 486. Started stmaster
:>on my st, started pcslave on he 486. I installed the drive icons, and
:>tried to open them: nothing happens. Both ports were set to 19200.
:
:
:How is this null modem plug wired up..??

Of course I checked the null modem. it is wired up correctly.

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

886. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 12:51:29 UTC
From: ceebsm@cscd2c23.caledonia.hw.ac.uk
Message-ID: <D4rIDt.4Ft@cee.hw.ac.uk>
Source record: 27348

In article <3itu1i$3ka@falcon.natinst.com>, bgilbert@natinst.com (Ben Gilbert) writes:

>In article <3itmhi$htq@amazon.cs.duke.edu>,
>Scott Bigham <dsb@amazon.cs.duke.edu> wrote:
>>From the Holy Book of <3it61a$q7v@falcon.natinst.com>
>> as spake by bgilbert@natinst.com (Ben Gilbert) :
>>
>>> [...] I have looked all over the place and for the life of me I cannot
>>>find a version of zoo which supports mixed case filenames. Every version I
>>>get says that it is not supported. [...]
>>
>>The version you want is Mint/Utilities/bmintzoo.tos at a.a and mirrors.
>>[..]

>Yes, I did indeed try this version. It says straight out in the readme.st
>file that the binary distributed version does not fully support UNIXMODE,
>and that mixed case filenames are not supported. It says to change a header
>file and recompile, or send e-mail to the author if you are unable to
>recompile zoo yourself.

Erm, I _had_ the upper/lower case problem with the version of zoo from the
MiNT distrubution kit and upgraded to the above program to find that it did
indead work correctly. Dunno about UNIXMODE or that but I does work! :)

Barry
--
+----------------+--+
Barry S. Munro	E-mail: ceebsm@clust.hw.ac.uk
/\/\/\/\/\/\/\/| ceebsm@cee.hw.ac.uk
\/\/\/\/\/\/\/\/	URL: http://www.cee.hw.ac.uk/~ceebsm/
+----------------+--+

887. Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 15:28:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3j23rr$ia1@dux.dundee.ac.uk>
Source record: 27349

I heard that GEM does not use the Blitter. Is this true?

If this is the case, then would it not be possible to write code
to speed up GEM using the Blitter?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

888. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 16:47:46 UTC
From: bgilbert@natinst.com
Message-ID: <3j28fi$hrt@falcon.natinst.com>
Source record: 27350

>>Scott Bigham <dsb@amazon.cs.duke.edu> wrote:
>>>
>>>The version you want is Mint/Utilities/bmintzoo.tos at a.a and mirrors.
>>>[..]

Ok, last night I got this version and tried it and you are right, it does indeeed work. :) What happened before was I got the bmintzoo.zoo file (which I assumed to be the same thing as bmintzoo.tos.gz, just in a different compression format -- silly me!) which doesn't have the extra comments at the bottom of the readme. I don't understand why anyone would even want the non-unixmode version because if you have a Minix filesystem, you want the case sensitivity, and if you don't have MinixFS, it still works anyway.

Well, enough of that, I now have working tar and zoo and I can say goodbye to the extraction problems for good. :) Thanks everyone!

Regards,

--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments
Austin, TX

889. Xerox 4045 Laser CP - Printer problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 19:11:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3j2gsp$qdi@golem.wcc.govt.nz>
Source record: 27351

I just got myself a Xerox 4045 Laser Printer and Photocopier, for a measly ~$150US. It will copy okay, and accepts text from the Atari without any problems whatsoever, but.....

The electrostatic drum, on the left hand side, is coated with toner, and whenever I print anything, the left hand side of the page is a black blur. Is there some way I can fix this, or does the drum have to be replaced? (I forsee hideous expense!)

Also, I can't get it to print any Graphics from the ST, and the manual isn't terribly helpful as far as telling me what printers it is compatible with. It is obviously graphics capable judging that it will photocopy stuff, and the manual _says_ it can handle graphics, but is there anyway I can get this thing to handle graphics? (Printer driver etc.!?)

If I can get this thing working, then it's a pretty cheap printer, and photocopier :) (Heck, a Dot-matrix would have cost me more than this!)

Any ideas on drivers and/or fixing the toner-sticking-to-the-drum problem!?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

890. How to get make working properly

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 19:42:53 UTC
From: bgilbert@natinst.com
Message-ID: <3j2int$k6f@falcon.natinst.com>
Source record: 27375

I have been getting a lot of nice packages for Mint-Net and
GNU stuff lately, and a common feature seems to be they all come
with a makefile which will install the programs on your system for
you if you just type "make install" in the directory you unpacked
it in. However, I can't seem to get this property to work on my
Falcon. For one thing, often the makefile needs a program called
"install" and I don't seem to have this anywhere on my system.

The other problem may be that I just don't have GCC set up right.
Can someone with GCC running on their TT/Falcon tell me what variables
I have to set or what libraries I need to get this working properly?
I would think that if I am just doing a "make install" I probably
don't really need to compile anything, but a lot of the packages I have
gotten do look like they are trying to compile something. I do have
the newest version of GCC on my machine as well as GNU make 3.63 and
the MiNT libraries/includes, can someone tell me what else I may be
missing? I seem to remember a couple years ago there was a very helpful
document on exactly how to set up GCC, perhaps this is still on the net
somewhere?

Thanks in advance,

--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments
Austin, TX

891. diablo 630 atari->PC???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 19:50:10 UTC
From: cfauconn@eduserv.rug.ac.be
Message-ID: <3j2j5i$lpa@infoserv.rug.ac.be>
Source record: 27352

[No readable article body recovered]

892. Re: Adding a 2nd hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 20:17:38 UTC
From: rm03@ic.ac.uk
Message-ID: <3j2kp2$18f@ccserver.cc.ic.ac.uk>
Source record: 27377

in article <80a_9502251927@centron.com>,
Andy Middleton (Andy.Middleton@255-80-9.centron.com) wrote:
>Martin Stacey wrote on 22 Feb 95:

> MS> Does not the GE SOft adapter connect via a fifty way ribbon
> MS> cable to a SCSI bare hard disc mechanism, thus to add a
> MS> second drive apart from power you need a 50way ribbon with
> MS> an addittional connector on.

>It does indeed, but there's only the one 50 way port on the
>board, there's no second port. So when I have the second 50 way
>ribbon, where do I shove it? :) You don't mean in the same one
>that is already used do you?

Yes he does. SCSI can have up to 8 devices on the same bus, so all you
need to do is add another connector on the same 50-way ribbon cable.
You'll also need to set the mechanisms to different ID numbers, this
is usually done by a set of 3 jumpers on the drive.

You are supposed to also remove the termination resistor networks
on all the drives on the bus except the one on the end of the cable.
This is not always necessary though. Try leaving them on at first,
and see if things are working anyway. (I didn't need to do this on
my setup of ICD AdSCSI + 2 drives.)

One last thing to check is that you're power supply can handle both drives
at once. I managed to fry 2 host adaptors in a row when my PSU flipped out,
after overtaxing it.

Disclaimer: This all works fine on my ICD adaptor. Your Mileage May Vary.

Bad ASCII art:

```
This drive should have terminating resistors --------------+
This drive should not have resistors -+ |
__________ | |
| | V V
| :-------------------::-----------------::
---------: host : :: ::
DMA bus : adaptor : 50-way SCSI :: 50-way ::
---------: : cable :: cable ::
| :-------------------::-----------------::
|__________| 1st 50-way 2nd 50-way
connector connector
```

Good luck!

-- Robert Mellish ([U]AA & YSFC #20) Email: r.mellish@ic.ac.uk
`Anywhere but hamburgers, pizza, or fried chicken!'
`Fine! We'll go to Mars!' [7f11]

893. WANTED Pinatubo Eprom program(English).

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 20:43:02 UTC
From: ginjocky@ginjocky.demon.co.uk
Message-ID: <794090582snz@ginjocky.demon.co.uk>
Source record: 27353

Does anybody know where I can get the Eprom programmer program
called Pinatubo(English version) its Public Domain and for the
Maxon or simular serial port Eprom programmer as I have the Atari
version for my Maxon but its in German. Or if anyone knows of any
other serial port programs for the PC that might work on my Maxon??
--
Ginjocky

894. Re: help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 21:38:06 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.185.0010A315@cfcsc.dnd.ca>
Source record: 27354

mdekker@fwi.uva.nl (Martijn Dekker) writes:
>I downloaded Ghostlink last week, and today I wanted to try it out.
>So I connected my ST via a Null modem to my 486. Started stmaster
>on my st, started pcslave on he 486. I installed the drive icons, and
>tried to open them: nothing happens. Both ports were set to 19200.
Try setting both to lowest rate, and work your way up from there.

>I tried something else: I started uniterm on my ST, and the terminal
>program of MS Windows on my 486, typed things on my st, they didn't
>appear on my 486, typed things on my 486, they didn't appear on my
>st.
I've done this with no problem. Hmmm.... Terminal mode of course, host and slave, I assume you've gor it set up right, but how can I know? If you want e-mail me the setups for windoze term prg and st term prg.

>stuff deleted>
>What am I doing wrong? maybe I should disable hsmoda04 ?
>HELP!
Try HSMODA06. It's what I am using. Drvin.prg runs before Mfp.prg in auto folder. Make sure you aren't loading ataris serial.acc, or serial.cpx in xcontrol.

>Martijn Dekker

don't worry - be happy
-ken

895. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-01 22:01:25 UTC
From: rtor@ansa.co.uk
Message-ID: <3j2qrl$ku@plato.ansa.co.uk>
Source record: 27389

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I heard that GEM does not use the Blitter. Is this true?

It does use the blitter (unless you disable it - e.g. from the desktop options menu).

: If this is the case, then would it not be possible to write code
: to speed up GEM using the Blitter?

Although is uses the blitter, it is still possible to speed up VDI and hence GEM. You could write your own code, but it has already been done in NVDI and something else whose name I can't remember at the moment.

--
Regards,
Owen Rees <rtor@ansa.co.uk>
Information about ANSA is at <URL:http://www.ansa.co.uk/>.

896. Re: Technical books?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 00:00:14 UTC
From: raylee@witenite.demon.co.uk
Message-ID: <794102414snz@witenite.demon.co.uk>
Source record: 27300

In article <12113@gos.ukc.ac.uk> cpbs@ukc.ac.uk "Charles Briscoe-Smith" writes:

> I have a copy of "The Concise Atari ST 68000 Programmer's Reference" by
> Katherine Peel, which I've been using as my main reference for ST
> programming for the last 5 years or so... I think it's time I replaced
> it!

This may be just my personal opinion, and anyone correct me if they can find
more info., but my three bibles are:
Application level: 'The C Programming Language (2nd Ed.)', Kernighan & Ritchie
Prentice-Hall ISBN 0-13-110362-8
Interface Level: 'Atari ST Internals', Bruckmann, English, Gerits
Abacus ISBN 0-916439-46-1
Processor Level: 'MC68000 Assembly Language Programming', Bramer
Edward Arnold ISBN 0-7131-3595-6

Happy hunting!
--
Raymond D. Lee Email - raylee@witenite.demon.co.uk
Snailmail - F35 Bishopscourt, Radcliffe Road, East Croydon CR0 5QH
Hailmail - +44-181-686-2450, +44-370-252470, +44-831-938197
IRCland - ray4short (as in 'Hey! It's Ray!')
'From the moment that you login, You're never alone' (orig.)
'You'll never know the darkness until you see the light' (orig.)

897. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 00:46:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4sFI5.Kw5@cix.compulink.co.uk>
Source record: 27355

In message <3j23rr$ia1@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
> I heard that GEM does not use the Blitter. Is this true?

Hmm..

> If this is the case, then would it not be possible to write code to
> speed up GEM using the Blitter?

Well if GEM didn't use the blitter - then yes - but as GEM *does* use the blitter (at least from TOS 1.02 (and excluding TOS 3.0X)) then its already been done.

What did you think *did* use the Blitter if GEM didn't?

:-)

Roland.

@CiX

898. Re: High pitched whine from 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 04:59:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3j3jbv$288@golem.wcc.govt.nz>
Source record: 27360

```
] : I have a 1040STfm, when I turn the computer on I get this high
] : pitched whine coming from the inside of the computer.
]
] I have a 1040STfm also, and this has happened to me before. I
] ignored it, and it went away. I would not recommend you do this,
] however. I would suggest taking to an Atari dealer or calling someone
] like TOAD. Sorry I couldn't be more of a help.

I had the same thing with my 1040STe, it was something on the powersupply,
I just switched the PSU for my "spare" STE's, and both machines started
working better....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"
```

899. DMA fault?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 05:02:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3j3jh0$288@golem.wcc.govt.nz>
Source record: 27363

Just a quick quip', whenever _anything_ plays sound through the DMA chip on my STe (MOD Players etc.) a nasty crackling noise comes through the speakers which isn't present when any soundchip sound goes through them, is my DMA chip likely to be faulty, or is this "normal"?

It's not a very loud crackle, just noticable enough to be annoying.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

900. HDX and an SH204

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 05:21:53 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Mar2.052153.3857@bradford.ac.uk>
Source record: 27357

I've just been real stupid (again ;-).

I've got an SH204 which I've had lying around for a couple of months, and I thought I'd download a new version of AHDI and HDX for it (AHDI version 6.06 and whichever version of HDX is bundled with on it a.a.u.e.) and install it on my original (?) hdx disk.

I did this and wiped over the old versions (clever ;-) and then tried to boot with the new software.

It booted up and got to;

Unit 0
Unit 1 - not responding

with this it bombed (4 bombs) and continually looped.

I tried reformatting the drive using HDX and this just either freezes or bombs. Are these versions of HDX/AHDI compatible with an SH204?

I think ICD pro utils are, so if the worst comes to the worst I can use them, but they're at home at the moment so I'm sort of stuck with this drive until I can get them from home.

Does anyone know why they don't work with the SH204?

Can anything else be used with this drive that's on one of the archive or that someone can send me (PD of course... ;-)

Any help would be appreciated.

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

901. Newsreader !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 05:23:52 UTC
From: urmelidis
Message-ID: <1d2eebe4@tnogobl.ct.se>
Source record: 27358

```
????
( UUCP Dialup connection )
```

902. Icon wings: Which SIMMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 05:23:54 UTC
From: Hartmier
Message-ID: <1d2eebe5@tnogobl.ct.se>
Source record: 27359

????
(UUCP Dialup connection)

903. Need help w/hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 05:41:44 UTC
From: abstract@wam.umd.edu
Message-ID: <3j3lqo$1he@cville-srv.wam.umd.edu>
Source record: 27361

I have a 1040STfm. With the ICD AdSCSI or Link, can I use any
standard SCSI hard drive? Or are there restrictions? Thanks in advance!
--Lunatic

904. Re: Need help w/hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 05:45:24 UTC
From: abstract@wam.umd.edu
Message-ID: <3j3m1k$1he@cville-srv.wam.umd.edu>
Source record: 27362

One of the poor losers (abstract@wam.umd.edu) wrote:
: I have a 1040STfm. With the ICD AdSCSI or Link, can I use any
: standard SCSI hard drive? Or are there restrictions? Thanks in advance!
: --Lunatic

Oh, and by the way, will they be compatible when I upgrade to a
Falcon?
Thanx,
--Lunatic

905. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 11:12:20 UTC
From: limchung@iscs.nus.sg
Message-ID: <3j496k$njo@nuscc.nus.sg>
Source record: 27307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 25 Feb 1995 14:15:43 GMT, Jo Even Skarstein (josk@stud.unit.no) wrote:
: Well I've had some ST's during the past, and on all of them pin 2 contains
: a composite *video* signal, with picture information. I've actually used
: this pin to connect some of my ST's to a videorecorder.

: On old ST's without RF-modulator pin 2 is not used. This is at least correct
: on a old 1040STF I'm looking at this very moment. Don't know about Mega ST1,
: but since this was the lates Mega ST I guess it has a modulator and therefore
: a composite video on pin 2.

I connected pin 2 on my 1040STF (bought in 1989) to a composite monitor
and surprisingly it did carry a video signal though the signal was very
weak. No matter how much I tried to adjust the contrast and brightness
knobs, the picture was very faint, and it wouldn't show on my TV when I
connected it via the VCR.

Chung Yong
National University of Singaore

906. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 12:16:49 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j4cvh$cjg@m1.cs.man.ac.uk>
Source record: 27367
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net
(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

Oops indeedy there, my friend ! A touch of Mr. Bean perhaps ?

S.Lai :)

907. Re: PS/2 for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 12:40:21 UTC
From: bericd@bri.hp.com
Message-ID: <D4tCJ9.Mqw@bri.hp.com>
Source record: 27371

Peter Kellogg (petefagc@w206zrz.zrz.TU-Berlin.DE) wrote:
: kldfjg;dlkgjd;slkgjd;slkfgj

Wow! Now try moving onto the top or bottom row.
Then try the number keys.
Before long you may get onto sentences - but don't rush it.

908. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 12:41:57 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j4eel$cu9@m1.cs.man.ac.uk>
Source record: 27368
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net
(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

I know that user interface is important, but surely this should have been
your first thought about this prog..... <grin>

|> So, anyways, can anyone direct me to PD or at least cheap DSP .MODS
|> playing source? Thanks.
|>
|> Hmm...
|>

Hmmm... Well, the BiMaster of BTM (or something like that...) code is part
of the assembler library FALCLIB ..... It has a couple of bugs though, and
relies on a pre-assembled kernel....

Or, if your feel like doing something special, you could check out the
(again assembler) fast_dtm code. This is Jaccard Emmanuels DTM player code.

Both of these are available over FTP from falcon/programming directories
on most ftp sites (cnam.fr has them IIRC)

Hope this helps.

Anthony

909. Upgrading MEGA ST 2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 12:44:35 UTC
From: matej.kenda@uni-mb.si
Message-ID: <1995Mar2.134435@tferi4>
Source record: 27369

>Hello!

I'm intending to upgrade my MEGA ST2 with:
-AT BUS TOS CARD + 420 MB hard disk
-accelerator HBS 640/28 (accelerates m86000 to 28 MHz)
-HD Floppy
-AutoSwitch Overscan.

Is it possible to put them together in my computer?
Is the power supply strong enough?
Do any of these things refuse to work together?

Please tell me your experiences.
Thanx.

Matej

--
matej.kenda@uni-mb.si

910. Re: No Hp48 + Atari St Owner in all this group !!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 12:58:41 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D4tDDu.903@muster.hrz.uni-giessen.de>
Source record: 27370

Hi,

ST-ram.kim (you@somehost.somedomain) wrote:
: It's no possible : I haven't see articles about hp calc owners on atari.
: Please it's not necessary to hide .

so, what problem do you have ???

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

911. Re: HP IR-Port to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 13:00:22 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D4tDGM.F0L@muster.hrz.uni-giessen.de>
Source record: 27297

Hi,

Markus Demleitner (msdemlei@mathi.uni-heidelberg.de) wrote:
: Has anybody succeded in connecting an Atari ST (or, for that matter,
: anythin with a serial port) to the IR-Port of HP-Machines (e.g., HP 48
: and friends, HP 95, [1|2]00)?

there was an article about this in a ST-Computer (german ST mag) two or
three month ago...

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

912. Re: Adding a 2nd hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 13:21:37 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <D4tEG1.F6A@hpbbrd.bbn.hp.com>
Source record: 27388

Andy Middleton (Andy.Middleton@255-80-9.centron.com) wrote:
: Martin Stacey wrote on 22 Feb 95:
: [...]
: MS> second drive apart from power you need a 50way ribbon with
: MS> an addittional connector on.
:
: It does indeed, but there's only the one 50 way port on the
: board, there's no second port. So when I have the second 50 way
: ribbon, where do I shove it? :) You don't mean in the same one
: that is already used do you?

You don't need a second cable, you need a second *connector* on your *single*
SCSI cable. Take an IDC[1] connector and clamp it on.

Jens.

[1] You know, the things with the tiny blades cutting through the insulation.
Don't remember what IDC stands for - or even if this is the correct
abbreviation for what I'm thinking of.

913. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 14:15:36 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3j4ggb$nns@utrhcs.cs.utwente.nl>
Source record: 27372
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

In article <SCHWAB.95Feb17104624@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de says...
>
>In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk
(Chris Ridd) writes:

....

>|> I think you have to run HSMODEM *after* Mint, ie ignore what the
>|> HSMODEM docs say. The MintNet docs may be of some help to you.
>
>It's actually the other way round, you should run HSMODEM *before*
>MiNT, still ignoring the HSMODEM docs.

Well I've spent the previous weekend and several evenings trying to find
out what goes wrong with hsmodem and MiNT 1.12, well 19K2 doesn't work
reliable (at least with RTS/CTS handshake) wherever you put hsmodem....

I still can't put the finger on the problem. It seems to me that the new
Mint version is severely broken for speeds >= 19k2 at least on a normal
ST, with tos 2.06. 9600 baud seemed to work well.

This isn't the first time I had troubles with Hsmodem and Mint. I had it
running stable once using Mint 1.10 (pure C 1.1 compiled) and running
hsmodem before mint.

I too examined the Mintlibs I'm using (pl44). It could be that programs
compiled with this code might (????? not quite sure yet) be broken.

Anyone suggestions.....

914. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 16:50:09 UTC
From: mnb20@cam.ac.uk
Message-ID: <Pine.PCN.3.91.950302164852.7625B-100000@[131.111.15.167]>
Source record: 27373

In article <3j23rr$ia1@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> I heard that GEM does not use the Blitter. Is this true?

No, of course not. The VDI blit routines will automatically use the blitter if it is installed - a major feature of TOS 1.2 if you remember. This is the only way you should use the blitter.

915. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 17:55:32 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3j50qk$ddo@dux.dundee.ac.uk>
Source record: 27259

Does anyone know why my Falcons internal IDE HD would all fo
a sudden start creating partitions on itself?

Mine just created a 100k drive G for no apparent reason.

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdlsaes@cix.compulink.co.uk | Non term time and for info
in CD-ROMS (PC&MAC), PC Hardware and Books
==

916. Re: HD drives and stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 18:11:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCCSEGWZUP@galaxy.teuto.de>
Source record: 27301

In <3ipqdd$7hs@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>1. How stable are they? Is a kit bought from say, sys sols any better than
>I think that this Kit does not work, you Must use a Ajax chip.

Not necessarily. I have a couple of common WDs working in HD mode for 6 or 7
years now. Not problems _whatsoever_!

>>3. Can you fit a high density drive externally?
>I don't think so, that is why Atari it was not used with the Falcon...

I have one connected to my MegaSTE. This is a _very_ early model, which didn't
provide the internal HD-option.

>>4. Do high density drives read/write PC disks or have they got a Tos
>This would depend on the software used, TOS 2.06 would also need the GAL

What GAL, Roger?

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

917. Re: 32bit RAM on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 19:17:54 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4tuxu.Jo6@cix.compulink.co.uk>
Source record: 27299

In message <3ivf3b$m1i@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>Would it not be possible to connect 32bit ram directly via the internal
>expansion (CPU) bus? Hence avoiding the need to buy another CPU.

This bus has only 16 data lines, the memory expansion port has 32 data lines.

Barry wilsontjb@cix.compulink.co.uk

918. Re: NVDI ? TOS Updates ? Etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 20:28:34 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3j59pi$f6f@news.cc.utah.edu>
Source record: 27374

Sven Bornemark (SvenBornemark) wrote:
: Hi Paul,

: Since this copy of NVDI wasn't paid for by the previous user (he'd
: have given you the manual if it was) I think you should show some
: respect to the guys behind this wonderful utility and *buy* it.

Hallo,
I bought my Falcon from a medical student who buys computers at
auctions and re-sells them. I didn't even get a Falcon 030 Manual, but
obviously the hardware isn't pirated!
The computer was owned by J&J Computers which was once the last
Atari dealer in Salt Lake but they went out of business and were forced
to sell everything at an auction. So unless our noble Atari dealer was
loading illegal software, I trust that my NVDI is not pirated!
However, It would be nice to have a manual and registration,
where can I order NVDI and beyond that, where can I get more RAM for my 4
meg Falcon?
Thanks,
Paul.Luscher@m.cc.utah.edu

919. SCSI question & TOS Update Question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 20:44:21 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3j5an5$f6f@news.cc.utah.edu>
Source record: 27296

Hello Atari folks,
I have a Falcon030 and I use it to do digital direct to disk
recording. I really must know how to terminate a SCSI device in
conjunction with a FALCON. Right now my drive works ok, but I just need
to check my termination set-up to see if this could be causing an
occasional program crash, or wether it is infact the clock-buffer bug.
My set-up is like this :
(I assumed the Falcon is *NOT* internally terminated true ?)

FALCON PORT SYQUEST (also *NOT* internally terminated)
:======================:Terminator::SYQUEST'S ONE PORT
:Terminator::SYQUEST'S OTHER PORT
The top port is connected with a cable from the Falcon going
through a terminator then into the port of the drive.
The second port of the drive simply has a terminator attached.

So, This is my current set-up, is it correct? Should I make any
changes ? The Falcon manual is not exactly clear on what termination
means, and I am new to SCSI, Thanks for your help!

Paul.Luscher@m.cc.utah.edu

920. 1.44MB select circuit needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-02 21:31:29 UTC
From: hallvart@oslonett.no
Message-ID: <3j5dfh$mk2@hasle.oslonett.no>
Source record: 27310

Can someone help me with a high density circuit for a 1.44MB disk drive?
I just need the circuit so I can make it myself.

Hallvard, Oslo, Norway

921. Re: GCC filenames problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 01:37:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IC7nb7mQz7Y@semprini.waterloo-rdp.on.ca>
Source record: 27305

In <3iso2k$ioc@whitbeck.ncl.ac.uk>, Craig Graham writes:
>
>For some reason, every time I compile something with GCC, it truncates
>the object filenames to lower case 8+3 filenames (this is on my minix
>partition BTW). This is a real bummer, as lots of the X stuff I've been
>compiling uses longer mixed case names, so I have to go through by hand &
>fix the names before I can get the stuff to link. Any suggestions?
>(used gcc2.3.1 & it did this, I now use 2.5.8 & it still does this).

The gcc 2.6.1 port in atari.archive.umich.edu:/atari/Mint/Gcc/gcc261*
handles it properly, though you'll have to rebuild the binutils
yourself.

If you grab my recent GNU make 3.71 port (also on atari.archive and
mirrors), you should probably increase the stack size to 16k (AFAIK it's
still just 8k); if not, you might get some bus errors on makes with
really long command-lines (this happened to me porting CERN's WWW
library and text-mode WWW browser).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

922. Atari st for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 03:22:10 UTC
From: wbyjoy@iastate.edu
Message-ID: <3j6212$n4s@news.iastate.edu>
Source record: 27323
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.marketplace,rec.music.makers.synth

Atari1040 ST FM
1 meg ram, Monochrome moniter,panasonic 1091 printer

Mastertrax pro, music studio, midisoft studio, softsynth,
wordwriter st, word up, printmaster plus, master plan,
partner st, laser C, procopy...All software with documentation
This is a great midi sequencer (64 track), excellent condition
If you don't know what it is you probably dont want it.
--
Matt Michael(WBY)
wbyjoy@iastate.ed Just think, if we could harness the power of denial...

923. TT for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 07:47:10 UTC
From: hing@csulb.edu
Message-ID: <3j6hhu$grq@garuda.csulb.edu>
Source record: 27304

I have a TT that I want to sell. I has 4Meg of ST RAM 0 Meg of TT ram, a 32Meg non populated RAM board, 220 Meg HD, 105 Syquest, Supra 14400 Fax/Modem 14" monitor + plenty of software.

Make an offer.
--
o---o
E-mail: hing@engr.csulb.edu	URL: http://www.engr.csulb.edu/~hing/
``If I live, I will fight, where ever I must, as long as I must,
until the enemy is defeated and the national stain washed clean.''
o------------------------ Charles de Gaulle -------------------------o

924. Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 09:38:32 UTC
From: m9174@abc.se
Message-ID: <3j6o2o$1bd@oden.abc.se>
Source record: 27379

Does anyone know how to switch the blitter off on a Falcon030?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.21 *

925. PS/2 for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 09:45:30 UTC
From: pks-110@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j6ofq$6l@brachio.zrz.TU-Berlin.DE>
Source record: 27313

Anybody knoe what type of PS/2 module the Hard&Soft Falcon RAM Card requires??

W or W/O parity???

Thanxxx and regards, Peter.

926. HD question...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 10:15:09 UTC
From: abstract@wam.umd.edu
Message-ID: <3j6q7d$133@cville-srv.wam.umd.edu>
Source record: 27315

Perhaps this has been discussed before; if so, I'm sorry for asking again:
Can I use any standard SCSI hard drive with my 1040 if I use an ICD
Link or AdSCSI? I guess what I'm asking is, are all SCSI drives
basically the same? Thanks in advance!
--Lunatic

927. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 11:52:46 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3j6vue$62u@caro.dsic.emn.fr>
Source record: 27312

m9174@abc.se (Carl Lofgren) wrote:
>
> Does anyone know how to switch the blitter off on a Falcon030?

Hi Carl !

I'm really sorry 'bout that but you can't, unless you re-write
the system calls that use the Blitter !!! (NVDI do this for you).

I said I'm sorry 'cause I'm writing a Virtual memory manager
for the Falcon (like Outside) an I have to do this. So if you decide
to do it, I'm interrested.

best regards.

Xavier Joubert (Xaz)

928. X-Mint - virtual memory?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 12:48:12 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j736c$9sa@m1.cs.man.ac.uk>
Source record: 27380

I have seen a lot of stuff here about X-windows under mint, but AFAIK there is currently no support for virtual memory (as Outside doesn't work with this combo.)

Is anyone working on this? To me, it seems pointless to have X running without virtual memory on an Atari due to the huge mounts of ram that X requires.

Surely it would not be to hard, as Linux has (i believe) virtual memory and the source is freely available....

When VM is implemented, I may start tinkering.... but not until then.

Anthony

929. Re: MiNT 1.12 - Baud Rate Settings? continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 13:33:08 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3j72a9$549@utrhcs.cs.utwente.nl>
Source record: 27381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I said previously:

>This isn't the first time I had troubles with Hsmodem and Mint. I had it
>running stable once using Mint 1.10 (pure C 1.1 compiled) and running
>hsmodem before mint.

This was with Hsmodem 5. I got hsmodem 6 yesterday and running it before
Mint 1.12 does the trick. RTS/CTS works again Fcntl works well, my mgetty
works I'm happy again.... ;-)

greets Ric

930. PS/2 for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 14:32:24 UTC
From: pks-110@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j799o$gum@brachio.zrz.TU-Berlin.DE>
Source record: 27293

Anybody know what type of PS/2 modules the Hard&Soft
Ram Card for Falcon requires??

W or W/O parity??

931. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 15:07:09 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950303155751.2751A-100000@adam>
Source record: 27382

On 27 Feb 1995, Michael Smith wrote:

> >I have to replace the hard disk (currently Seagate ST 157N) in my Mega STE.

> You should be able to use any SCSI hard disk on the Mega STe. I
> upgraded temporarily to a Maxtor MXT345SL. I plan to buy a Quantum
> 540 meg some day. I think you should be able to put at least a 1.2 GB
> drive on the stock host adapter.

hmm... My old AHDI allows me to format 14 * 32meg partion(s) == 448meg.
What will the latest version of AHDI do?? (I've been sleeping for some
years :-)

/Jens M Andreasen

932. Re: WWW-Browser for MiNT uploaded !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 15:43:38 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar3.154338@phlem.ph.kcl.ac.uk>
Source record: 27384
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ivo3r$3vq@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
% In article <950225172@mailmak.ping.de>,
% Theo Janssen <theo@mailmak.ping.de> wrote:
% >I've just uploaded an executable version of the WWW-Browser "Chimera"
% >for MiNT-X to ftp.germany.eu.net and ftp.uni-muenste.de.

I's on phlem.ph.kcl.ac.uk now as well :-)

check out: ~ftp/pub/atari/MiNT/X11/* ('Clients' for www)

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

933. Help with Spektrum Graphics Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 15:44:58 UTC
From: Craig Servin <cservin@nmsmn.com>
Message-ID: <3j7dhq$6g3@stratus.skypoint.net>
Source record: 27383
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am trying to modify the Linux/68k frame buffer device to support the Spectrum TC graphics card for the TT's VME slot. The generic driver can write to the card, but not set any palette entries. If anyone has any information about the registers in the card I would really like to here from you. Also if anyone knows whether Wilhelm Microelektronic is still around and how I can get ahold of them they might be able to give me this information.

Thanks,
Craig

--
cservin@venus.nmsmn.com

934. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 18:38:56 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar3.183856@phlem.ph.kcl.ac.uk>
Source record: 27314

In article <3it61a$q7v@falcon.natinst.com>, bgilbert@natinst.com (Ben Gilbert) writes:
% In article <Pine.SUN.3.91.950225205951.4156A-100000@blue.csi.cam.ac.uk>,
% Mark Baker <mnb20@hermes.cam.ac.uk> wrote:
% >
% >Most people (including me) seem to have a zoo version that copes with the
% >long filenames OK but creates all the files in lower case. Apparently
% >there's one around somewhere that works properly. As for tar, that
% >apparently needs UNIXMODE to be set properly. I had it set right anyway as
% >I think the .rc file that came with tcsh had it in.
% >
%
% Yes, this has been the cause of nearly all of my problems setting up X
% so far. I have looked all over the place and for the life of me I cannot
% find a version of zoo which supports mixed case filenames. Every version I
% get says that it is not supported. Yet, people are zoo'ing things with
% mixed case filenames and expecting other people to unzoo them and have it
% work which is not very likely. Does anyone know where I can get a version
% of zoo which does support UNIXMODE? It is very frustrating being able to
% see the mixed-case filenames in the zoo archive but having to rename all the
% files appropriately after they have been extracted. I suppose it's better
% than not seeing the correct case-sensitive filenames at all. :-)

Well, all the .zoo files have been replaced with .tar.gz (.tgz) files
on phlem... And to answer:

> I think it's very stable once it's set up right, and porting stuff is
>fairly easy. You do have to use fixstk on some executables to stop them
>crashing unpredictably, but apart from that, there are no real problems.
>The headers that come with the MiNT-X libs are incomplete so you will want
>to find a full X11R5 distribution to poach the /usr/include/X11 headers from.

I *think* the includes and libs on phlem are all up to date, including
libXext for example...

ATB,
Simon
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

935. Re: How to get make working properly

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 18:53:13 UTC
From: dba@jet.uk
Message-ID: <dba.794256185@YE>
Source record: 27311

bgilbert@natinst.com (Ben Gilbert) writes:

>I have been getting a lot of nice packages for Mint-Net and
>GNU stuff lately, and a common feature seems to be they all come
>with a makefile which will install the programs on your system for
>you if you just type "make install" in the directory you unpacked
>it in. However, I can't seem to get this property to work on my
>Falcon. For one thing, often the makefile needs a program called
>"install" and I don't seem to have this anywhere on my system.
The "install" is actually in the makefile which GCC uses. For
example if you have the following in the makefile:

clean:
rm *.o

Then giving the command
make clean
will execute the unix command rm to delete all *.o files.
So the makefile should have the install: in the file.
A good book which describes make is in the O'Rilley nutshell series.

>The other problem may be that I just don't have GCC set up right.
>Can someone with GCC running on their TT/Falcon tell me what variables
>I have to set or what libraries I need to get this working properly?
>I would think that if I am just doing a "make install" I probably
>don't really need to compile anything, but a lot of the packages I have
^^^^^^ make WILL be trying to compile the sources
and installing the object files and programs in the "correct" directory.
>gotten do look like they are trying to compile something. I do have
>the newest version of GCC on my machine as well as GNU make 3.63 and
>the MiNT libraries/includes, can someone tell me what else I may be
>missing? I seem to remember a couple years ago there was a very helpful
>document on exactly how to set up GCC, perhaps this is still on the net
>somewhere?
Environment Variables will have to be setup to point to the directories
you are using.

If you need more help send email and i will dig out the file.

dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

```
==============================================================================
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==============================================================================
```

936. Re: Newsreader !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-03 19:12:08 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FCDRFGVSUp@elrond.Simplex.NL>
Source record: 27316

In <1d2eebe4@tnogobl.ct.se> urmelidis wrote :

>????
>(UUCP Dialup connection)
>
>
???

Upoint !!

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

937. GEMDOS problems with Linux/68k swap partition!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 01:09:09 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <p+zZdQ1.jmillar@delphi.com>
Source record: 27385

Hi everyone,

With the emergence of a working Falcon kernel for Linux/68k (HD access working, that is) I went a little haywire setting up the system and got a bit ahead of myself. In other words, I created a Linux/68k swap partition on one of my external SCSI drives, and now any time I try to boot up my system under TOS, the fact that the partition is a Linux swap partition crashes GEMDOS!

From what I know, the fix to this problem is to invalidate the partition to GEMDOS, marking it as an 'other' partition (other than BGM or GEM that is).......therefore, I have two questions:

1) What utilities are available to allow me to do this?

2) Is there any way possible to use such a utility without booting with the aforementioned SCSI drive running and fix the partition? (crashes otherwise)

Thanks in advance!

(Also thanks to all the Linux/68k coders out there making our computing lives that much more enjoyable!!!)

Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx,
Kansas, Live........

938. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 03:13:12 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCEDBCUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 27298

In <3j6vue$62u@caro.dsic.emn.fr> Xavier JOUBERT wrote :

>m9174@abc.se (Carl Lofgren) wrote:
>>
>> Does anyone know how to switch the blitter off on a Falcon030?
>
> Hi Carl !
>
> I'm really sorry 'bout that but you can't, unless you re-write
>the system calls that use the Blitter !!! (NVDI do this for you).
>
> I said I'm sorry 'cause I'm writing a Virtual memory manager
>for the Falcon (like Outside) an I have to do this. So if you decide
>to do it, I'm interrested.
>
> best regards.
>
> Xavier Joubert (Xaz)
>
Perhaps you might consider asking Ofir Gal. GEMBench from what I
remember of it, has the ability to shut the blitter off.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

939. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 06:33:42 UTC
From: shunt@sb.dcs.uga.edu
Message-ID: <3j91k6$qc5@hobbes.cc.uga.edu>
Source record: 27386
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Arno Welzel (aw@zaphot.augusta.de) wrote:
: In <3i4lpr$frl@m1.cs.man.ac.uk> S94 wrote:

: >Here's another one: What the hell is the AUDIO IN and how do you use it ???

: What did you expect? Sound sampling ;-) ? Nope!

: You can connect AUDIO IN to any sound source (tape deck, walkman etc.)
: and hear the sound via your monitor's speaker - that's all.

: Ciao ...

: --
: Arno Welzel \ /\ /
: aw@zaphot.augusta.de \/--\/

(**inserted from a different thread**)
Evan Langlois (ekl@sdf.saomai.org) wrote:
: In article <3ioebu$g83@hobbes.cc.uga.edu>,
: Stephen Hunt <shunt@sb.dcs.uga.edu> wrote:
: >For some reason, whenever I route the sound from the RCA ports on the
: >Mega STe into a stereo, the most hideous buzz overwhelms what little
: >sound comes out. I notice that whenever I remove my monitor cable
: >from the computer, it goes away, and the sound is wonderful. What is
: >wrong here? The sound on my monitor (SC1224) does not work anymore,
: >so using the ports is the only way for me to get sound. Help!

: Evidently, when your monitor's sound blew it screwed up internally and
: is now routing some noise back through the the sound in-put line. This
: makes alot of sense. If the amp blew in the monitor the ... hmm .. I'm
: no EE so I don't know the technical term, but its kind alike a feedback
: line that controls gain, anyway, that would feed right back into your
: computer and likely into the RCA lines. Or perhaps its just a bias problem.

: In any case, the monitor =IS= the cause. Just cut the sound line from the
: cable to the monitor internals.

Ok, I checked out my monitor cable, and looked up the location of the pins
on the monitor to see which ones dealt with audio. Pins 1 and 5 are listed
as controlling audio in and out, respectively. Unfortunately, pin one on
my cable was not hooked to any wire. I cut the cable to pin 5, but that
didn't make any difference. I guess I ought to take this query to
the .tech newsgroup?

** I thought I'd shoot this over to this thread also, to see if you guys
know what is going on here. I observed later that cutting pin 5

cleared the buzz out slightly, but it's still interfering greatly.

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

940. disk recovery

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 08:29:47 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <3j98dr$cv1@vixen.cso.uiuc.edu>
Source record: 27317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,
I'm a total novice in Atariland. Here's my question: Is there a
program which is good at recovering data from Atari ST disks? I have a disk
with files which were either accidentally deleted or partly corrupted.

Dwight

941. Re: Okami Newsreader !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 09:51:22 UTC
From: rincewind@discworld.oche.de
Message-ID: <2f58b2923ce86@discworld.oche.de>
Source record: 27325

Jim Sourmelidis (jtace@prometheus.hol.gr) wrote:

JS>P.S. I Just want to say a great THANKS to OKAMI Writer :
JS> Wolfram Roesler <wr@bara.oche.de>

Due to a crash of his ST harddisk, Wolfram can can only read eMails sent to
Wolfram_Roessler@ac2.maus.de, since O4X (running under Linux) currently only
supports Mausnet and not Internet.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

942. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 11:12:23 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3j9hun$503@whitbeck.ncl.ac.uk>
Source record: 27390

In article <1995Mar3.183856@phlem.ph.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
>>The headers that come with the MiNT-X libs are incomplete so you will want
>>to find a full X11R5 distribution to poach the /usr/include/X11 headers from.
>
>I *think* the includes and libs on phlem are all up to date, including
>libXext for example...
>

No, some of the headers are still missing from that release (I don't remember which). Also, there is a replacement for the Xaw (Athena Widgets) library on ftp.fu-berlin.de (Xaw3d) which makes for prettier programs (3d buttons & sliders).

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

943. Re: 32bit RAM on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 11:35:59 UTC
From: kucik@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j9jav$7ml@rhino.cis.vutbr.cz>
Source record: 27291

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Would it not be possible to connect 32bit ram directly via the internal
: expansion (CPU) bus? Hence avoiding the need to buy another CPU.

Expansion bus is only 16bit AFAIK :-(

Fufin

944. Re: MiNT-X & the Fvwm window manager

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 13:04:50 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar4.130450@phlem.ph.kcl.ac.uk>
Source record: 27292

In article <794043086snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk (Ben Bell) writes:
%
% Well, I go bored waiting for someone to compile fvwm so I had a go myself.
% I compiled fvwm, FvwmWindowList, FvwmClean and one other module and then
% gave up on the rest (gcc kept getting upset on the next few I tried).
%
% I have uploaded it to phlem.ph.kcl.ac.uk anyway and it will hopefully
% persuade someone to upload a more complete version. Until then it is
% probably good enough. You need the source code distribution for docs
% and config files etc.

Thanks Ben,

Yes, it's been moved to where you can all get hold of it:

phlem.ph.kcl.ac.uk:/pub/atari/MiNT/X11/Clients/fvwm000.tgz

Same offer holds... Upload anything to the /incoming dir and I'll
insert it where people'll find it :-)

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

945. Re: HD question...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 13:40:17 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3j9qk1$e98@aggedor.rmit.EDU.AU>
Source record: 27294

```
: Can I use any standard SCSI hard drive with my 1040 if I use an ICD
: Link or AdSCSI? I guess what I'm asking is, are all SCSI drives
: basically the same? Thanks in advance!
```

No! SCSI's aint SCSI's, if you know what i mean. You have to be able to disable parity if you are using the Link or the AdSCSI, BUT!!!! AFAIK, the LINK 2 will enable you to connect to ANY scsi drive. To disable parity is essentially an easy job, you should find a "jumper" connecting 2 pins labelled either PO or PE (on the circuit board), just remove it, and you have disabled parity. Funnilly enough, you will more than likely find quite a few PC & MAC tech's that won't know what you are talking about, mainly cos' it's something that they dont need to know about.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

946. Re: X-Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 14:06:36 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar4.140636@phlem.ph.kcl.ac.uk>
Source record: 27295

In article <3j9hun$503@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
% >
% >I *think* the includes and libs on phlem are all up to date, including
% >libXext for example...
% >
%
% No, some of the headers are still missing from that release (I don't
% remember which). Also, there is a replacement for the Xaw
% (Athena Widgets) library on ftp.fu-berlin.de (Xaw3d) which makes for
% prettier programs (3d buttons & sliders).

I had updated them since you last looked Craig :-)

The libs.tgz file includes the Xaw3d archive, and the includes are
basically everything I can think of... including Xaw/ and Xmu/ and the
Xos.h files etc.

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

947. Re: WANTED Pinatubo Eprom program(English).

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 20:12:28 UTC
From: rincewind@discworld.oche.de
Message-ID: <2f58db0c1fdc2c3@discworld.oche.de>
Source record: 27324

paul keating (ginjocky@ginjocky.demon.co.uk) wrote:

pk>Does anybody know where I can get the Eprom programmer program
pk>called Pinatubo(English version) its Public Domain and for the

Pinatubo is not freeware but shareware, and is avaliable from
ftp.informatik.rwth-aachen.de:/pub/atari/util. Currently, there is no english
version.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
Madame Tracy had even removed most of the Major Arcana from her Tarot card
pack, because their appearance tended to upset people.
-- (Terry Pratchett & Neil Gaiman, Good Omens)

948. Re: DMA fault?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-04 22:59:46 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3jard2$fjt@delphinium.cig.mot.com>
Source record: 27306

In article <3j3jh0$288@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Just a quick quip', whenever _anything_ plays sound through the DMA
>chip on my STe (MOD Players etc.) a nasty crackling noise comes through
>the speakers which isn't present when any soundchip sound goes through
>them, is my DMA chip likely to be faulty, or is this "normal"?
>
>It's not a very loud crackle, just noticable enough to be annoying.

I've owned two STe's, and neither have had a problem like this.

Mike
whitema@cig.mot.com

949. Falcon030 for sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 03:31:09 UTC
From: rq17559@aol.com
Message-ID: <3jbb9t$b5k@newsbf02.news.aol.com>
Source record: 27302

Falcon030 computer for sale:

4MB RAM
82MB internal IDE hard drive
mouse
Intel 14400bps external fax/modem

DEKA 2 PC keyboard interface w/ PC keyboard

Includes the following software:
Outside (virtual memory up to 512MB)
Lattice C 5.6
HiSoft BASIC 2.1
STraight Fax 2.1
ExtenDOS Pro
NVDI 2.5 & 3.01
Geneva
Neodesk 4
ST Format magazines w/ disks
ICD SCSI Pro Utilities
PhotoShow Pro 2.2
GFA Basic 3.5e

Games:
Virus by Rainbird
Dungeon Master
Frontier: Elite 2
Flight Simulator 2
Karateka
Ishar (Falcon version)

Selling for $725 including shipping within the continental US only (not Alaska). Please respond via e-mail as soon as possible as I want to have this sold by 3/12.

950. Falcon030 for sale! Must sell by 3/12

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 04:50:44 UTC
From: rq17559@aol.com
Message-ID: <3jbfv4$c8m@newsbf02.news.aol.com>
Source record: 27303

Falcon030 computer for sale:

4MB RAM
82MB internal IDE hard drive
mouse
Intel 14400bps external fax/modem

DEKA 2 PC keyboard interface w/ PC keyboard

Includes the following software:
Outside (virtual memory up to 512MB)
Lattice C 5.6
HiSoft BASIC 2.1
STraight Fax 2.1
ExtenDOS Pro
NVDI 2.5 & 3.01
Geneva
Neodesk 4
ST Format magazines w/ disks
ICD SCSI Pro Utilities
PhotoShow Pro 2.2
GFA Basic 3.5e

Games:
Virus by Rainbird
Dungeon Master
Frontier: Elite 2
Flight Simulator 2
Karateka
Ishar (Falcon version)

Selling for $725 including shipping within the continental US only (not Alaska). Please respond via e-mail as soon as possible as I want to have this sold by 3/12.

951. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 18:25:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D4zCIx.MCy@cix.compulink.co.uk>
Source record: 27322

```
>>> Does anyone know how to switch the blitter off on a Falcon030?
>> I'm really sorry 'bout that but you can't, unless you re-write
>>the system calls that use the Blitter !!! (NVDI do this for you).
>> I said I'm sorry 'cause I'm writing a Virtual memory manager
>>for the Falcon (like Outside) an I have to do this. So if you decide
>>to do it, I'm interrested.
>Perhaps you might consider asking Ofir Gal. GEMBench from what I
>remember of it, has the ability to shut the blitter off.

This is not simple, GEMBench can only do this if NVDI is installed. Then it
just uses the XBIOS call.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

952. AES and GBELL

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 19:07:11 UTC
From: dhohenst@gpu2.srv.ualberta.ca
Message-ID: <3jd24v$124k@rover.ucs.ualberta.ca>
Source record: 27309

I just got a most entertaining program off of the net. It operates
much like Soundmaster on the Macintosh. It assigns digitized sounds to
GEM events. It uses the DMA sound engine so it doesn't slow the system
down. But I'm having a few problems with it. one of the ways of using
it is assigning sounds to AES calls, but I don't know what the calls
are. They are identified by number, and I only know the few numbers that
are listed in the docs (ie 10=init_appl 102=close window), and I don't
even know what most of them DO (like menu_text).
Can someone give me a list of AES numbers and descriptions of what they
actually do?
Especially opening a file directory window, and using the trashcan.
Thanks

Doug Hohenstein

953. 80 MB SCSI HD FS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 19:44:10 UTC
From: damms002@acpub.duke.edu
Message-ID: <3jd4aa$63n@news.duke.edu>
Source record: 27331

I have upgraded my TT030 and I have my 80 MB SCSI HD (Maxtor 7080SR)
for sale.

I'm asking 70 US $ + COD shipping or best offer.

Offers please via E-mail to

Thomas Damms
damms002@acpub.duke.edu

954. Atari to Mac textfile transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 19:45:59 UTC
From: wbyjoy@iastate.edu
Message-ID: <3jd4dn$4vs@news.iastate.edu>
Source record: 27330

Can anyone out there tell me how to get my atari files transferred to Mac?
I've tried reading the disks with an IBM system in hopes of transferring
the files as ascie but the IBM wont read the disks. I've run out of ideas
and would really appriciate any suggestions. I'd prefer responses by email.

Thanks in advance
--
Matt Michael(WBY)
wbyjoy@iastate.ed Just think, if we could harness the power of denial...

955. Re: Can Anybody repair a STACY?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 20:04:07 UTC
From: KDPB83A@prodigy.com
Message-ID: <3jd5fn$e0m@usenetw1.news.prodigy.com>
Source record: 27329

I'm the not-so-proud-at-the-moment owner of a STACY that won't boot.

Apparently, there is a board that "hovers" above the motherboard inside and is connected by a many-pin connector. I've already had it looked at by an ATARI guy & a non-Atari guy who are at a loss.

I paid many $$ for a portable because I have a VERY specialized application tha is ATARI based ONLY, and I still have to lug my 520 + monitor around due to this problem.

Any suggestions? I live in Southern Californis, but of course, would be glad to ship it wherever it needs to go.

Thanks.

-
CHRIS LEDESMA, Canyon Country, CA
KDPB83A@prodigy.com

956. Help w/SF354 upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-05 20:22:59 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3jd6j3$cal@news2.delphi.com>
Source record: 27328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an OLD SF354 that I want to upgrade. It doesn't have the nice and easy ribbon cable so that I can just plug in a new drive. It has this goofy cable/connector combo that won't work.

Any hints & tips would be greatly appreciated!

Dom

957. Re: NVDI ? TOS Updates ? Etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 01:29:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f5a65b0_Sven.Bornemark@p56.dada.ct.se>
Source record: 27334

Hi Paul,

> : Since this copy of NVDI wasn't paid for by the previous user (he'd
> : have given you the manual if it was) I think you should show some
> : respect to the guys behind this wonderful utility and *buy* it.
>
> I bought my Falcon from a medical student who buys computers at
> auctions and re-sells them. I didn't even get a Falcon 030 Manual,
> but obviously the hardware isn't pirated!

That's easy to tell; NVDI always tells the truth during boot up.

> The computer was owned by J&J Computers which was once the last
> Atari dealer in Salt Lake but they went out of business and were
> forced to sell everything at an auction.

Let's hope not *all* Atari dealers go the same way...

> So unless our noble Atari dealer was loading illegal software,..

Never say never! I've seen it happen...

> ...I trust that my NVDI is not pirated!

If you say so I beleive you. I have *no right* not to beleive you! I just wanted to question the matter a little - it's all too common with great programs and games being *handed over* this way, and the whole Atari scene suffers!

> However, It would be nice to have a manual and registration, where
> can I order NVDI...

I got my NVDI from Falcon Pro Center in Gothenburg (Sweden), but perhaps that's a bit too far...

> ...and beyond that, where can I get more RAM for my 4 meg Falcon?

My Falcon Wings-card *just* about makes it within the original Falcon case ("speaker" had to be moved away three inches), and I beleive most memory expansions have a hard time dwelling in this tight environment. All works fine though.

What's the matter - isn't there *any* Atari dealer around where you live? I live just outside a city of 250.000 people (Malmo), and we have *two* Atari dealers to turn to!

Wishing you all the best in your further investigations

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

958. IKBD/ACIA programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 02:45:23 UTC
From: jyoung57@delphi.com
Message-ID: <Ju4Y1Zb.jyoung57@delphi.com>
Source record: 27308

Hi,
I am encountering problems with the following code involving requesting
a joystick packet from the ACIA chip during the vertical blank.
Please note that I have set the joystick into 'Request Mode (#$15)' and
have disabled all MFP interrupts except Timer B (Hblank). I get the
packet header (#$fd) but am unable to get the joytick information that
is supposed to be in the following byte I believe (or two bytes if
there is one for each joystick). Can anyone help out with the activity
of the ACIA when a joystick packet is requested?

```
KB_CNTRL equ $fffC00 ;IKBD control register
KB_DATA equ $fffC02 ;IKBD data register

(Vertical Blank)
chk_acia
btst.b #1,KB_CNTRL
beq.s chk_acia
move.b #$16,KB_DATA ;request packet
IKBD_receive
btst.b #0,KB_CNTRL
beq IKBD_receive ;wait until IKBD says it received the
request
interrupt_request
btst.b #7,KB_CNTRL
beq.s interrupt_request ;wait for ACIA to signal an IRQ
transmitter_empty
btst.b #1,KB_CNTRL
beq transmitter_empty ;wait unitl IKBD has transmitted
get_header
move.b KB_DATA,d0 ;this is the header - #$fd

(Now here is where I should read the next byte off the ACIA KB_DATA register
but all my attempts have met with failure. Can anyone enlighten me as to
the sequence that will extract the packet byte(s).)
.
.
rte

KB_CNTRL (when written) enable receive interrupts (Bit 7)
configure transmit interrupts(Bits 6-5)
configure port settings (Bits 4-2)
set clock divisor (Bits 1-0)
KB_CNTRL (when read) interrupt request (Bit 7)
parity error (Bit 6)
receiver overrun (Bit 5)
```

framing error (Bit 4)
clear to send (Bit 3)
data carrier detect (Bit 2)
transmitter empty (Bit 1)
receiver full (Bit 0)
(KB_CNTRL Information from 'The Atari Compendium' pg B.43-B.44)

Thanks,
Jeff

959. Re: ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 03:11:44 UTC
From: slogsdon@aol.com
Message-ID: <3jduhg$r6t@newsbf02.news.aol.com>
Source record: 27335

Does this ST have a monitor? If so I am interested in buying.

960. Re: Mega St + TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 05:10:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3je5fd$lak@golem.wcc.govt.nz>
Source record: 27319

In article <3itirq$hbs@cc.tut.fi>, tammisto@pori.tut.fi (Petteri Tammisto (TTKK/Pori)) writes:
>I need some information about installing TOS1.4 in MegaST.
>
>The MegaST I have has TOS1.2 in two roms and I have a six rom set of TOS1.4.
>
>I have done the same thing before with a 520ST (replacing a two rom set
>with a six rom set) and there were three solder jumpers on the motherboard
>which I had to change. I couldn't find the same jumpers on the motherboard
>of the Mega but I think there has to be someting I must change.

If you have the six sockets well Remove U12 (74LS11)
add links W4, W2 and W3

Its that simple...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

961. Re: Help with Spektrum Graphics Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 10:38:33 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jeon9$r3b@m1.cs.man.ac.uk>
Source record: 27318
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3j7dhq$6g3@stratus.skypoint.net>, Craig Servin <cservin@nmsmn.com>
writes:
|> I am trying to modify the Linux/68k frame buffer device to support the
|> Spectrum TC graphics card for the TT's VME slot. The generic driver

Who makes this card ? Specs ? Price ? I've never heard of it.

S.Lai

962. Falcon CODEC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 11:47:56 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar6.114757.122@genrad.co.uk>
Source record: 27333

OK, I'm stumped! I've disassembled half of the XBIOS commands
that communicate with the DSP on the Falcon, I've disassembled and
commented the DSP's bootup code, and I understand most of it. But, however
hard I try, I cannot find how the CODEC is connected.
I've got a datasheet for it, and I know it is accessed via a 64 bit
serial word. The only sensible way to do this would be via one of the
DSPs serial ports, ie SSI or SCI. SSI I think is for digital data to/from
DMA and the DSP connector on the back, leaving the SCI. This is capable
of synchronous 8 bit byte transfer with no start/stop bits, so eight of
these end to end would be ideal to talk to the CODEC. Is this how it is
done? Or does it use the SSI afterall?
When I disassembled the Gain and Attenuation XBIOS calls, these
wrote to locations in the 68030's memory at $FFnnnn somewhere (I can't
remember the exact address because I'm at work at the moment). There
was a command copying this data to the address $182A though. Does anyone
know what is at $182A? Is this some method of telling the DSP to set
the gain and attenuation levels via a 64 bit serial word?
Although "The Atari Compendium" mentions many of these addresses,
it describes them as BYTE-wide, yet the disassembled code sets and clears
bits in the full 32 bit width. The book makes no mention of address $182A.

Any help (even a yes/no answer!) would be greatly appreciated.

Paul Hills

963. Re: X-Mint - virtual memory?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 12:22:41 UTC
From: Patrice MANDIN <i2a06a@iut-nantes.univ-nantes.fr>
Message-ID: <3jeuqh$bgd@caro.dsic.emn.fr>
Source record: 27320

jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>
>
> I have seen a lot of stuff here about X-windows under mint, but AFAIK
> there is currently no support for virtual memory (as Outside doesn't work
> with this combo.)

Well, you're right. It's a pity that Mint doesn't provide
Virtual Memory by itself. It would be the best way to have some.
I would like something like the following line in my Mint.cnf:
SWAP=d:\tmp\virtual.mem 16384
to provide 16M of ram using a file called virtual.mem for example.
Does Eric Smith or anyone else is thinking on a new version of Mint
which will give us something like that ?

964. Claus Brod - current e-mail address?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 13:02:15 UTC
From: uch435@ux9.hrz.uni-dortmund.de
Message-ID: <3jf14n$jo3@nx2.hrz.uni-dortmund.de>
Source record: 27321

Hello,

since I read Claus Brod from time to time in this newsgroup, I hope
he reads me now.
I am looking for his current e-mail-address. I have an older one
and I am not sure if it still works.

Claus?

Jens

--

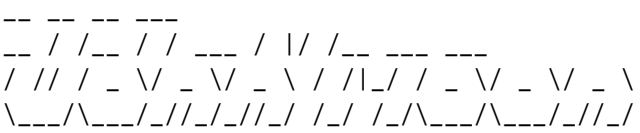
Jens Cardinal
Uni Dortmund, Germany uch435@ux9.hrz.uni.dortmund.de
----

965. Re: Convert Atari->Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 13:10:16 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3jf1jo$ec8@eplet.mira.net.au>
Source record: 27241

Use DOS MOUNTER its the easiest.

--



johnmoon@pyromania.apana.org.au

966. microEmacs3.12 tut nicht

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 13:38:35 UTC
From: koehne@axp3.physik.fu-berlin.de
Message-ID: <koehne.794497115@axp3.physik.fu-berlin.de>
Source record: 27283

der microemacs 3.12 arbeitet nicht mit der deutschen tastatur (es gibt keine zeichen die auf 'alt' liegen und die umlaute sind ziemlich buggy). weiss jemand die loesung? wuerde mich maechtig freuen.....
:-(

967. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 15:29:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jf9p1$ioo@dux.dundee.ac.uk>
Source record: 27261

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <3j23rr$ia1@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod
: McCall) wrote:

: > I heard that GEM does not use the Blitter. Is this true?

: No, of course not. The VDI blit routines will automatically use the
: blitter if it is installed - a major feature of TOS 1.2 if you remember.
: This is the only way you should use the blitter.

Well considering the Blitter is on when GEM is in use its bloody slow.
Although NVDI does speed things up, it still feels sluggish.

I was under the impression (from a posting last year) that the Blitter was
NOT used for GEM and was only used in games and non-GEM based applications.

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

968. MinixFS 0.6pl11 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 16:00:43 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3jfbjb$jf1@whitbeck.ncl.ac.uk>
Source record: 27326

I'm having a few problems with the latest release of MinixFS.
Symbolic links now give errors as follows:

1) All links put in whilst I was running 0.6pl10 work fine.
2) New links put in under 0.6pl11 work ok for open, close, run, etc.
3) New links put in under 0.6pl11 are reported as an error when you
type ls:

error: fvwm ; a new link is reported as invalid
X -> /f/X11/X.prg ; a pre-0.6pl11 links are ok
fvwm ; new link now reported as a file

Any sugestions?

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

969. Re: HP IR-Port to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 16:25:12 UTC
From: josk@stud.unit.no
Message-ID: <3jfd18$748@due.unit.no>
Source record: 27327

In article <3ivfca$dbc@sun0.urz.uni-heidelberg.de>,
msdemlei@mathi.uni-heidelberg.de (Markus Demleitner) writes:
|> Has anybody succeded in connecting an Atari ST (or, for that matter,
|> anythin with a serial port) to the IR-Port of HP-Machines (e.g., HP 48
|> and friends, HP 95, [1|2]00)?

Do you mean the serial-port on your HP? It works just fine with the supplied
(Or optional.) serial lead that came with your HP. I use Connect to transfer
files. Just remember that you have to use xmodem.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

970. Re: How to get make working properly

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 17:10:11 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3jfflk$ani@mercury.dur.ac.uk>
Source record: 27246

Ben Gilbert (bgilbert@natinst.com) wrote:

: I have been getting a lot of nice packages for Mint-Net and
: GNU stuff lately, and a common feature seems to be they all come
: with a makefile which will install the programs on your system for
: you if you just type "make install" in the directory you unpacked
: it in. However, I can't seem to get this property to work on my
: Falcon. For one thing, often the makefile needs a program called
: "install" and I don't seem to have this anywhere on my system.

'install' is present in the latest release of the file utils
(flut****.zoo IIRC) in the /Mint/Utilities directory of a.a.u.e.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

971. Slip Connection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 19:11:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95065.141152STIRRE31@MAINE.MAINE.EDU>
Source record: 27248

What is the easiest way to get a working slip connection running on
my Atari Falcon? I have tried KA9Q but could not get it running.
Could someone please help? I am an utter novice when it comes to
networking and MiNT (which is why I balk at downloading Mint-Net).
I would appreciate any help very greatly.
-scott tirrell

972. FOR SALE: $625!! Falcon030 4MB w/software.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 19:58:23 UTC
From: rq17559@aol.com
Message-ID: <3jfpgv$6qu@newsbf02.news.aol.com>
Source record: 27247

I reposted this, because the price was posted incorrectly before and I
can't delete the message.

Falcon030 computer for sale:

4MB RAM
82MB internal IDE hard drive
mouse
Intel 14400bps external fax/modem

DEKA 2 PC keyboard interface w/ PC keyboard

Includes the following software:
Outside (virtual memory up to 512MB)
Lattice C 5.6
HiSoft BASIC 2.1
STraight Fax 2.1
ExtenDOS Pro
NVDI 2.5 & 3.01
Geneva
Neodesk 4
ST Format magazines w/ disks
ICD SCSI Pro Utilities
PhotoShow Pro 2.2
GFA Basic 3.5e

Games:
Virus by Rainbird
Dungeon Master
Frontier: Elite 2
Flight Simulator 2
Karateka
Ishar (Falcon version)

Selling for $625 including shipping within the continental US only (not
Alaska). Please respond via e-mail.

973. damaged disks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 19:59:08 UTC
From: wbyjoy@iastate.edu
Message-ID: <3jfpic$5hh@news.iastate.edu>
Source record: 27274

Matt

--
Matt Michael(WBY)
wbyjoy@iastate.ed Just think, if we could harness the power of denial...

974. Damaged disks (again sorry)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 20:16:32 UTC
From: wbyjoy@iastate.edu
Message-ID: <3jfqj0$6q4@news.iastate.edu>
Source record: 27273

Does anyone out there have software that might help me to salvage apparently damaged information? I can get the computer to show the documents but they

will not copy or open in the word processor. I get a "data on disk may be damaged" messege.
Help
Matt

--
Matt Michael(WBY)
wbyjoy@iastate.ed Just think, if we could harness the power of denial...

975. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-06 23:16:20 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rllwG-000CBtC@black.csi.cam.ac.uk>
Source record: 27332

In article <D4zCIx.MCy@cix.compulink.co.uk>, ogal@cix.compulink.co.uk
("Ofir Gal") wrote:

> >>> Does anyone know how to switch the blitter off on a Falcon030?
> >> I'm really sorry 'bout that but you can't, unless you re-write
> >>the system calls that use the Blitter !!! (NVDI do this for you).
> >> I said I'm sorry 'cause I'm writing a Virtual memory manager
> >>for the Falcon (like Outside) an I have to do this. So if you decide
> >>to do it, I'm interrested.
>
> This is not simple, GEMBench can only do this if NVDI is installed. Then it
> just uses the XBIOS call.

And of course, as the falcon's ROMs contain no code to do software blits
there would be little point in switching it off without NVDI.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

976. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 01:22:52 UTC
From: abstract@wam.umd.edu
Message-ID: <3jgchc$6k6@cville-srv.wam.umd.edu>
Source record: 27249

Carl Lofgren (m9174@abc.se) wrote:
: Does anyone know how to switch the blitter off on a Falcon030?

Probably should be obvious, but why do you want to switch off the
blitter?
--Lunatic

977. Re: FOR SALE: $625!! Falcon030 4MB w/software.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 02:47:55 UTC
From: rq17559@aol.com
Message-ID: <3jghgr$d4k@newsbf02.news.aol.com>
Source record: 27250

The Falcon030 system has been sold.

I'd delete the message, but AOL won't do it.

978. Re: help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 05:14:13 UTC
From: h8ji013@stan.xx.swin.OZ.AU
Message-ID: <3jgq35lNNj3e@edna.cc.swin.edu.au>
Source record: 27336

In article <3j1lsg$llc@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>In article <3iq955$jm3@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
>>I downloaded Ghostlink last week, and today I wanted to try it out.
>>So I connected my ST via a Null modem to my 486. Started stmaster
>>on my st, started pcslave on he 486. I installed the drive icons, and
>>tried to open them: nothing happens. Both ports were set to 19200.
>
>
>How is this null modem plug wired up..??

Just on this thread, it is useful to know that MOST PC's will use
COM2 rather than COM1, as the mouse is usually on COM1.
Set this, and all shall run fine!

Karl.

979. Flopfmt wont format double density discs in my high density drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 05:59:06 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jgsnb$1ua@status.gen.nz>
Source record: 27338

I have an Atari TT with a built-in 720k drive and an external high density drive. Whilst I can format double density 720k discs in my internal drive, I am unable to format double density in my external drive.
The XBIOS system call Flopfmt with a sectors-per-track value of 9 or 10, when directed to the high-density drive returns a "bad sectors on format" error.
Formatting high density discs in that drive returns no error.
My TOS version is 3.05, and I have enabled the "high density" dip-switch (number 7) on the TT motherboard.
Is this the fault of Flopfmt() or my drive?

980. Re: IKBD/ACIA programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 06:11:59 UTC
From: jyoung57@delphi.com
Message-ID: <5sx49NX.jyoung57@delphi.com>
Source record: 27337

<jyoung57@delphi.com> writes:

>Hi,
> I am encountering problems with the following code involving requesting
> a joystick packet from the ACIA chip during the vertical blank.
> Please note that I have set the joystick into 'Request Mode (#$15)' and
> have disabled all MFP interrupts except Timer B (Hblank). I get the
> packet header (#$fd) but am unable to get the joytick information that
> is supposed to be in the following byte I believe (or two bytes if
> there is one for each joystick). Can anyone help out with the activity
> of the ACIA when a joystick packet is requested?

Well, if anyone is interested I have answered my own question. With
alot of experimentation, here is the code to request and read joystick
packets directly off the ACIA with MFP turned off and IKBD in #$15 mode.

```
chk_acia
btst.b #1,KB_CNTRL
beq.s chk_acia
move.b #$16,KB_DATA ;request packet
IKBD_receive
btst.b #0,KB_CNTRL
beq.s IKBD_receive ;wait until request is confirmed
get_header
move.b KB_DATA,d0 ;header byte = #$fd
wait_joytick0
btst.b #7,KB_CNTRL
beq.s wait_joystick0 ;wait for signal that data is ready
move.b KB_DATA,d1 ;joystick0 data byte
wait_joystick1
btst.b #7,KB_CNTRL
beq.s wait_joystick1 ;wait for signal that data is ready
move.b KB_DATA,d2 ;joystick1 data byte
```

that's it.

Bye
Jeff

981. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 08:47:54 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3jh6jq$dom@caro.dsic.emn.fr>
Source record: 27340

abstract@wam.umd.edu (Wakko) wrote:
>
> Carl Lofgren (m9174@abc.se) wrote:
> : Does anyone know how to switch the blitter off on a Falcon030?
>
> Probably should be obvious, but why do you want to switch off the
> blitter?
> --Lunatic

Hi !

I don't know why Carl wants to switch the BLiTTER of but me,
I have to do it because as I said I'm writing a virtual memory manager.
So when Gemview for example try to display an MFDB that in virtual
memory is, the BLiTTER has trouble accessing it (remember : it does not
have a PMMU !). So what I obtain on my screen is "?#/:@!. So at this
time my program do not work without NVDI installed (hum, in fact, even
with NVDI it does not work perfectly well yet).

Xavier Joubert (Xaz)

982. Re: Falcon CODEC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 08:52:08 UTC
From: jhh@cwi.nl
Message-ID: <jhh.794566328@news.cwi.nl>
Source record: 27339

hillsp@genrad.co.uk (Paul Hills) writes:

> OK, I'm stumped! I've disassembled half of the XBIOS commands
>that communicate with the DSP on the Falcon, I've disassembled and
>commented the DSP's bootup code, and I understand most of it. But, however
>hard I try, I cannot find how the CODEC is connected.
> I've got a datasheet for it, and I know it is accessed via a 64 bit
>serial word. The only sensible way to do this would be via one of the
>DSPs serial ports, ie SSI or SCI. SSI I think is for digital data to/from
>DMA and the DSP connector on the back, leaving the SCI. This is capable
>of synchronous 8 bit byte transfer with no start/stop bits, so eight of
>these end to end would be ideal to talk to the CODEC. Is this how it is
>done? Or does it use the SSI afterall?
> When I disassembled the Gain and Attenuation XBIOS calls, these
>wrote to locations in the 68030's memory at $FFnnnn somewhere (I can't
>remember the exact address because I'm at work at the moment). There
>was a command copying this data to the address $182A though. Does anyone
>know what is at $182A? Is this some method of telling the DSP to set
>the gain and attenuation levels via a 64 bit serial word?
> Although "The Atari Compendium" mentions many of these addresses,
>it describes them as BYTE-wide, yet the disassembled code sets and clears
>bits in the full 32 bit width. The book makes no mention of address $182A.

> Any help (even a yes/no answer!) would be greatly appreciated.

> Paul Hills

Hello Paul,

As far as I know, and I'm definitely not an expert, the CODEC is connected
directly to the connection matrix to which also the DMA and the DSP
(through the _SSI_) are connected. I guess the CODEC is controlled through some
of the $FFF... locations that also control the connection matrix. E.g. the
sample frequency is controlled by the connection-matrix registers, and I
believe there also is a register (listed in the Compendium) that contains
the bits indicating a CODEC overflow.

Hope this helps,

Jaap-Henk Hoepman

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

983. Re: Flopfmt wont format double density discs in my high density drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 09:11:32 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3jh804$l3u@hpscit.sc.hp.com>
Source record: 27242

```
Mario Becroft (mbecroft@iconz.co.nz) wrote:
: The XBIOS system call Flopfmt with a sectors-per-track value of 9 or 10,
: when directed to the high-density drive returns a "bad sectors on format"
: error.
: Formatting high density discs in that drive returns no error.

Seems like the external drive does not switch down to DD mode properly
when a DD disk is inserted. Just a wild guess. Can you read DD disks
in the external drive?

--clausb@hpbeo79.bbn.hp.com------------------------------------------------
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>-----------------------------------------------
```

984. D2D Systems Address?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 10:48:27 UTC
From: jat@unix.york.ac.uk
Message-ID: <794573307.1@cs.york.ac.uk>
Source record: 27243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers.synth

Does anyone know the address of D2D systems (Cambridge, UK)

Thanks,

john..

-- jat5@unix.york.ac.uk jat@ohm.york.ac.uk
http://www.york.ac.uk/~jat5/

985. MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 12:12:38 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3jhijm$8lr@ccpnws.in2p3.fr>
Source record: 27244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
order to have a Minix file system for Mint.
But it refuses to initialize it ! As the size of my partition is 170Megs, I
wonder if MinixFS can work beyond the 32Megs limit.
Any clue ?

Setup: MegaST4, PAK/3 68020-68882 16Mhz, TOS 2.06, ICD Advantage+, ICD drivers
ver. 6.5.5 and a free disk (for Mint) of 170Megs (Quantum LPS170S)
and for the soft: MiNT 1.08 - 68030, GEM AES 4.1

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

986. Eagle Sonic Vs Barracuda

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 12:55:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jhl4q$5ks@dux.dundee.ac.uk>
Source record: 27262

What sort of speed increase can you expect when installing these cards?

Rod

--
--

987. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 12:57:08 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Mar7.125708.1754@cathy.ijs.si>
Source record: 27245

In article <3j6vue$62u@caro.dsic.emn.fr>,
Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr> wrote:
>m9174@abc.se (Carl Lofgren) wrote:
>>
>> Does anyone know how to switch the blitter off on a Falcon030?
> I'm really sorry 'bout that but you can't, unless you re-write
>the system calls that use the Blitter !!! (NVDI do this for you).
To make this a little clearer: There is a call something like Blitmode, which
enables you to switch blitte on and off. However, Falcon ROM does not contain
drawing code, so it simply ignores the Blitmode call.

NVDI, on the other hand, does contain drawing code, so it honors the blitmode
- even on the falcon.

In other words, if you want to turn off Blitter in your Falcon, buy NVDI.
You should buy it anyway.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

988. Re: No Hp48 + Atari St Owner in all this group !!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 16:54:52 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3ji34s$gbh@ra.ibr.cs.tu-bs.de>
Source record: 27251

Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:
: Hi,

: ST-ram.kim (you@somehost.somedomain) wrote:
^^^^^^^^^^^^^^^^^^^ where is this?

: : It's no possible : I haven't see articles about hp calc owners on atari.
: : Please it's not necessary to hide .

: so, what problem do you have ???

There is no problem concerning HP48 and Atari systems, so why should
we write something.

We are able to use the stock PC-cable, there is a Kermit for the
ST (well, it does only run on /dev/ttya, but that shouldn't be
a problem)
Most files for the HP48 are in ZIP-Format which STZip will handle.

--
Axel Kielhorn

(Happy HP48 and Atari user:-)

989. Re: DMA fault?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 19:18:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3jibii$a4d@mailer.fsu.edu>
Source record: 27263

steve wells (wells_s@kosmos.wcc.govt.nz) wrote:
> Just a quick quip', whenever _anything_ plays sound through the DMA
> chip on my STe (MOD Players etc.) a nasty crackling noise comes through
> the speakers which isn't present when any soundchip sound goes through
> them, is my DMA chip likely to be faulty, or is this "normal"?
>
> It's not a very loud crackle, just noticable enough to be annoying.

Is it a MegaSTE? If so, this is a common problem with early units.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

990. Re: Slip Connection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 19:22:14 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D534H3.74p@watserv3.uwaterloo.ca>
Source record: 27269

In article <95065.141152STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>What is the easiest way to get a working slip connection running on
>my Atari Falcon? I have tried KA9Q but could not get it running.

I got KA9Q running on the Falcon. What specific problems are you
experiencing, and what version of KA9Q do you have?

>-scott tirrell

--
Art
atwareck@novice.uwaterloo.ca

991. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 19:23:14 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0703951923140001@ngalm099.gal.nt.com>
Source record: 27265
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3jhijm$8lr@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr (Stephane Acounis) wrote:

> I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
> order to have a Minix file system for Mint.
> But it refuses to initialize it ! As the size of my partition is 170Megs, I
> wonder if MinixFS can work beyond the 32Megs limit.

Yes it can
Try setting up a V2 file system, as I had a similar problem where a 128 Meg partition was set up to only 16 Meg without specifying this.
I also decides to tell it the drive parameters, just to be sure.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

992. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 19:42:00 UTC
From: "Bo Leuf"
Message-ID: <ftn_2.203.203.7$fidonet.org_2f5cb818_Bo.Leuf@daggskim.ct.se>
Source record: 27264

Ken Robinson wrote on 24 Feb 95 (to All)...:

> I have to replace the hard disk (currently Seagate ST 157N) in my Mega
> STE. Can anyone tell me the largest drive that is completely plug
> compatible with the current drive?

Any SCSI drive which allows you to disable the parity-check-enable (the Mega STE SCSI card does not generate parity). Max size of drive depends a bit on your driver software, but in principle you can for example run 1 Gb as 4 BGM partitions of 256 Mbyte (max partition size) with modern drivers. Parity is your biggest problem though. Most drives today omit this little configuration feature and won't work then...

Have fun.
(illegible signature) Bo Leuf

(UUCP Dialup connection)

993. Re: HDX and an SH204

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-07 20:17:11 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950307211317.28512C-100000@mars>
Source record: 27270

On Thu, 2 Mar 1995, Paul Booth wrote:

> I've got an SH204 which I've had lying around for a couple of months, and
> I thought I'd download a new version of AHDI and HDX for it (AHDI version
> 6.06 and whichever version of HDX is bundled with on it a.a.u.e.) and
> install it on my original (?) hdx disk.

I just received a posting telling that "AHDI 6.xx can only be used for TT's
and falcon. Use AHDI 5.xx instead."

/Jens

994. NEC CDR-83J CDROM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 00:24:24 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3jitfo$t51@mailer.fsu.edu>
Source record: 27268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone out there have a NEC CDR-83J SCSI single-speed CDROM connected to their ST? Is there any reason why this unit would not work, given an ICD host adaptor and ExtendDOS? I have an opportunity to purchase one for $60 used, but all I know about it is the model number. Does it require a CD caddy, or does it have a tray? Any comments would be appreciated.

Please email replies directly to me. I'll post a summary. Thanks in advance.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

995. More Memory for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 04:46:37 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <3jjcrd$6m5@nntp.hut.fi>
Source record: 27198

My MegaST4 has been used very little since I bought a PC to run
Linux. Atari Linux might change that. Assuming PAK/3 is supported
one day, is it possible to add more memory to the MegaST4? On PC's,
4MB doesn't seem really to suffice for X11, say.

Thank you in advance,
--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.

996. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 05:40:07 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950308063425.20475A-100000@mars>
Source record: 27267

On Tue, 7 Mar 1995 Bo@.MISSING-HOST-NAME. wrote:

> > I have to replace the hard disk (currently Seagate ST 157N) in my Mega
> > STE. Can anyone tell me the largest drive that is completely plug
> > compatible with the current drive?
>
> Any SCSI drive which allows you to disable the parity-check-enable (the Mega
> STE SCSI card does not generate parity).

Has anyone got a suggestion (or two) for such drives ?
/Jens M Andreasen

997. Falcon floppy disk problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 07:48:26 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <950308Z074826.409dbrewood@nest.demon.co.uk>
Source record: 27194

Recently I've started to have problems with the 1.44mb drive on my Falcon. Symptoms include the drive saying the floppy is corrupted, or that it can't be formatted as it's write protected.

This morning when I booted up both the floppy A: and B: icons were missing. On rebooting they did reappear, but operation is still unreliable.

Has anyone experianced anything similar at all, or does anyone know a fix for this (without replacing the drive)?

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
=============================================================================
```

998. Looking for ST female video port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 08:36:09 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3jjq9p$1q7@omnifest.uwm.edu>
Source record: 27276

Hello everyone.

I am currently looking for a female atariST female video connection ,
the type that is found on atari st monotors, and atari 520ST's, if anyone
out there knows of a place, or has one of these for a reasonable price,
could they e-mail me, with how much, thank you.

Bryon Morisette

999. Re: Good GEM/3 Resource editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 09:29:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3jjte7$1b6@percy.cs.bham.ac.uk>
Source record: 27252

Richard Kelsch <richcsst@cts.com> writes:
>Yes, popups are. However, due to a brain fry, I meant submenus.

It is also up to the app to build submenus. The AES has a couple of
calls that do the work, menu_attach() etc

>Is Interface 2 sold as a single application, or do I need to acquire it
>within some sort of language package? I'm sick and tired of modifying my
>resources after I have created them.

Yes it is. In the UK it is available from COMPO, in the USA from
Gribnif.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1000. CPM on atari

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 10:42:40 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3jk1n0$c39@agate.berkeley.edu>
Source record: 27253
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone had any experience running CPM on the Atari 1040? A friend of mine has a Synergy(pre-MIDI) keyboard which can be controlled by CPM programs, and he's trying to use the Atari CPM emulation program. Does the CPM emulation on the Atari useful? work?

Specifically, is it possible to use the RS232 port under CPM emulation?

thanks
tkk@uclink2.berkeley.edu

1001. Re: CPM on atari

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 11:18:44 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jk3qk$m57$5@mhadg.production.compuserve.com>
Source record: 27254
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The CP/M emulator on the Atari ST *does* work, but it's not
a really easy thing to get going...

There are CP/M terminal programs which will work under
the ST CP/M emulator, so I do know that the RS-232 port
is accessible. (I finally managed to get one working so
I could directly download CP/M programs instead of having
to go through the conversion process from ST disk format).

I should look to be sure I still have it available before
promising it, but years ago I wrote up a text file on how
to get the CP/M emulator working... If I can find it, and
you think it might be helpful to your friend, I could
e-mail you a copy.

BobR

1002. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 12:02:04 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.794664124@asterix.urc.tue.nl>
Source record: 27255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just to add some more confusion:

I am able to use HSMOD04 with MiNT 1.12 and Mintnet 0.70. I recompiled
tip (with SozobonX and Mintlibs pl44) so that it uses RTS/CTS and 19K2
by default. The connection is easily established and I get fast
ftp-connections (1.6 K/sec on average). By the way I load hsmod BEFORE
MiNT (as prescribed by the MintNet installation manual)
Oh by the way the slattach program will automatically put the tty
(/dev/ttya, I use Mintos) in RTS/CTS mode if you hadn't done so already.

Erlend.

1003. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 12:38:26 UTC
From: rtor@ansa.co.uk
Message-ID: <3jk8g2$1ao@plato.ansa.co.uk>
Source record: 27256

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I was under the impression (from a posting last year) that the Blitter was
: NOT used for GEM and was only used in games and non-GEM based applications.

I was doing some speed measurements on my GEM based life player (biglife3 available from umich). With blitter enabled, the LineA bitblt function is marginally faster than the VDI rectangle copy; I don't have the data to hand at the moment but I think it was 6 microseconds per call on my STe, and this is independent of the area being processed. With the blitter disabled, the VDI function still works, but slowly, and the time seems to increase proportional to the area being processed. Trying to use the LineA bitblt with the blitter disabled caused the program to crash.

This is probably one of the more stressful tests because it is converting a fairly large bitmap to the current screen resolution, exactly the job where the blitter makes a difference, especially in medium and low resolutions.

--
Regards,
Owen Rees <rtor@ansa.co.uk>
Information about ANSA is at <URL:http://www.ansa.co.uk/>.

1004. FTP from phlem.ph.kcl.ac.uk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 12:44:35 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar8.124435@phlem.ph.kcl.ac.uk>
Source record: 27257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The FTP server is down at the moment at phlem (& phlim). The reason
is we've just upgraded the SGI machines that host the disk the FTP
archive is on, and SGI didn't include a version of NFS that allows
you to export disks... The machines can import disks fine. So neither
phlem nor phlim can read the disk, so you can't see anything when you
ftp in. Sorry - we're hoping to get it back online ASAP.

Basically we've just spent #60,000 on 2 X terminals. The phone call
after lunch is going to be interesting :-)

ATB
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1005. Re: LINUX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 13:15:52 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jkam8$5t6@dux.dundee.ac.uk>
Source record: 27258

Daniel Eriksson (root@icon.pp.se) wrote:
: In <3iar7p$cfc@news.xmission.com>, pblagay@xmission.xmission.com (PBLAGAY) writes:

: > Please, if anyone knows of a way to solve this or has any info to Linux
: > working on my SCSI Falcon mail me a.s.a.p

: You should try the precompiled vmlinux PL4 (minor patch #39) that is
: available from ftp.phil.uni-sb.de:/pub/atari/linux/getting_started/vm*.

: IIRC the precompiled vmlinux-image lacks ACSI and IDE support, but that
: shouldn`t be a problem for you. :-)

I am interested in installing Linux on my Falcon. Is it quite easy to
install?

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WELL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

1006. stosFAQ (warning large!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 14:57:49 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D54MwD.G0q@bath.ac.uk>
Source record: 27281

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STOS FAQ v0.8a

Generated by: STOS Mailing List - stos@bath.ac.uk

Enquiries: Should be sent to Les Greenhalgh - Email address in Authors section.

Authors: MUG U.K(tm)/Mike Mee
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This FAQ will hopefully answer all the questions you have on the programming
language, STOS. If you wish to add any new sections to this FAQ, please
send an example outline to the above Email address.

Abbreviations used.
-------------------

STU - ST User (more commonly known as ST User)
STF - ST Format (more commonly known as ST Doormat)
STR - ST Review

BTW - By the way
sp? - Spelling confirmation required ! We maybe coders, but there is no
guarantee wee kan spel !

[ ] - Comments from a mailing list member - usually Andrei !

Contents
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Section: Areas covered:

1 What is STOS ?

2 Where do I get hold of it ?
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3 What is it like to program ?

4 What extras are available to compliment it ?

5 Can I *really* write commercial quality games with it ?

6 Are there any books available ?

7 What are extensions, and where do I get them from

8 Recommended programs - commercial & shareware

9 Miscellaneous section

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1. What is STOS ?

Written by Francois Lionet and Constantin Sotiroupolous (Spelling please?)

Published by Mandarin/Europress Software

STOS is the forerunner to the Amiga version, AMOS, AMOS Pro etc..
And its a great shame that STOS hasn't been supported by Mandarin since they released AMOS Pro because there are a lot of people who use their language and get frustrated because they can't call for help!

Mark Montreuil came up with this definition ......

STOS (for ST Operating System) is a programming language based on BASIC (Beginner's All-purpose Symbolic Instruction Code), that makes creating sound, graphics and movement on the Atari 16/32 bit line of computers as painless as possible. STOS has commands that handle input/output, animation, music, logic and program execution in an easy to understand way. A STOS programmer can spend more time on actual game design than on the "fiddly bits".

Many things that were not considered possible, such as changing screen resolutions in the middle of a program or writing Arcade-type games in a BASIC language, are a reality with STOS. Hundreds of quality games, demoes, utilities and educational packages have already been written in STOS.

STOS is a full-featured software development tool. Using STOS, art screens created in specialized paint packages, like Degas, Neo or Crack Art, can be easily used to create basic game graphics. STOS has built-in Sprite, Music, Map, Font and Sound effects generators. You can write some code, and, at a keypress, call up any of the added utilities (called accessories) to work on added features. You can even write your own accesssories, to use at any time.

Machine-code routines can be called from within STOS, and new commands (called extensions), can be written to enhance STOS's functionality. Some extensions that are currently available include 3D, the Missing Link and Misty (see Extensions for further information).

All in all, STOS is the perfect tool to bring your game ideas to reality without having to trudge through reams of machine code!

Cheers Mark for the few above lines on STOS. Anyone else fancy adding more to it ??

---

2. Where do I get hold of it ?

Has been given away with magazine cover disks, ST Format and ST User (I need a list of which ones!). The problem with the versions given away with the magazines is that they were no manuals.

Also most mail-order firms should stock a copy of STOS. Try to haggle and get some decent prices. Don't buy the Interpreter without buying the Compiler !

Apparently every ST sold in Britain comes free with a copy of STOS with the manual thrown in. Any more information on *exactly* you get would be appreciated. If you have the spare money and you want an extra development machine, then it maybe worth getting hold of one ?

()rm has suggested that you look at bargain buckets in computer shops or check out the odd car-boot sale. But that is ()rms sense of humour !!

---

3. What is it like to program ?

()rm says .....

STOS is BASIC, but a powerful version of BASIC. It has built in sprite handling routines, music commands, sound effects and numerous other routines, functions and commands which can be very useful.

At first glance STOS looks horrible, but after a few weeks of programming it, you will wonder how you ever lived life without it (OK, not the truth, but it IS good for something!)

As STOS is based on BASIC, it is very easy to program, in fact, I'd go so far as saying STOS is the easiest BASIC to write anything in. Everything can be set up very easily, for example, you want to play a sample yeah? Get the sample player extension, whack it in the STOS folder and then re-boot.

(Or for those lucky hard-drive owners, unlike ()rm, copy all the extensions into your STOS folder and leave them there !!)

Now play your sample with the command SAMPLAY.. No need to load routines into a memory bank, peek and poke a few numbers and call it. This is one of the nice things about STOS, its upgradeability..

Pity that the language hasn't been given a major rehaul with all these new functions BUILT IN.

Andrei has this to say on the matter ....

When STOS was designed, it was made to make writing games easy. The programmer would think mostly on the WHAT, rather than the HOW. In other words, it was supposed to make you able tp program games without having to think about how

tyour ST works. For example, sprites could easily be displayed, moved, and animated with ease. Unfortunately STOS sprites tended to be a bit slow, but The Missing Link extension replaces STOS sprites with Bobs. Bobs are a bit more tricky to implement (you have to move and animate and erase them yourself), but they are much faster than STOS sprites. There is a similar story for other aspects of the language.

STOS is a BASIC that uses line-numbers. This tends to be messy and often encourages programmers to write "Sphaghetti code" (There are gotos running all over the place). It would have been better if STOS had no line numbers, but would call procedures by their names, and have one command per line which was indented appropriately.

---

4. What extras are available to compliment it ?

STOS Compiler - Actually makes your programs faster (HAHAH!)

STOS Maestro - Sample playback routines for STOS (and sampling hardware depending on which version you buy).

STOS 3D - Add 3D commands to your games. Only drawback is that all the objects have to be loaded from disk each time they are required.

STOS Tracker - Playback tracker tunes, albiet a bit slowley..

Andrei has added this as well .....

I have heard about a program written in STOS which adds proper procedures to STOS and gets rid of line numbers. I believe that this compiles the new type of code into STOS. This was originally listed in a STOS club newsletter, and Goomans have a copy on disk. Does anyone have experience using it?

---

5. Can I *really* write commercial quality games with it ?

Commercial Games

Check out:

Bullet Train (revamped version was released in France a few years ago)
Bumpy
Cartoon Capers (also came with a dual-joystick extension)
Cool Croc Twins
Gilberts Day Out
Prehistorik
Skate Tribe
(We think there's a few more..)

Educational programs

All Fun School programs (also have full STOS source on disk)

Henrietta Series by Lander (also with full STOS source on disk)

Loads of other educational programs by other firms. Some names would be appreciated.

Commercial quality shareware/public domain games

There are also a few examples of top quality shareware games written with STOS. So grab a hold of your favourite PD library and ask for the following:

Grandad & The Quest For The Holey Vest by Ian Scott.
The Glass Buttock of Tharg by Ian Scott.
Grandad II - The Search for Sandwiches by Ian Scott.

Ozone by Nick xxxx (can't remember his surname!) - was turned down by Ocean at the last minute because they found out it was written in STOS.

Pyscho Pig, Sim Pig, Colour Clash, Fatemaster by AnimalSoft.

Plop by ()rm - apparently the freebie you get when you register is better!

Bio Hazard by Les Greenhalgh.Dungeon Master in space type thing.

Most of the stuff by Andrei (some feature STE 8 player options) of which he himself recommends the following: Linecrash, Mazewar ST, Video Games v0.5 Pacmen, Alienation (currently undergoing a re-write) ?

---

6. Are there any books available ?

As far as I know there is the one by Stephen Hill, which was published by Sigma Press. Its title is Games Makers Manual. It teaches you a seperate game style within a chapter, and for the more advanced, gives you the lowdown on writing extensions.

There is a STOS guide published by a PD library, but whether its any good is another matter all together. It is 30 quid and contains some 400 pages of STOS related stuff. Takes you from the complete beginning and shows you how to write arcade, strategy and educational programs. Anyone out there know how good it is ?

Disk Magazines/Newsletters

Not exactly books, but disk magazines are in abundance. Some contain partial STOS sections, whilst there are (or in some cases, were) others which are STOS related and nothing else is mentioned.

Check out:

STOS Bits 1 (now dead - forerunner to HP Source)

HP Source 1,2 (now dead)

STOSSER Disk Magazine (still going - now on issue 19 ?)

ST Programmer (I've only seen one issue!)

Ledgers (had an occasional STOS section)

Maggie (in amongst the swear words was the occasional STOS column)

Anyone know of any other magazines ? Please send in details of whether
the magazine is going or not.

Also required is a compilation of what was printed in ST Abuser, ST Doormat
and ST Review regards STOS, along with a similar listing of useful routines
and articles from STOS Newsletter. Unless, there is already one available.

According to Andrei, New Atari User (still alive?) had a STOS column in
the 16-bit suppliment ? Also there is the Atari Magazine, a French mag which
also has a STOS column or mentions it occasionally !

There is an online-help program for use with The Missing Link. This handy
reference guide will give you the keyword and appropriate parameters for
each Missing Link command. Just like Windows Help files on a PC !!

---

7. What are extensions, and where do I get them from ?

Extensions are a way of further expanding STOS. All the following are
extensions, Compiler, Maestro, 3D and Tracker (Released in the P.D.)

There are numerous extensions in the public domain. The favourites being
MISTY and MISSING LINK, both been written by a group called Top Notch.
They add commands which SHOULD have been in STOS from the start.
Andrei has sent me the following exhaustive list of extensions available for
STOS. It was in two parts, one by Andrei and the other by Les Greenhalgh.
I will use Les' version as it lists the FTP sites where most of them can
be found. Take it away Les ....

The consise guide to Stos extensions.
By L.J.Greenhalgh

Terminology

a.a = atari archive umich edu in either language or progamming folders
k.l = can be found in ftp.ftp.uni-kl.de in the directory
pub/atari/programming/STOS/extensions
s.w = Shareware
cr = Shareware version is crippled
pd = Public Domain and freely available
GI = Goodman International PD Library
STF = was on an ST Format cover disc

Misty extension by Top Notch Software (sw STF)
Can be found: a.a in both Stosers.zip and Misty.lzh files
Miscellaneous graphics commands including an improved screencopy which can
use any of the STs bitplanes, instead of 4 at a time in STOS.

Excellent stuff.

Missing Link extension Top notch Software (sw cr STF)
Can be found: a.a in Link1.lzh - Link3.lzh
about 50 new gfx commands including replacement sprite commands and
commands for dealing with maps and multiple palettes on screen.
A must have.

Extra extension by Martin Cubbit (pd)
Can be found: a.a k.l extra.zip also in cyber.zip
loads of miscellaneous commands including cookie reading commands, mirror
and blur sections of screen , paste strings in opaque mode, format text,
detect tos version etc.
Brilliant

Stars extension by Lee Upcroft (pd STF)
Can be found: a.a stossers.zip
Commands for drawing 3D and 2D starfields, very quick.
Excellent.

Blitter extension by Asa Burrows (sw STF)
Can be found: a.a in their uploads folder in blitter.zip
Commands for using the blitter in MegaSTEs, MEGASTs, STEs, Falcons?
Seems a bit slow.

MIDI extension by Asa Burrows (pd STF)
Can be found STF , GI
Commands for using the STs MIDI port.
Never used it.

Stos Vidi extension (c)
Commands for interfacing with the Rombo VIDI digitiser.
Never used it.

Stos Maestro (c)
Commands for playing samples through Stos, excellent although better
performance can be obtained from the Missing Link's Digiplay command.
[AE - I think that TML does not emulate STOS Maestro's reverse playing
abilities]

Stos Pac/Squasher ? (c)
Commands for packing/unpacking all types of memory bank not just pictures.
Never used it. Depacking ability surpassed by Missing Link. TML supports
packers that can pack tighter than STOS Squasher (eg. Pack Ice).
Unbelievably buggy - read docs with Mega Depacker for more information.

STOS Sticks (c) [AE 26-4] Is that Twinstix?
Commands for reading both joy stick ports. Unnecessary, use TML equivalent.

Control Extension by Les Greenhalgh (pd sw)
Can be found: a.a k.l in control3.zip
Includes a replacement sprite engine which allows you to flip images and paste
them in either opaque of transparent mode. Allows you to use these images on

low rez screens of any size, ideal for scrolling large screens on the STE.
Commands for 16 colour fonts, spreading palettes ,commands for reading a
parallel port joystick adaptor, a switch construct for STOS,border removal
commands, a super fast add command and other miscellaneous stuff.

Quick Extension by ? (sw?)
Can be found: Stossers disczine
Commands for super fast horizontal scrolling, rasters, stars.
Seems good.

STOS TOME by Aaron Fothergill (c)
Can be found: GI
Commands for drawing maps, irrelevent now the Missing Link exists.

STOS 3D by Voodoo Software (c)
Commands for manipulating 3D objects, unusable unless you have a hard-drive
and 1 meg. Too limited, no commands for rotating around current heading and
no commands for representing horizons, ground, etc. Very large files. Objects
cannot be stored in banks, but have to be loaded with purpose made extension
commands.

Cyber exntesion by Martin Cubbit,Andy Cato and Les Greenhalgh p.d a.a k.l
Allows you to play .seq files from STOS. Very good.

Comming soon...

STOS ninja tracker extension for STE/TT/Falcon
Finally a decent tracker for STOS. Allows you to play protracker mods
from a bank in the background at up to 21khz. Commands for vu meters,
track frequency,pattern positions and much more.

At least 2 Falcon extensions are under development which will allow you
to use the Falcons higher colour modes including truecolour and the
DSP for playing mods!

Eagle extension.
A mamouth 80 command extension.

Other forms of extensions that you know about would be appreciated in this
list. As ()rm recently suggested, all those who are in the process of
writing an extension, put your heads together and come up with one mother
of an extension !!

There are other ways of improving STOS without having to use extensions. These
take the form of machine code routines which you pass some variables and
call them. A few of them have been taken from the same list as compiled by
Les and Andrei.

Some Machine language routines used with STOS

BITCOPY
This is what I believe to be a routine that is similar to Misty's SKOPY
command. Top Notch used this in their demos before they wrote MISTY which

now makes BITCOPY obsolete.

BORDER
Top and Bottom border overscan in STOS. STOS runs just as normal, except when you use the mouse/joystick/keyboard, the overscan dies. The top of the screen starts as 'physic', and continues as normal as if the screen was greater than 32K in size. Works on STFMs and STEs.
Found on a disk of the Cunning Demo.

OVERSTOS
Full screen overscan. Can only display a static picture. I think this has problems on STEs. Found on a disk of the Cunning Demo.

RASTER By Neil STewart of Flair
Routine that changes the value of only one colour on the screen. This was later implemented in Son of TML's RASTER command. Can be found on one of the disks from the Cunning Demos by ACO & Flair.

STOS-SPEAK by ?
A patched version of the original SPEAK.PRG - allows you to use speech inside your programs by sending a string of characters to the program.

SPECTRUM (I am not sure of the exact name)
Displays spectrum 512 colour pictures. Very limited as you can only exit from display by pressing space. Shareware (was once on a STF coverdisk. If you register for 15 pounds (A rip-off), you get a version that can display the pictures in a window. I have not got the registered version. This was advertised in ST Format in 1992)

STOS_512 By ?
Routine that splits the screen into several palettes of 512 colours.
This was later implememnted in TML's PALSPLIT command.

TRACKER
An improved mod player. Found on a disk of the Cunning Demo. ()rm is hopefully going to working on an interface to allow the use of the Ninja Replayer routine from within STOS. More news when he has finished failing his degree !

If anyone fancies adding to the above list, then please do. You know where to send any additional information. Apparently larger lists exist of extensions for STOS, but these can be found in STOSSER magazine. If someone can upload or Email a copy of the latest list, I can add them to the above list.

---

8. Recommended programs - commercial & shareware

A *DECENT* art package. Recommended commerical ones are:

Crackart (recommended by ()rm)
Dpaint ST (recommended by: MUG U.K(tm))
NeoChrome Master v2.28 (recommended by: MUG U.K(tm))

A *DECENT* tracker editor. Try not to rip off someone elses work !

Sample-based ones ......

ProTracker 2 by Wizzcat/Deltaforce
Octalyser by ?? (STE only, but has option for 8 channels of music)

Soundchip-based ones

Megatizer by Sector One.
SID Editor by Animal Mine (improved version of Tri-Sound, with SID Emulation)
XLR8 Editor by Sentry

(all the above have the ability to assign 1 channel to play samples)

Without plugging my own stuff too much, if you can find copies of my 'Makin Sweet Music Disks Vols 1-3', they all contained ripped music from games and demos. Each folder on the disk contained the 68000, GFA and STOS replay routines ! If I can get a tune playing in 68000 or GFA, then I don't see why I can't knock up a STOS front-end.

()rms music player program has all the necessary information on screen for setting up and calling the myriads of music available in the ST music-scene.

How to get STOS up and running on the Newer TOS'
TT & Mega STE

Currently it is STOS FIX v3.0 by ?? and it is only available from Goodman Enterprises ! Charging for a program which fixes your STOS code and leaves a bloody advert for Goodman on the front of your code ....

Falcon
You need STOS Fix 3.00 (given away on a recent ST Format)
by Robert Quez???? This will patch STOS for the
later TOS'. Bear in mind that this will only patch STOS to work on your particular TOS. The author is rumoured to be working on a version which will patch STOS for multiple new TOS'.

---

9. Miscellaneous Section

"What versions of STOS have come out?"
"What is the History of STOS?"

Both questions answered by Andrei.

STOS 1 was only released in France in early 1988 (published by Jawx).

STOS 2.3 Was released in the UK By Mandarin in November/October 1988

STOS 2.4 Is a patch to remove some bugs in STOS 2.3 and make it work with the compiler (1989)

STOS 2.5 Is a patch to make STOS run on the STE (1989)

STOS 2.6 is a patch to make STOS run on STEs with TOS 1.62 (1990)
If your version of STOS is below 2.6, You must update it immediately,
especially the compiler. You will then be able to make programs that
run on TOS 1.62

STOS 2.7 (compiler only). Makes programs that use the STOS tracker extension
compile. I am not sure whether or not it is nescesary or not if you are not
using the tracker extension.

Also, FALCOS was being developed (STOS for the Falcon). Apparently, this
project was stopped due to a disagreement between Atari and the developers.

"How to make it not look like STOS!" - Andrei answers a few more questions.

- Try and avoid the 'appear' command (unless the appear you are using is fast).

This tends to give the game away. STOS 'appear' does not let you press a key to
speed things up.

- Get rid of the F-key window first.

There is nothing more "Written in STOS" than seeing the F-Key window when you
have just loaded a game. Alter this within the compiler settings.

- Change the font.

The Lo-Rez font also gives it away. I personally use the font of the Atari
8-Bit computers.

- Change the mouse pointer - almost as ugly as the AMOS Professional one !

- Different type of cursor - everyone recognises that thick ugly cursor !

- Avoid using the SHOOT and BOOM and BELL commands unless nescesary. Replace
them with sound effects from a piece of hacked music ! Try the following:

Count Zero - Killing Game Show (20 SFX)
Mad Max - Numerous pieces have Sound FX embedded
David Whittaker - His fast music may be awful, but most have SFX

- Replace the STOS keyboard click or get rid of it completely. There is a poke
to use the standard ST keyboard click from STOS, but I don't remember it.
[Details would be nice !!]

- Different windows and File selectors (not sure about the new Windows
extension).

You may want to mention that it was written in STOS directly on the title
screen, or say this in the documentation. The idea is that as well as letting
people know it was written in STOS, it can give the WOW effect if it is good.

Shrinking the size of your compiled code by MUG U.K

Well, this section is fairly easy to do. Follow these simple rules.

If you have ANY other packer not listed here, BIN IT! It is either
incompatible with the Falcon, or has a pack ratio similar to that of the
original versions of the Jek Packer - ie. rubbish !

Packers - The Definitive List

Speed Packer v3.0 - definitely the best. AUTO Depack program as well
as Self-extracting archives !

Atomic v3.5/v3.6 - second best. Apparently does not work on the Falcon
but I will release some source code that might allow
you to make your own program headers for data file
packed versions of Atomik files.

ICE v2.40 - Stalwart and much used packer. Still used after all
these years. Compatible with the Falcon but it
cannot match the above two for output size.

Anyone recommend any others ?

Depacker Programs

I can heartily recommend the following programs for converting your old packer
formats back into STOS code so you can patch them and repack them to work on
newer machines. Try....

Multi Depack v1.5 (or the leaked preview versions of 2.0/3.0) - I wrote this!
Mega Depacker v2.12 (by Mike Watson)
Naughty Depacker
New Depack (new name for Mega Depacker)

If the program will not depack with any of the above, then there must be
a reason why it won't let you unpack it !!

Well this is the end of the STOS FAQ, designed and written by members of the
STOS Mailing List (stos@bath.ac.uk).

Anyone is welcome and indeed, encouraged to send in alterations and additions
to this FAQ.

We hope you found it useful. Any Public Domain library is allowed to
distribute this FAQ, but please do not distribute any versions lower than
v1.0 as they are pre-release and probably quite embarrassingly small in size.
Also do not forget to credit that this FAQ was generated by members of the
STOS Mailing List.

1007. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 15:45:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D54p3E.Ln6@cix.compulink.co.uk>
Source record: 27260

```
>> This is not simple, GEMBench can only do this if NVDI is installed. Then it
>> just uses the XBIOS call.
>
>And of course, as the falcon's ROMs contain no code to do software blits
>there would be little point in switching it off without NVDI.

The problem is that you have to disable it if you want to use virtual RAM.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

1008. Re: TT for sale: an offer !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 17:16:08 UTC
From: bajric@mailer.uni-marburg.de
Message-ID: <3jkooo$76p@surz03.HRZ.Uni-Marburg.DE>
Source record: 27199

```
>Make an offer.

we offer: 50 $
```

1009. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 17:29:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar8.172900.4598@rhrk.uni-kl.de>
Source record: 27271

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>The problem is that you have to disable it if you want to use virtual RAM.

Yes, disabling it (i. e. using NVDI) is the best. But you mustn't
necessarily disable it to get virtual RAM. OUTSIDE hooks itself into the VDI
if no NVDI is present on the Falcon and tries to compensate for the problems
that arouse when the blitter is used. This works quite well as long as
nobody tries to transfer data from a source in virtual RAM to a destination
ALSO IN VIRTUAL RAM. As long as source OR destination are not both in
virtual RAM you don't need NVDI.
To be honest, I suggest using NVDI nevertheless because to do this trick
OUTSIDE needs quite some amount of memory for buffering data and of course
NVDI speeds the Falcon up a lot with and without virtual memory.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1010. TOS 4.92 on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 17:47:29 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.52.0011CB2B@cam.ac.uk>
Source record: 27266

Is it possible to get the AES 4.92 part out of the Falcon patch so that other people can use it, or does it have some Falcon specific stuff in it?

Adrian (apb25@cam.ac.uk)

1011. help me with Ghostlink.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 17:52:48 UTC
From: jrg@cldc.howard.edu
Message-ID: <3jkqtg$h52@sulu.cldc.howard.edu>
Source record: 27285

Has anyone had any sucess with GHostlink? I haven't.
I know it came with a read.me file, but how does 1 make it work.

Thanks in advance.

--
....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,

1012. power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 19:20:34 UTC
From: dalewis@cs.buffalo.edu
Message-ID: <D54z2B.4J8@acsu.buffalo.edu>
Source record: 27193

Hello,
It appears that the power supply on my 1040ST has died. If anyone knows
where I can get a replacement for it, i'd appreciate it if you would let me
know.
Also, can someone tell me what each of the pins (6 of them i believe) are
for? (specs in case i have to build a replacement ..)

thanks,
dough

1013. Printerdrivers for Atari. WHERE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 19:57:35 UTC
From: tweety@monviso.alpcom.it
Message-ID: <3jl27f$c2f@galileo.polito.it>
Source record: 27197

Where can I find new drivers for Atari programmes?
Need ftp www or mail.
PLease mail me sites
Thanx

tweety

1014. Linux on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 20:07:06 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jl2pa$686@dux.dundee.ac.uk>
Source record: 27288

Does anyone have Linux running on a NON suped up Falcon?

If so what is it like?

Fast, stable etc?
What config do you have?

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WELL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

1015. Help Wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 20:14:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f5e1088_Christian.Andersson@tnogobl.ct.se>
Source record: 27196

Hi!

How do I connect my Falcon via SCART to my TV?

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

1016. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 20:16:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jl3b1$686@dux.dundee.ac.uk>
Source record: 27287

Owen Rees (rtor@ansa.co.uk) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : I was under the impression (from a posting last year) that the Blitter was
: : NOT used for GEM and was only used in games and non-GEM based applications.

: I was doing some speed measurements on my GEM based life player
: (biglife3 available from umich). With blitter enabled, the LineA
: bitblt function is marginally faster than the VDI rectangle copy; I
: don't have the data to hand at the moment but I think it was 6
: microseconds per call on my STe, and this is independent of the area
: being processed. With the blitter disabled, the VDI function still
: works, but slowly, and the time seems to increase proportional to the
: area being processed. Trying to use the LineA bitblt with the blitter
: disabled caused the program to crash.

: This is probably one of the more stressful tests because it is
: converting a fairly large bitmap to the current screen resolution,
: exactly the job where the blitter makes a difference, especially in
: medium and low resolutions.

Its rather worrying that the system I have reports 29% on some aspects
of graphics, even WITH NVDI installed.

Is their any way of speeding up the GEM code, ie making it leaner,
meaner and faster, by replacing certain segments of it?

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WELL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

1017. REQUEST: ATARI VT52/ANSI/VT100 CODES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 21:15:11 UTC
From: matti.koskimies@amda.or.at
Message-ID: <1664457.ensmtp@amda.or.at>
Source record: 27191

I already posted this request some times to the comp.sys.atari.st newsgroup but didn't get any response so I thought I'd post it here. So, would anyone here possess the codes (preferably with some explanations :)) to Atari's VT52 and/or Standard ANSI and/or Standard VT100 emulations? If you do, would you please send them to the address listed below... I would be REALLY grateful!!!

1018. Linux patch level 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 21:48:42 UTC
From: Nicholas.Flintham@adlib.centron.com
Message-ID: <078_9503090649@centron.com>
Source record: 27290

Has anyone got this new version working on a Falcon ?
I tryed it the other night with the ataboot0.5.gz or whatever it is called
and it doesn't seem to work. I have tryed using the command line
root=/dev/hda3 which worked with a previous version but all I get when I
try this now is booting linux and then the computer hangs up on me.
If I try just loading to ramdisk image file with the command line
-r filesys.img I get a corrupt screen with lots of colour on it and then it
just hangs again.
Anyone with any ideas for me about what I may or may not be doing wrong
please e'mail me at cju920@heaton.unn.ac.uk or just post the answer here.
Thanks in advance
Flinny.

---
* Kivi (unregistered) 1.16 *
Nicholas Flintham - N.P.Flintham@heaton.unn.ac.uk (e'mail address) :)
Atari Falcon 030/4/85 + 1Gig external scsi 2 HDD ,Microvitec multisync
HP 560c inkjet printer, + USR 28.8 sportster modem + co-processor.
+---+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

1019. Re: LINUX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 22:26:31 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <3jlaun$m9i@news.ccit.arizona.edu>
Source record: 27289

In article 5t6@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

> I am interested in installing Linux on my Falcon. Is it quite easy to
> install?
>
> Rod
>

It's not too hard, but there seems to me to be a great lack in general
documentaion. I've got it running on my TT, but I had to poke and prod
a fair bit first, and I was mostly just guessing--I was following the
Amiga installation docs.

Some questions I still have:
I don't seem to have the serial ports active--/dev/cua0 isn't
connected to anything. Is there some trick to this, or do I have to recompile
the kernel?
When I try to run X-windows, it can't find the screen ('fdcurrent'
or something like that). All the /dev/fd... stuff is there, but how do I
connect it?

-thanks

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

1020. Re: CPM on atari

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-08 23:11:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D559rJ.BCD@cix.compulink.co.uk>
Source record: 27200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3jk1n0$c39@agate.berkeley.edu>, tkk@uclink2.berkeley.edu said:
>
> Has anyone had any experience running CPM on the Atari 1040? A friend
> of mine has a Synergy(pre-MIDI) keyboard which can be controlled by
> CPM programs, and he's trying to use the Atari CPM emulation program.
> Does the CPM emulation on the Atari useful? work?

I played around with it for a bit in 1986 before I had any *real* software
for my ST. It seems to work just fine - though several of the standard CPM
utilites like 'pip'(?) are missing.

> Specifically, is it possible to use the RS232 port under CPM emulation?

I'm pretty sure it did - can't remeber if I tried it though.

:-)

Roland.

@CiX

1021. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 03:24:02 UTC
From: mattk@netcom.com
Message-ID: <mattkD55LG2.DFC@netcom.com>
Source record: 27272

Bo Leuf (Bo Leuf) writes:

>Ken Robinson wrote on 24 Feb 95 (to All)...:

> > I have to replace the hard disk (currently Seagate ST 157N) in my Mega
> > STE. Can anyone tell me the largest drive that is completely plug
> > compatible with the current drive?

>Any SCSI drive which allows you to disable the parity-check-enable (the Mega
>STE SCSI card does not generate parity). Max size of drive depends a bit on
>your driver software, but in principle you can for example run 1 Gb as 4 BGM
>partitions of 256 Mbyte (max partition size) with modern drivers. Parity is
>your biggest problem though. Most drives today omit this little configuration
>feature and won't work then...

I recently bought a Quantum 540 mb SCSI 2 drive (at least it's suppsed to
be SCSI II) that has two pins you jumper if you want parity. It'd seem
funny to not that the option to turn parity on and off. SCSI is
supposed to be a very general HD standard...not like the PC bound
IDE....

Hasta,
Matt

1022. help, my computers do

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 03:25:36 UTC
From: bseburn@vaxxine.com
Message-ID: <D55LIo.1Fs@vaxxine.com>
Source record: 27280

To: h8ji013@stan.xx.swin.OZ.au

h > >In article <3iq955$jm3@turing.fwi.uva.nl>, mdekker@fwi.uva.nl
h > Dekker) writes:
h > >>I downloaded Ghostlink last week, and today I wanted to try i
h > >>So I connected my ST via a Null modem to my 486. Started stma
h > >>on my st, started pcslave on he 486. I installed the drive ic
h > >>tried to open them: nothing happens. Both ports were set to 1

Be VERY dure your RTS/CTS is turned OFF in your control panel. The
ST won't talk to the PC if this is on. I just set this up myself,
works extremely well, at 19,200 on COM2. :-)

Hope it helps!

Brian

==========
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
==========

___ Mountain Reader II - #00000039

1023. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 04:39:18 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D55oxI.4H4@watserv3.uwaterloo.ca>
Source record: 27282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <wmpeen.794664124@asterix.urc.tue.nl>,
Erlend Nagel <wmpeen@urc.tue.nl> wrote:
>Just to add some more confusion:
>
>I am able to use HSMOD04 with MiNT 1.12 and Mintnet 0.70. I recompiled
>tip (with SozobonX and Mintlibs pl44) so that it uses RTS/CTS and 19K2
>by default. The connection is easily established and I get fast
>ftp-connections (1.6 K/sec on average). By the way I load hsmod BEFORE
>MiNT (as prescribed by the MintNet installation manual)
>Oh by the way the slattach program will automatically put the tty
>(/dev/ttya, I use Mintos) in RTS/CTS mode if you hadn't done so already.
>

OK, I tried not loading HSMOD drivers at all and then TTser2 did not support
38400 under Mint1.12/MintNet 0.70/pppd - with the drivers it does. This tells
me that the drivers are having some effect but the 57600 mode is still not
supported. Either way I now think it doesn't matter since the pppd and
ppp0 interface use VJ compression so even for text I don't think anything
is going to come out of my modem > 38400 since the data is all compressed
anyway. It probably averages 1600cps like when downloading any zip/lzh/arc
or other compressed data.

It would still be nice to figure out why Mint doesn't allow the higher
baud rates supported by HSMOD.

Sam

1024. Band In A Box + Sequencer for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 05:42:38 UTC
From: mercury30@aol.com
Message-ID: <3jm4ge$1sb@newsbf02.news.aol.com>
Source record: 27275

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also a top of the line MIDI sequencing program is also included in this bundle. $45 shipped to you. A great MIDI package! Email Mercury30@aol.com

1025. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 06:39:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D55uIC.Iz1@cix.compulink.co.uk>
Source record: 27277

>Its rather worrying that the system I have reports 29% on some aspects
>of graphics, even WITH NVDI installed.

29% compared to what?

>Is their any way of speeding up the GEM code, ie making it leaner,
>meaner and faster, by replacing certain segments of it?

NVDI alreay does that. Look at Window and System 7 in comparison. WinX
optimises the AES, especially window redraws

Ofir ogal@cix.compulink.co.uk

1026. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 06:45:37 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jm86i$5fn@status.gen.nz>
Source record: 27202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
: order to have a Minix file system for Mint.
: But it refuses to initialize it ! As the size of my partition is 170Megs, I
: wonder if MinixFS can work beyond the 32Megs limit.
: Any clue ?

I have MinixFS and though I have not installed it (yet) I may be able to
help.
In one of the MinixFS docs (can't remember which) it said that MinixFS
will work with >32meg partitions as long as:
The partition letter is below P _OR_
You have XHDI version of at least 2.10 (or was it 1.10??? Something like
that anyhow.) Don't ask me what XHDI is.

Hope that is of some help,
-- Mario Becroft (mbecroft@iconz.co.nz)

1027. Re: TOS 4.92 on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 09:15:36 UTC
From: dupuyda@ibm.net
Message-ID: <3jmgvo$8or@news-s01.ny.us.ibm.net>
Source record: 27278

In <apb25.52.0011CB2B@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.) writes:
>Is it possible to get the AES 4.92 part out of the Falcon patch so that
>other people can use it, or does it have some Falcon specific stuff in it?

It is almost impossible to do such things, so you can't use TOS.IMG.
But if you have the GEM.SYS (or GEM.PRG) file, which contains only the new AES
(v 4.10 or 4.11), you can use it on any ST-computer with TOS 1.04 (and newer).

I use it on an old TOS 1.02 ST, with a little patch without any problem (apart from
the loss of memory).

1028. MiNT files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 09:42:16 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.54.0009B4A6@cam.ac.uk>
Source record: 27279

Where should I get copies of the binaries for:
a) chgrp,chmod,...
b) bg,...
c) The latest GCC++ with the relevant libraries and include files?

The reson I ask is that I have about three versions for some and they are done by different people (I have eliminated all the older versions written by the same people).

Many thanks

Adrian (apb25@cam.ac.uk)

1029. Re: Info needed:graphic cards for STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 11:45:10 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b7a_9503100030@sherwd.fidonet.org>
Source record: 27216

In a message of 27 Feb 95 03:51:16, Leech!@#$ wrote:

L> From: jfergie@xmission.xmission.com (Leech!@#$)
L> Newsgroups: comp.sys.atari.st.tech
L> Organization: XMission Public Access Internet (801 539 0900)
L>
L> : |> Are there any graphic cards around for the Atari STE (not the Mega
L> STE)?
L>
L>
L> : Titan Designs in the UK had a version of their Reflex board
L> : which would go into a standard STE using an L-shape CPU adaptor,
L> : into which the actual board would plug. Since the standard STE
L> : case is so small, you need to cut a big slot for the card in the
L> : back.
L>
L> : S.Lai
L>
L> : P.S. The Reflex boards are fully GEM compatible.
L>
L> Hmmm? Well in my case I have the same question except that I DO
L> have a Mega STe. I would also need mailing addresses as to where I can
L> mail order the Graphics card, seeing as how the only atari dealer I know
L> of around here has moved so that it's now a four hour drive to get to him.

Please post whatever you find out - I have the Mega Mutant STe in a SuperServer
tower, so there's no lack of space - only a lack of graphics.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

1030. Prism, TT res Emulator?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 11:47:16 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b7b_9503100030@sherwd.fidonet.org>
Source record: 27217

In a message of 27 Feb 95 04:37:03, Leech!@#$ wrote:

L> From: jfergie@xmission.xmission.com (Leech!@#$)
L> Newsgroups: comp.sys.atari.st.tech
L> Organization: XMission Public Access Internet (801 539 0900)

L> (God I hate america).

Don't let the door hit you in the ass on the way out of the country, then.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

1031. //The Best Modem for 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 11:53:04 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b7c_9503100030@sherwd.fidonet.org>
Source record: 27218

In a message of 27 Feb 95 19:38:40, Jayson Entao wrote:

> From: ez020913@monet.ucdavis.edu (Jayson Entao)
> Newsgroups: comp.sys.atari.st.tech
> Organization: University of California, Davis
>
> Hello all. I am in need of a simple yet fast terminal and so I wanted to
> use
> the ol' ST. Is there anyone who can tell me a good brand of modem for the
> 1040? I think I need at least 14.4k speed. Preferably used.
>
> If anyone has the info I would appreciate email replies! Thanks...

Stay away from Zoom and US Robotics - otherwise, you should be all right.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

1032. Re: Eagle Sonic Vs Barracuda

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 13:36:29 UTC
From: chainxor@kom.auc.dk
Message-ID: <3jn08u$44t@news.iesd.auc.dk>
Source record: 27207

In article <3jhl4q$5ks@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> What sort of speed increase can you expect when installing these cards?
>
> Rod
>

Eagle Sonic (without FastRAM) about 140 % over normal.
-----"----- (with FastRAM) about 200 % over normal - twice as fast.

BarraCuda040 (without FastRAM) about 700-750 % i would assume.
BarraCuda040 (with FastRAM) about 800-1000 % also a guess.

Keep Cool and Flying...

ChainXOR...

1033. Re: Running Gemini under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 14:32:00 UTC
From: sturm@ost1.ping.de
Message-ID: <FBPOEBLOUp@ost1.ping.de>
Source record: 27284

>>I've just downloaded and installed Gemini 1.999e, now I want to
>>run it under MiNT. How can I do this? (Instead of starting it
>>from the desktop of course.)
>
>>1. Start MiNT (I've got MiNT 1.12)
>>2. Initialize GEM, but not the desktop
>>3. Start Gemini.
>
>>Is this possible at all?
>
>If you're using multitasking aes, you can specify the default shell in the
>gem.cnf file. I can't remember exactly how.

No problem with any TOS >= 1.04. Just select gemini.app in the file
window and klick on "register app" (or whatever it's called in the
english version of gem). There is a button in the dialog which says
"auto" or something. Selecting this will insert a line in your
desktop.inf file which makes gemini be loaded at boot-time directly
after the accs.
If your TOS is an even older thing, you can try using a seperate
program that provides the same. As there are quite a lot of these and
I don't need to use to, I can't tell a name, sorry. Can anyone??

Oliver

--

Oliver Sturm sturm@ost1.ping.de

1034. Re: Blitter & GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 17:02:07 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3jncaf$4hm@m1.cs.man.ac.uk>
Source record: 27286

In article <3jf9p1$ioo@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
|> Mark Baker (mnb20@cam.ac.uk) wrote:
|> : In article <3j23rr$ia1@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod
|> : McCall) wrote:
|>
|> : > I heard that GEM does not use the Blitter. Is this true?
|>
|> : No, of course not. The VDI blit routines will automatically use the
|> : blitter if it is installed - a major feature of TOS 1.2 if you remember.
|> : This is the only way you should use the blitter.
|>
|> Well considering the Blitter is on when GEM is in use its bloody slow.
|> Although NVDI does speed things up, it still feels sluggish.
|>
|> I was under the impression (from a posting last year) that the Blitter was
|> NOT used for GEM and was only used in games and non-GEM based applications.
|>
|> Rod

The blitter IS used, whatever previous posts have said. You have a Falcon dont
you Rod? Try running Backwards. Slow the blitter down to 8 Mhz, and you will
definately notice a difference... And dont say its backward's other patches,
because you can try it with the BLiTTER at 16 Mhz as well....

If you were to hack the OS (as some others arround here seem to enjoy :-) then
I am sure that you would find the BLiTTER is used...

Also, note that the Atari documentation for the BLiTTER (that I got off the
net)
says that "Revised TOS ROMs will work in concert with the BLiTTER, enhancing
the
performance of many VDI and "LINE A" operations".

Anthony

1035. Barracuda Board

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 17:23:04 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jndho$rn3@dux.dundee.ac.uk>
Source record: 27192

System Solutions in the UK will be selling this board shortly.

Are there any users of it out there?

If you are one would you mind answering a few questions?

What memory configuation does it take?
What speed increase do you get?
Does any software refuse to run?
Do you regard it as a worthwhile investment?

Cheers

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

1036. Re: TOS 4.92 on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 17:49:36 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rmmGf-000CDDC@black.csi.cam.ac.uk>
Source record: 27209

In article <apb25.52.0011CB2B@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.) wrote:

> Is it possible to get the AES 4.92 part out of the Falcon patch so that
> other people can use it, or does it have some Falcon specific stuff in it?

Not easily. The aes doesn't have any falcon specific stuff in it but
extracting it from the rest would be difficult.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1037. Re: MiNT files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 17:51:16 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rmmLf-000CDfC@black.csi.cam.ac.uk>
Source record: 27210

In article <apb25.54.0009B4A6@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.) wrote:

> Where should I get copies of the binaries for:
> a) chgrp,chmod,...
> b) bg,...
> c) The latest GCC++ with the relevant libraries and include files?

You don't need bg, just put an & at the end if you're using a decent shell.
As for where to get the others from, I could give you a copy (BTW the
latest version of gcc is in archives of over a meg on aaue. I'm sure there
must be an easier way but the only way I could think of to transfer the
files on 720k floppies was to uuencode them!)

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1038. Re: Linux patch level 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 19:49:59 UTC
From: <>
Message-ID: <3jnm57$ids@news.ccit.arizona.edu>
Source record: 27195

In article 9503090649@centron.com, Nicholas.Flintham@adlib.centron.com (Nicholas Flintham) writes:
> Has anyone got this new version working on a Falcon ?
> I tryed it the other night with the ataboot0.5.gz or whatever it is called
> and it doesn't seem to work. I have tryed using the command line
> root=/dev/hda3 which worked with a previous version but all I get when I
> try this now is booting linux and then the computer hangs up on me.
> If I try just loading to ramdisk image file with the command line
> -r filesys.img I get a corrupt screen with lots of colour on it and then it
> just hangs again.

I just tried to run it (on a TT with 4M ST, 4M TT RAM) and it just hangs
right after the "Booting Linux..." message, both from RAM and from disk.
It seems to be the kernel rather than the bootstrap, since the pl4 and pl5
bootstraps both work with the pl4 kernel, but neither with the pl5 kernel.

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

1039. ?Gemdos File?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-09 21:07:08 UTC
From: egg@yolk.demon.co.uk
Message-ID: <794783228snz@yolk.demon.co.uk>
Source record: 27214

Does anybody have any suggestions as to why my Gemdos file is running at only 75%? I discovered this when I ran an atari diagnostic program. It used to run at better than 100% I have an Atari520ST upgraded to 4 megs ram. I'm not running a hard disk.
--
Meg Lee Chin O'Leary
egg@yolk.demon.co.uk

1040. Re: stosFAQ (warning large!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 01:00:35 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794797235snz@xciv.demon.co.uk>
Source record: 27201

Very good, but how about cross posting it properly?

Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech

will do what you want for example.

This way, I and many others only pay to download and read it once.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

1041. Atari Ste and High Speed Modems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 06:17:46 UTC
From: jolsor@aol.com
Message-ID: <3joqua$cre@newsbf02.news.aol.com>
Source record: 27205

Hi,

I have an Atari Mega 2 STe (with 4 MB). When using a Hayes Ultra 9600 modem, if a user calls my bbs with a 2400 modem it will connect at 9600 and they will get a partially garbled screen.

I have downloaded several HSModem fix files, but cannot seem to get any of them implemented. Can you offer me some assistance?

Thanks.

Jerry Singleton
email address (other than this one) JSingleton@Symantec.com

Starkiller's Tavern BBS 503 688 1792

1042. Re: AES and GBELL

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 06:22:40 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jor7h$7up@status.gen.nz>
Source record: 27206

Doug Hohenstein (dhohenst@gpu2.srv.ualberta.ca) wrote:
: I just got a most entertaining program off of the net. It operates
: much like Soundmaster on the Macintosh. It assigns digitized sounds to
: GEM events. It uses the DMA sound engine so it doesn't slow the system
[...]
: Can someone give me a list of AES numbers and descriptions of what they
: actually do?
: Especially opening a file directory window, and using the trashcan.

If I remember right, the docs had most of the aes calls listed.

Using the trashcan does not invoke an aes call, unfortunately. And unless your gbell is a later version than mine, you can't assign samples to gemdos calls (such as fdelete()) unfortunately. As for opening a file directory window, you would simply use the wind_open() call, although this would be called for other than directory windows also. If you want a different sound for each directory, use WINAME. I can't remember the exact syntax fro gbel, but you can find out what it is in the docs. But, for example, if you wanted to play sound.avr when a window to d:\app\ was opened, you would make a line WINAME and say the sample as sound.avr and the string as "d:\app*.*" or you might have to use " d:\app*.* " (note spaces.)

Hope that helps,
Mario Becroft (mbecroft@iconz.co.nz)

1043. Re: Falcon CODEC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 09:01:55 UTC
From: raei@ecid.cig.mot.com
Message-ID: <1995Mar10.084617@ecid.cig.mot.com>
Source record: 27221

In article <1995Mar6.114757.122@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills) writes:
> OK, I'm stumped! I've disassembled half of the XBIOS commands
> that communicate with the DSP on the Falcon, I've disassembled and
> commented the DSP's bootup code, and I understand most of it. But, however
> hard I try, I cannot find how the CODEC is connected.
> I've got a datasheet for it, and I know it is accessed via a 64 bit
> serial word. The only sensible way to do this would be via one of the
> DSPs serial ports, ie SSI or SCI. SSI I think is for digital data to/from
> DMA and the DSP connector on the back, leaving the SCI. This is capable
> of synchronous 8 bit byte transfer with no start/stop bits, so eight of
> these end to end would be ideal to talk to the CODEC. Is this how it is
> done? Or does it use the SSI afterall?

The CODEC is connected to the DSP, DMA channels and external digital input
via a "Matrix". This is essentially a little telephone exchangesque
thing sat inside your Falcon, it enables you to do things like MicInput(via CODEC)->DMA
Record->DSP->Headphones(via CODEC).

> When I disassembled the Gain and Attenuation XBIOS calls, these
> wrote to locations in the 68030's memory at $FFnnnn somewhere (I can't
> remember the exact address because I'm at work at the moment). There
> was a command copying this data to the address $182A though. Does anyone
> know what is at $182A? Is this some method of telling the DSP to set
> the gain and attenuation levels via a 64 bit serial word?

The DSP has, unfortunately, nothing do with setting gain and attenuation of the Falcon
sound subsystem. I assume this is all handled by a couple of industry
standard chips, like the ones you'd find in a TV or something probably.

If you want the DSP to control volume and stuff then you need to write a
small program to do it. And of course you'd have to set up the matrix to
pipe the sound through the DSP to start with.

> Although "The Atari Compendium" mentions many of these addresses,
> it describes them as BYTE-wide, yet the disassembled code sets and clears
> bits in the full 32 bit width. The book makes no mention of address $182A.
>
> Any help (even a yes/no answer!) would be greatly appreciated.
>
> Paul Hills

My best advice would be to get hold of the Atari Developer Docs. That was
how I got on top of all this stuff about a year ago.

I can try and give you more detailed info if you think it'll help...

--
Ian Rae, DSP Firmware Engineer, | Tel No: +44 1793 545159
Motorola ECID, 16 Euro Way, | Fax No: +44 1793 541228
Blagrove, Swindon, England, SN5 8YQ.| E-mail raei@ecid.cig.mot.com

1044. Hard disk question....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 11:08:16 UTC
From: jat@unix.york.ac.uk
Message-ID: <794833696.4@cs.york.ac.uk>
Source record: 27203

Is it at all possible to share a single hard disk between two Atari STs?
I've heard from people who use the same SCSI disk for computer and sampler,
so I wonder if it's possible with Ataris. Obviously disk accesses would have
to be non-simultaneous, but apart from that....?

(I'm using one ST as a sampler, another for sequencing. I would like to be
able to save both sequences and samples onto the same disk.)

Thanks,

john..

--
jat5@unix.york.ac.uk jat@ohm.york.ac.uk
http://www.york.ac.uk/~jat5/

1045. Re: sm124 diagrams?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 11:41:43 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D5835J.934@muster.hrz.uni-giessen.de>
Source record: 27204

Hi,

Stephen D. Reid (sdreid@juno.music) wrote:
: Are there any FTP or Web sites where I can get a hold of circuit diagrams
: for sm124,125 monitors etc?

try "ftp.uni-regensburg.de" in "/freeware/software/atari/docs/harware".
There you will find several files of hardware doc's including circuit
diagrams. Filenames and Docs probaly in german.

Hope it helps

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

1046. Re: MiNT files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 11:41:54 UTC
From: ceebsm@cscd4c21.caledonia.hw.ac.uk
Message-ID: <D5835u.1wF@cee.hw.ac.uk>
Source record: 27208

In article <m0rmmLf-000CDfC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>As for where to get the others from, I could give you a copy (BTW the
>latest version of gcc is in archives of over a meg on aaue. I'm sure there
>must be an easier way but the only way I could think of to transfer the
>files on 720k floppies was to uuencode them!)

Have you tried using Splitter by Stuart Coates & Mark Matts? The source
code (in C) compiles on almost any machine: UNIX/ST/PC and can split files
and rejoin them on different machines very easily . The source and a GEM
based shell for the program is available on src.doc somewhere!

Barry
--
+----------------+---+
Barry S. Munro	E-mail: ceebsm@clust.hw.ac.uk
/\/\/\/\/\/\/\/| ceebsm@cee.hw.ac.uk
\/\/\/\/\/\/\/\/	URL: http://www.cee.hw.ac.uk/~ceebsm/
+----------------+---+

1047. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 12:19:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar10.121923.9691@rhrk.uni-kl.de>
Source record: 27228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

mbecroft@iconz.co.nz (Mario Becroft) writes:

>You have XHDI version of at least 2.10 (or was it 1.10??? Something like
>that anyhow.) Don't ask me what XHDI is.

XHDI is the eXtended HardDisk Interface Standard which was defined in 1992.
Hard disk drivers that support XHDI offer a lot of useful functions for
getting information about the hard disks connected to your Atari and have
several calls which enable high level programs to communicate with hard
disks in a convenient way.
You find the complete XHDI documentation on ftp.uni-muenster.de in
pub/atari/Docs. The documentation is available in English and German.
Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1048. Mega ST4 with SLM804 as PS printer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 12:54:56 UTC
From: ruplit@iti.tu-graz.ac.at
Message-ID: <3jpi70$40h@fstgds15.tu-graz.ac.at>
Source record: 27211

I would like to use an ST4 with a laserprinter as a Postscript printer for a PC running FreeBSD. The idea is to run ghostscript on the Atari, connect it to the PC (serial or parallel) and pipe everything which comes in over the link into ghostscript.

Has anybody done this before? Is it possible to do this without hacking ghostscript to read the link directly?

The exact configuration is: an Atari Mega ST4 with an Atari Megafile 60 and an Atari laser printer SLM804.

Thanks,
Michael

1049. Mystery VME Ethernet card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 13:25:54 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Mar10.132554.12816@zippy.dct.ac.uk>
Source record: 27227

I have just got a VME bus ethernet card from a dead x terminal, and was wondering if I could get it working in my (smartly, newly recased ;-) MSTE. Is there a standard way to access network cards (ie has someone already programmed something that I can get) or do I have to try and write my own driver. FYI it is a 1990 Network Computing Devices with transceiver and BNC.

If there isn't software already available, can someone point me in the right direction for info on programming VMEbus devices.

thanx

the hatter

1050. Re: Good GEM/3 Resource editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 14:13:13 UTC
From: richcsst@crash.cts.com
Message-ID: <D58A62.1M4@crash.cts.com>
Source record: 27215

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: Richard Kelsch <richcsst@cts.com> writes:
: >Yes, popups are. However, due to a brain fry, I meant submenus.

: It is also up to the app to build submenus. The AES has a couple of
: calls that do the work, menu_attach() etc

: >Is Interface 2 sold as a single application, or do I need to acquire it
: >within some sort of language package? I'm sick and tired of modifying my
: >resources after I have created them.

: Yes it is. In the UK it is available from COMPO, in the USA from
: Gribnif.

: --
: --Chris
: Other email addresses:
: Work: C.Ridd@imc.exec.nhs.uk
: Cix: chrisridd@cix

You have neglected to remember that assembling the actual resource "image" for a popup or submenu requires a lot of code or a RCS! You see, it's just another tree amongst others. I'm sure you realize that constantly adjusting bits in objects within a program wastes code when all you need to do is set them in an RCS that supports the function.

I have found a pretty good program called "ORCS" which seems to do the job quite nicely.

Thank you for your assistance.

Rich

1051. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 15:18:15 UTC
From: djs@jet.uk
Message-ID: <djs.794848620@gen-off-1>
Source record: 27212

root@icon.pp.se (Daniel Eriksson) writes:

>If you compare modems by colour, shape and useless displays then
>maybe it`s time for you to change your criterion of a good modem.
Or start writing for STF ;-)

My USR 14K4 has performed faultlessly, so I don't see how a Supra or
whatever can be better than that. It's also dead cheap.
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1052. Re: disk recovery

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 15:29:46 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <95b_9503101953@satlink.oau.org>
Source record: 27091

```
>> I'm a total novice in Atariland. Here's my question: Is there a
>> program which is good at recovering data from Atari ST disks? I have
>> a disk
Try DiamondEdge.
--
|Fidonet: Adrian Gruber%239@satlink.oau.org 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

1053. Re: Linux patch level 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 16:07:48 UTC
From: mdg@ukc.ac.uk
Message-ID: <700@stork.ukc.ac.uk>
Source record: 27213

In article <078_9503090649@centron.com> Nicholas.Flintham@adlib.centron.com (Nicholas Flintham) writes:
:>Has anyone got this new version working on a Falcon ?
:>I tryed it the other night with the ataboot0.5.gz or whatever it is called
:>and it doesn't seem to work. I have tryed using the command line
:>root=/dev/hda3 which worked with a previous version but all I get when I
:>try this now is booting linux and then the computer hangs up on me.
:>If I try just loading to ramdisk image file with the command line
:>-r filesys.img I get a corrupt screen with lots of colour on it and then it
:>just hangs again.
:>Anyone with any ideas for me about what I may or may not be doing wrong
:>please e'mail me at cju920@heaton.unn.ac.uk or just post the answer here.
:> Thanks in advance
:> Flinny.

I have the same problem with Linux 0.9pl5... it seems that this version is broken on the Falcon, I'm sure there will be a patch to fix the problem(s) soon.

Griff
--

1054. HD Probs - HELP !!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 17:43:50 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <03101995.174350@empyr.dircon.co.uk>
Source record: 27222

Hi,

I am putting together a HD system for a friend of mine, and I have just bought a used ICD Host Adaptor, and I cannot get it to work with my SCSI drive.

If you are still reading, thanks :-) I really need some advice on this, and would be very grateful for any suggestions anyone might have.

Setup

My system:
520STFM (2.5Mb), SM124 Mono Monitor, TOS 1.4
ICD AdSCSI+ host adaptor (which works fine)
Rodime RO3000T 105Mb embedded SCSI drive (also works fine)
The drive has been formatted with ICD driver v6.5.5, with partitions C: to I: (C: is 5Mb, the rest 16.7Mb)

The host adaptor I've just bought looks very similar to my AdSCSI+, complete with battery, but it is marked
'ICD.INC. ST HARD DRIVE ADAPTER BD' and 'p/n 90107, rev 2' and 's/n 9159'
The battery in it is dead, but when I put a fresh battery in it, it makes no difference to the symptoms.

It came with v3.41 of the ICD driver software.

Description of Problem

If I connect everything up, start the HD, start the ST with v3.41 driver in the floppy, the HD access light flickers once, the screen shows the driver version, then 'Clock Not Present - Aborted', but now the drive access light is permanently ON. (No sounds of head movement from the drive now)

I get a desktop up and run ICDFMT.PRG which eventually shows a screen that has '??????' in each of the HD data fields, 'NONE' in the 'Hard Drive' field, and the HD type selector has all its entries 'greyed out'.

Switching the HD off and on to kill the permanently on access light, make no difference to the screen.

Booting with v5.4.2 of the ICD software you get this :

The access light flickers once, as before. The light then comes on and stays ON. I get 'MSense :$FF' in the top right corner of the screen.

From the desktop, I run ICDFMT.PRG (the newer version), it says 'Scanning for SCSI devices' then 'No SCSI devices found'. The access light remains permanently ON. Now, if I turn the HD off and on again to reset the access light, then tell ICDFMT.PRG to Rescan, it finds the drive OK. Pressing 'Continue', it says 'Checking for previous format' and then displays the number of heads and cylinders. In the process, the access light comes on again and stays ON. Clicking on 'Partition' from here gives the message 'Unable to determine drive size'.

The only way I can get anything from the setup is to boot the HD with MY AdSCSI+ adaptor, then swap the host adaptors over, and then it will read the HD OK. I have tried connecting a small jumper on the drive, in case it was a parity selector, but it makes no difference.

Can anyone tell me what is going on ? Is the new host adaptor faulty ?

I had thought of backing up all my data and reformatting the drive with the new host adaptor, but that doesn't really appeal to me :-) In any case, I cannot get any of the software to correctly recognise the HD with the new adaptor. I *can* get as far as the FORMAT command, even if it cannot recognise the HD properly, but naturally I don't fancy clicking on 'OK' ! It's like a door really, if I reformat my drive, I might find the answer to the problem, BUT I may also have backed up / restored over 80Mb of data for nothing !!!

All answers very greatfully received !

Sorry for the length of this post, but I need it resolved fairly quickly and thought it would be better to give you every possible detail first.

MANY MANY thanks in advance,

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

1055. problems w/ my Ste

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 19:08:18 UTC
From: jrg@cldc.howard.edu
Message-ID: <3jq832$e9v@sulu.cldc.howard.edu>
Source record: 27225

O.K. I've got a 520 Ste now, I used to have a working 520 ST before.
So now I'm trying to use a particular program we'll call 'pp'.

So, recently when I was trying to use 'pp' (a program I happen
to like very much), I noticed I couldn't use the mouse to select some
things. But for other things inside this program 'pp the mouse
works just like it always has.

Can someone somewhere help me?
Thanks. I new I could count on you.

```
' '
\_______/
```

--

```
.............................................................
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
```

1056. Sony HD disk drive info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 19:47:06 UTC
From: hallvart@oslonett.no
Message-ID: <3jqabq$gt1@hasle.oslonett.no>
Source record: 27219

I'm in the midst of installing a high density disk drive in my STE,
but I need some help concerning various settings etc.

The drive I have is a SONY MPF 520-1, which I got recommended by someone
else on the net who had sucessfully installed one in his machine,
but I can't get hold of him so that's why I'm writing this.

I need information about the jumper settings and how/where to get the HD
detect signal out.
Thanks.

Hallvard, Oslo, Norway

1057. IDE hard disk board info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 19:48:12 UTC
From: hallvart@oslonett.no
Message-ID: <3jqads$h0v@hasle.oslonett.no>
Source record: 27220

I'm planning to build the IDE interface feautured in the German magazine C't. Has anyone built this before? Can I use it with my STE (if I redesign it for PLCC sockets?

Hallvard

1058. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 19:49:33 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar10.194933.28175@bradford.ac.uk>
Source record: 27226

On 10 Mar 1995 15:18:15 -0000, David Stevenson wrote:

: My USR 14K4 has performed faultlessly, so I don't see how a Supra or
: whatever can be better than that. It's also dead cheap.

My only complaint is that USR's don't support Class 2 Fax.

1059. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 21:32:34 UTC
From: m9174@abc.se
Message-ID: <3jqghi$4nh@oden.abc.se>
Source record: 27223

i2b03a@iut-nantes.univ-na wrote something like :

i> > Carl Lofgren (m9174@abc.se) wrote:
i> > : Does anyone know how to switch the blitter off on a Falcon030?
i> >
i> > Probably should be obvious, but why do you want to switch off
i>
i> I don't know why Carl wants to switch the BLiTTER of but me,
i> I have to do it because as I said I'm writing a virtual memory manage
i> So when Gemview for example try to display an MFDB that in virtual
i> memory is, the BLiTTER has trouble accessing it (remember : it does n
i> have a PMMU !). So what I obtain on my screen is "?#/:@!. So at this
i> time my program do not work without NVDI installed (hum, in fact, eve
i> with NVDI it does not work perfectly well yet).

I have just bought a copy of NVDI, and my problem is solved. Thanks!

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

1060. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-10 21:32:36 UTC
From: m9174@abc.se
Message-ID: <3jqghk$4ni@oden.abc.se>
Source record: 27224

abstract@wam.umd.edu wrote something like :

a> Carl Lofgren (m9174@abc.se) wrote:
a> : Does anyone know how to switch the blitter off on a Falcon030?
a>
a> Probably should be obvious, but why do you want to switch off
a> the
a> blitter?

It gives some flickering with TwiLight, that's all. However... I just bought NVDI and that solved my little problem.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

1061. Re: power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 01:25:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jqu6e$dcs@golem.wcc.govt.nz>
Source record: 27233

In article <D54z2B.4J8@acsu.buffalo.edu>, dalewis@cs.buffalo.edu (Douglas A. Lewis) writes:
>Hello,
> It appears that the power supply on my 1040ST has died. If anyone knows
>where I can get a replacement for it, i'd appreciate it if you would let me
>know.

They are very easy to fix so why buy a new one...???

Their are a number of cheap items that fail, so go to it...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1062. SC1224 pinouts and/or connector?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 02:23:47 UTC
From: Jeremy Haines <haines@zoo.cs.yale.edu>
Message-ID: <794888627@newsbase.cs.yale.edu>
Source record: 27234

Hi, I just picked up a used Atari SC1224, hoping that I could make an
add-on for it on my Jaguar A/V cable. I have all of the pinouts covered on the
Jaguar end, but I need the pinouts (and possibly a female SC1224 connector) in
order to make it happen. Can anyone give me a hand here? I heard that they
list the pinouts in the ST manual...thanks.
Oh, in case there are different standards (I know next to nothing about
ST's), the connector pins look like this:

. . . .
. . . .
. . . .
.

Oh, please reply in email, since I don't read this group regularly.

Thanks again.
- Jer

haines@zoo.cs.yale.edu

--
Warning: the above article was posted to USENET with a Mosaic/CGI gateway,
so its authenticity cannot be insured.

1063. Re: ?Gemdos File?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 04:04:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D59Cny.MC1@cix.compulink.co.uk>
Source record: 27229

In message <794783228snz@yolk.demon.co.uk>, egg@yolk.demon.co.uk said:
> Does anybody have any suggestions as to why my Gemdos file is running
> at only 75%? I discovered this when I ran an atari diagnostic program.

If its doing speed tests - then make sure you are using a freshly formatted
disk. This way you will get optimal read/write performance.

:-)

Roland.

1064. Re: Supra Vs USR 14.4 modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 04:04:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D59Co0.MCM@cix.compulink.co.uk>
Source record: 27230

In message <djs.794848620@gen-off-1>, djs@jet.uk said:
>
> My USR 14K4 has performed faultlessly, so I don't see how a Supra or

When it comes down to comparing the Supra and USR Sportster modems, the Supra winds hands down on case and front panel display. Its only the lack of BABT approval that stopped me buying a 28.8 Supra. The 28.8 Sportster is apparently none to good anyway.

All IMHO of couse.

:-)

Roland.

@CiX

1065. Re: Hard disk question....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 04:04:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D59Co2.MD7@cix.compulink.co.uk>
Source record: 27231

In message <794833696.4@cs.york.ac.uk>, jat@unix.york.ac.uk said:
> Is it at all possible to share a single hard disk between two Atari
> STs? I've heard from people who use the same SCSI disk for computer
> and sampler, so I wonder if it's possible with Ataris. Obviously disk
> accesses would have to be non-simultaneous, but apart from that....?

Yes - but not at the same time.

You might be able to hook up some sort of manual switch box - but I just switch the leads around (not while the machines are on of course).

If you want to be able to have both machines on at the same time and share it like that - then I don't think its possible. Most Atari SCSI host adaptors can't cope with having another computer on the SCSI bus AFAIK.

You could try networking the computers - but there isn't a really good solution to this yet.

Roland.

@ciX

1066. HSMOD06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 05:48:33 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3jrdjh$lan@cxc1.cl.msu.edu>
Source record: 27232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this subject is getting beaten to death, but I've got a question
that I can't seem to answer myself... Can someone tell me what settings
have given them the most success when using DRIVEIN and SCC .PRGs? I
keep getting ZModem re-positioning errors when doing uploads to various
local BBSs. I've confirmed that other callers have successfully ZModem-ed
files to these boards, so I can only presume I have my settings wrong.

Thanx!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1067. Re: HP IR-Port to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 08:23:35 UTC
From: msdemlei@mathi.uni-heidelberg.de
Message-ID: <3jrmm7$r5q@sun0.urz.uni-heidelberg.de>
Source record: 27092

Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:
: Markus Demleitner (msdemlei@mathi.uni-heidelberg.de) wrote:
: : Has anybody succeded in connecting an Atari ST (or, for that matter,
: : anythin with a serial port) to the IR-Port of HP-Machines (e.g., HP 48
: : and friends, HP 95, [1|2]00)?

: there was an article about this in a ST-Computer (german ST mag) two or
: three month ago...

Hm... Has anyone actually built this thing? If so, does it work? And
where could I get the PCB for the circuit?

btw., it wasn't two or three months, rather something like one or two
years :-)

Demi

1068. Fixing an SC1224 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 10:00:24 UTC
From: Peter_Epp@learnnet.nt.CA
Message-ID: <290506.ensmtp@learnnet.nt.ca>
Source record: 27235

A looooong time ago in a galaxy very near here, I posted a message asking for help on how to fix my Atari SC1224 monitor. The problem was that I hd busted the potentiometer that adjusts the V-Size setting in the back of the monitor. Someone replied, telling me that I needed a pot with a resistence of 470 Ohms. Well, I went to Radio Shack the next day, but as far as their lame tech support guy was concerned, there is no such thing as a 470 Ohm pot. The nearest he could find was 500 Ohms. I bought one but it doesn't work. When I turn on the screen with that pot installed, I get a everything condensed into one thick, bright line in the middle of the screen. If I flick my eyes up and down really fast while looking at it I get flashing glimpses of the whole picture. If anyone can help me find a 470 Ohm pot, I would really appreciate it. If not, I might be able to buy a new monitor. If I can't get one from someone around here, I'd be interested in hearing any offers anyone has. Buying a new one just seems so much simpler.

Thanks in Advance,

Pete


```
+---------------------------------+
| Peter_Epp@learnnet.nt.ca |
| ||| Formerly known as "The |
| ||| Atarinator" |
|/ | \ "Some things never change"|
+---------------------------------+
```

1069. STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 10:56:29 UTC
From: john@southern.co.nz
Message-ID: <3jrvkt$g9k@southern.co.nz>
Source record: 27236

HI there,

Could someone please sumarize the symptoms of the STE DMA chip problem,
as I think I may be experiencing them. Is there a fail safe method for
testing a DMA chips reliability??

Cheers,
John

--
john@southern.co.nz or john@albemuth.equinox.gen.nz o( )
John Collis - Christchurch, New Zealand / /\

1070. Student Discounts List!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 12:13:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3js45r$6n0@dux.dundee.ac.uk>
Source record: 27239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.advocacy

A rather small list I admot but here goes.

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

Remember Hi-Soft also do discounts on non-special offers of upto 30%!!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

1071. fitting a toshiba h.d. to a falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 12:34:52 UTC
From: Tim.Jordan@cbbs.centron.com
Message-ID: <e5b_9503180747@centron.com>
Source record: 27093

how in the hell do i get my toshiba IDE hard disk to work in my falcon ,
i plug it in to to the conector on the board and on the drive put it on the
bracket which coincidently now has insulated feet and all iget is the reset
screen (the one that comes up before the fuji logo) help me
pppppppppppppppplllllllllllleeeeeeeeeaaaaaaaaaasssssssssseeeeeeeeee!!!!
tim jordan

+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

1072. Re: help, my computers dont talk!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 12:50:13 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3js6a5$im0@turing.fwi.uva.nl>
Source record: 27237

h8ji013@stan.xx.swin.OZ.AU (MEYLAND K) wrote:

:In article <3j1lsg$llc@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
:>In article <3iq955$jm3@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
:>>I downloaded Ghostlink last week, and today I wanted to try it out.
:>>So I connected my ST via a Null modem to my 486. Started stmaster
:>>on my st, started pcslave on he 486. I installed the drive icons, and
:>>tried to open them: nothing happens. Both ports were set to 19200.
:>
:>
:>How is this null modem plug wired up..??
:
:Just on this thread, it is useful to know that MOST PC's will use
:COM2 rather than COM1, as the mouse is usually on COM1.
:Set this, and all shall run fine!

nope, I have a ps/2 mouse...

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

1073. //The Best Modem for 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 12:51:49 UTC
From: m9174@abc.se
Message-ID: <3js6d5$f79@oden.abc.se>
Source record: 27238

Rich.Tietjens@f6969.n106. wrote something like :

R> Stay away from Zoom and US Robotics - otherwise, you should be all ri
R> ght.

Correction. Stay away from the US Robotics Sportster.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

1074. aw@zaphot.augusta.de

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-11 15:31:32 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <794935892snz@bigbox.demon.co.uk>
Source record: 27240

(Sorry everyone else, I can't get through by mail).

I can't seem to send any mail to your machine. I did a traceroute and found
that the packet got stuck in a loop between mubo.augusta.de (193.175.25.25)
and acfgate.informatik.fh-ausberg.de (141.82.30.10). Have you got a different
address I could try?
BTW, yes you can send 120K+ Uuencoded files to me.

Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1075. RGB on atari st?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 00:05:06 UTC
From: chaos@oo.com
Message-ID: <3jtdri$1qeq@tequesta.gate.net>
Source record: 27094

Hey folks i have a question, no idea if it is possible, but someo
let me know...

I own an atari st. (a 520 upped to 1 meg of memory) I also have
the atari st monitor, i forget the name. The color one with the round
plug. Anyways, since i am gifted to live in orlando, the lightning
capitol of the world, the monitor got zapped into oblivion. I opend it
it, poked around a bit, gave up and trashed it.

Anyways, i own 2 CGA monitors, an apple GS RGB moniotr, and a
commodore monitor. (the kind with color composite and RGB built it) can
any of these monitors be converted to be used for my atari ST? do they
sell adapters for that round plug sicket on my ST to be used with a 9 pin
RGB monitor? can it be done myself?

PLEASE, someo e-mail me with some answeres. i would owe you my
firstborn child...

thanks..

Ed Heffernan.

mail me at CHAOS@OO.COM

1076. Atari Mouse pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 04:34:44 UTC
From: Wilson Bradley <atheno@ccwf.cc.utexas.edu>
Message-ID: <3jttl4$gau@geraldo.cc.utexas.edu>
Source record: 27095

Hi,

It's good to see more die hard ATarians like myself.
I need the pin outs for the Atari mouse connector.
I useto have a goldmine of tech notes on the ST and now since iv'e
been so involved with my PC, I gave a lot of documentions to friends.

IM trying to hook up my Atari trackball to my PS/2 connector.
I useto have the docs to do a PS/2 mouse to Atari spects but can't
find them.
Any help would be greatfull. Thanks a million.

1077. Re: Atari Mouse pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 05:29:07 UTC
From: ce818@cleveland.Freenet.Edu
Message-ID: <3ju0r3$big@usenet.INS.CWRU.Edu>
Source record: 27096

```
Mouse/Joystick 0 Port

1 - XB/Up
2 - XA/Down
3 - YA/Left
4 - YB/Right
5 - Middle Button/Joystick Up
6 - Left Button/Fire
7 - +5 Vdc
8 - Ground
9 - Right Button/Joystick 1 Fire

1 2 3 4 5
. . . . .
. . . .
6 7 8 9

Hope this helps.
Bud
--
Bud Connolly ce818
```

1078. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 09:14:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jue29$sj6@golem.wcc.govt.nz>
Source record: 27097

In article <3jrvkt$g9k@southern.co.nz>, john@southern.co.nz (John Collis) writes:
>HI there,
>
>Could someone please sumarize the symptoms of the STE DMA chip problem,
>as I think I may be experiencing them. Is there a fail safe method for
>testing a DMA chips reliability??

No just the type number, I have replaced 6 of these, and no problems with the
New Chips....

The new layout of the STE did not like the old DMA chips C025913-38
this must be replaced with a C398739-001A..

The BIG problem is that thier no more stock of these new DMA chips,
this I have not confirmed but was told to me...

I also here that Amiga users are having the same problem, stocks
are running out of problem IC's...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1079. Hardware problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 13:07:00 UTC
From: Radoikovich.Nenos@adlib.centron.com
Message-ID: <e68_9503180747@centron.com>
Source record: 27102

Hello Mr. All :-)

Dear somebody i realy need help !!!

I have a hardware problem that goes like this :

I have an AT-Once Plus PC emulator card for about 2-3 years and
everything
was just fine until i decided to by a TOS 2.06 card with a hardware
switcher and the most important an AT-Bus socket that exepts common
PC's AT-Bus hard disk drive, so i went out and bought a 260MB 3.1/2 inc.
hard disk, and here is were the problem arise... the hard disk works just

fine and so does the AT-Once but the AT-Once does not recognaise the
hard disk.

Some tech stuff... the TOS card as well as AT-Once fits on the CPU
this is acomplished as the TOS card has a thru socket made just for
such cases as AT-Once and other emulators and accelerators.

I think that the hard disk works in a similar way (if not exactly the
same)
as on the MEGA STE, i have a STFM (1MB).

Is there something that can be done ?

(P.S. this is a mail from Greece :-) only English answers please)

Friendly Nenos.

```
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

1080. Griff's email address

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 14:13:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f63018f_Sven.Bornemark@p56.dada.ct.se>
Source record: 27098

Hi Folks,

Does anyone out there in cyberspace know the email address of Martin Griffiths, aka "Griff"?

He's the author of Pro Tracker Replay, and is currently working on a new wonderful utility for the Falcon.

Please, someone - help!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

1081. Linux 0.9 PL 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 15:45:30 UTC
From: marques@enst-bretagne.fr
Message-ID: <3jv4uq$o8j@melimelo.enst-bretagne.fr>
Source record: 27099

I have recompiled the kernel on my Falcon and it works fine.

David.

PS: no reply, I don't post with my user-account

1082. ST SLIP software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 18:11:18 UTC
From: pegasus@epix.net
Message-ID: <3jvdg6$51p@grape.epix.net>
Source record: 27100

What software For STs is available for a Slip interface
on the Inet.

Del

1083. Re: HP IR-Port to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 21:06:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCMVCIVPUP@galaxy.teuto.de>
Source record: 27101

In <3jrmm7$r5q@sun0.urz.uni-heidelberg.de> Markus Demleitner wrote:

>: there was an article about this in a ST-Computer (german ST mag) two or
>btw., it wasn't two or three months, rather something like one or two

This is what I've found in my archives:

Titel: *Der leuchtende Pfad*
Thema: *Interface fï¿½r HP-Taschenrechner*
Jahrgang: *89*
Heft: *07*
Seite: *161*
Rubrik: *Hardware*

Titel: *HP Taschenrechner am ST*
Thema: *Interface zur Datenï¿½bertragung HP 28S zum ST*
Jahrgang: *91*
Heft: *03*
Seite: *55*
Rubrik: *Hardware*

Titel: *Bitte Kommen!*
Thema: *HP-Taschenrechner am ST; Teil 2: Datenaustausch zwischen HP48SX und ST*
Jahrgang: *92*
Heft: *01*
Seite: *145*
Rubrik: *Hardware*

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

1084. WD1772/high density circuit questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 23:10:14 UTC
From: hallvart@oslonett.no
Message-ID: <3jvv0m$r4h@hasle.oslonett.no>
Source record: 27103

I'm a bit confused about the pinout of the WD1772 disk controller chip in my STE. I'm in the midst of figuring out how to make a high density detect circuit, and for that I need to know which pin is the clock input.

I read in an article in "ST Format" that it was pin no.8, but from an (unclear) copy it seems like it's pin no.18 instead. Fill me in someone- which pin is it? And while I'm at it, does anyone know if pin 22 of the ribbon controller is standardized as containing the density detect signal?

I'm using a Sony MPF 520-1 disk drive now which is a high density type, but for the moment I'm only running it in 720K mode since I haven't yet made the detect circuit. has anyone been using this drive before? I need some tips concerning pinouts and stuff.
Thanks.

Hallvard, Oslo, Norway

1085. Euro STE with USA TV?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 23:13:01 UTC
From: hallvart@oslonett.no
Message-ID: <3jvv5t$rc4@hasle.oslonett.no>
Source record: 27104

is it possible to use a European STE in the United States with an
NTSC television?
I'm just wondering, since I might move over to the US, and bring my STE
with me which of course has PAL output?
I'm open for any suggestion, like using the monitor output/external RF
modulator or something.

Hallvard

1086. SC1224 pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-12 23:16:13 UTC
From: haines-jeremy@cs.yale.edu
Message-ID: <3jvvbtINNkn4@JAGUAR.ZOO.CS.YALE.EDU>
Source record: 27105

I need the pinouts for the SC1224 cable on fairly short order,
and I hear that they are listed in the ST manual. I don't have an ST, so
could someone PLEASE mail me the pinouts? It would make me very happy.
Thank you...
- Jer

"Now therefore kill every male among the little ones, and kill every woman
that hath known a man by lying with him. But all the women children that have
not known a man by lying with him, keep alive for yourselves."

- Numbers 31:17-18, the "Lord" speaking to Moses

1087. Tord Jannson

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 00:35:18 UTC
From: pblagay@xmission.xmission.com
Message-ID: <3k0406$1cm@news.xmission.com>
Source record: 27106

This is a message for Tord Jannson.

Please contact me at pblagay@xmission.com

I have been trying to reach you since I moved and had no luck.

Thanks

Sorry to use this group for such a post, but I am running out of ideas.

1088. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 00:55:44 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA644EE0mrn@albemuth.equinox.gen.nz>
Source record: 27109

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:

>>Is there a fail safe method for
>>testing a DMA chips reliability??

>No just the type number, I have replaced 6 of these, and no problems with the
>New Chips....

Okay.

>The new layout of the STE did not like the old DMA chips C025913-38
>this must be replaced with a C398739-001A..

Okay, that makes sense. The chip in the machine is a C025913-38. The confusing thing is though, that I have another chip with the same number here that I understand came from an STE that ran a hard-drive without any problem! Would it be safe to assume that I could put his one in and everything would be okay??

>The BIG problem is that thier no more stock of these new DMA chips,
>this I have not confirmed but was told to me...

Hmm okay. Anyone out there know of any good sources for the newer DMA chips??

Actually the most awkward problem I probably have, is that the DMA chip is not in a socket but surface mounted on the board. Removing it and replacing with a socket is rather fiddly and my own soldering skills are not really up to the job. :-((

Another question for any Gurus out there. It strikes me that the DMA problem must be related to the chip heating up, or there would be errors immeadiately you booted, not just after an hour or so. A friend suggested therefore that maybe a mini cooling fan (like those for processor chips) on top of the chip my be a kludgy but effective fix!! Any comments??

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

1089. Fixing the Flicker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 01:18:03 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3k06gb$1v0@dux.dundee.ac.uk>
Source record: 27107

I recently installed VI.PRG (screen enhancer) to give my Falcon a larger visible screen. Hoever the screen now flickers quite badly.

Is their any way to fix it?

System: f030 with Colour SVGA (interlace).

I beleive there is some kind of hardware upgrade to aviod this problem?

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

1090. Re: RTF to HTML

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 04:39:30 UTC
From: ross@earth.usa.net
Message-ID: <3k0ia2$rr9@earth.usa.net>
Source record: 27108

> It is already on Hensa! The binary is called 'rtftohtml', you could try renamin
> g
> it to rtftohtml.ttp and then run it from TOS. I compiled it using MiNT/gcc so
> I am not sure if it works from TOS, but you could try anyway!
>
> So get the archive from Hensa again and extract this file and give it a go!
>
> Hope it works,
>
> Barry

I was wondering if there were a program to read HTML files, off-line on my
Atari. I've been spooking around the WW pages and d/led a few doc files only
to realize I can't read them (as yet).
I would appreciate any help in this direction.

Thanks

---
* Kivi (unregistered) 1.21 *
/|\ -- /////\\\\\ -- /|\ ////////////////////////
-< = >- Frederick R. M.-< = >-/// Guitarist, Vocalist ///
\|/ -- \\\\\///// -- \|/ /// MIDI and Photgraphy ///
~~~~~~~~~~~~~~~~~~~~~~~~~

--
~~~~~~~~~~~~~~~~~~~~~~~~~

1091. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 06:29:36 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3k0oog$9vn@golem.wcc.govt.nz>
Source record: 27110

In article <AA644EE0mrn@albemuth.equinox.gen.nz>, john@albemuth.equinox.gen.nz (John Collis) writes:
>sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
>
>>>Is there a fail safe method for
>>>testing a DMA chips reliability??
>
>Okay, that makes sense. The chip in the machine is a C025913-38. The
>confusing thing is though, that I have another chip with the same number
>here that I understand came from an STE that ran a hard-drive without
>any problem! Would it be safe to assume that I could put his one in and
>everything would be okay??

Well that all depends, I would not trust it 100%, I have seen DMA chips work for 12 hours but not for 24 hours..

>>The BIG problem is that thier no more stock of these new DMA chips,
>>this I have not confirmed but was told to me...
>
>Hmm okay. Anyone out there know of any good sources for the newer DMA
>chips??

The OZZY firm Sibnet Elect had some a year or so back Phone (02) 417 7600 or Fax (02) 417 1280 about $32a from memory....

If they don't have any then kiss your Atari good bye...

>Actually the most awkward problem I probably have, is that the DMA chip
>is not in a socket but surface mounted on the board. Removing it and
>replacing with a socket is rather fiddly and my own soldering skills are
>not really up to the job. :-((

They are all like that, its not Surface mounted, if it was you would never ever replace it...

I have allways fitted a AMP brand socket on all the ones that I have replaced..

So you coulds allways send it to me...:-)

>Another question for any Gurus out there. It strikes me that the DMA
>problem must be related to the chip heating up, or there would be errors
>immeadiately you booted, not just after an hour or so. A friend
>suggested therefore that maybe a mini cooling fan (like those for
>processor chips) on top of the chip my be a kludgy but effective fix!!
>Any comments??

All Silicon is affected by heat, the input threasholded gets changed
so it can now see the noise...

Well that is my theory and I am sticking to it...

Some people here seem to think that fitting a very old C025913-38
will work but I have never tried it.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1092. Re: Mystery VME Ethernet card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 08:13:53 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar13.081353.3451@rhrk.uni-kl.de>
Source record: 27112

buxmjp@zippy.dct.ac.uk writes:

>Is there a standard way to access network cards (ie has someone already
>programmed something that I can get) or do I have to try and write my own
>driver. FYI it is a 1990 Network Computing Devices with transceiver and BNC.

You will have to write you own driver. And you shouldn't be too sure that
the card runs with the STE at all.

>If there isn't software already available, can someone point me in the right
>direction for info on programming VMEbus devices.

Take a look at the TUWIEN TCP/IP package on fortec.tuwien.ac.at. The package
contains sources and binaries for ethernet pocket adapters and the Riebel
VME ethernet card.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1093. Hard disk driver question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 09:11:59 UTC
From: borst@cs.utwente.nl
Message-ID: <3k128v$tu@utrhcs.cs.utwente.nl>
Source record: 27122

Hello,

This weekend I installed a second hard disk in my Megafile 30.
The problem is that the AHDI driver only recognizes the first
drive. Are there drivers around that do look for the second
unit?

Thanks,
Pim Borst.

1094. Re: DMA fault?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 09:14:31 UTC
From: lais@cs.man.ac.uk
Message-ID: <3k12dn$99u@m1.cs.man.ac.uk>
Source record: 27111

In article <3j3jh0$288@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells) writes:
|> Just a quick quip', whenever _anything_ plays sound through the DMA
|> chip on my STe (MOD Players etc.) a nasty crackling noise comes through
|> the speakers which isn't present when any soundchip sound goes through
|> them, is my DMA chip likely to be faulty, or is this "normal"?
|>
|> It's not a very loud crackle, just noticable enough to be annoying.

Aha !! You must have a MegaSTE. Do high-colour graphic modes like Spectrum 512 and Photochrome 'wobble' and display horrible horizontal streaks across the screen ? Apparently the cause is the GST shifter. The dodgy one is C301712-001, which I have confirmed as fitted in mine by taking a peek inside, and the good one is C300588-001. I have mailed System Solutions about a replacement, and they
say they are checking stocks.

I know what you mean, it's bloody annoying. If you can run the thing at 16MHz that
seems to fix the sound problem a bit, but some demos don't like it.

There was one other guy who had this problem a while back, and I thought I was the
only one in the world... now I know there are at least three !

S.Lai

1095. Re: HSMOD06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 10:27:53 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k16n9$5hj@epsilon.qmw.ac.uk>
Source record: 27115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: I know this subject is getting beaten to death, but I've got a question
: that I can't seem to answer myself... Can someone tell me what settings
: have given them the most success when using DRIVEIN and SCC .PRGs? I
: keep getting ZModem re-positioning errors when doing uploads to various
: local BBSs. I've confirmed that other callers have successfully ZModem-ed
: files to these boards, so I can only presume I have my settings wrong.

Actually, I get the same now. This is weird. I didn't think it was
HSModem. I always thought it was the Hardware handshaking which was
not switched on (RTS/CTS).

Please mail me or post here, with responses.

Cheers
Danny
--
.signature.signature

1096. Ethernet Riebel Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 10:52:14 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3k184u$2l1@ccpnws.in2p3.fr>
Source record: 27113
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am deseperatly looking for informations on the Ethernet RiebelCard.
This card was made in Germany (I think) and can be plugged into a MegaST
computer (a different version exists for the VME but I only have a MegaST)

What I am looking for : the names of the chips used (Ethernet controller,
Ram used, etc...), the different addresses of the card, the way the Ethernet
number is stored, is there a private memory (is so, how much) or is there a
DMA access made.

If anyone can help me, he will be welcomed.

Thank you.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

1097. MSTE Reset Jumpers ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 12:38:33 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Mar13.123833.12906@zippy.dct.ac.uk>
Source record: 27114

Do any of the jumper pins on a Mega STE circuit board connect to the reset switch ? I have my machine in a pc case, but I have to power cycle the machine for any program that disables control-alt-delete. If nothing else, this doesn't do much for the hard disk. If not, then I figure I may as well desolder the old switch, but this makes removing the circuit board a pain.

I am also thnking of starting up a recasing FAQ if anyone has anything to add

thanx

the hatter

1098. RE: ATARI VT52/ANSI/VT100 CODES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 12:59:10 UTC
From: cmckinno@cs.strath.ac.uk
Message-ID: <3k1fiv$bf0@dunlop.cs.strath.ac.uk>
Source record: 27116

The Atari VT52 codes and their descriptions can be found in either
The Hitchhikers Guide to the BIOS
or
GEMDOS reference
(I can't remember which)
Both these docs are available on the usual Atari FTP sites. I'd mail
you a copy but I've just sold my faithful ST to buy a PC :-(and
all the software went with it.

```
__ | _|
/ \_ |
| _ \ | | _ \
\ \ / < | | | / |
\____/ \___/ _| _| _| |
* cmckinno@cs.strath.ac.uk *
```

1099. Re: WD1772/high density circuit questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 13:18:45 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3k1gnl$cvj@hpscit.sc.hp.com>
Source record: 27117

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: I read in an article in "ST Format" that it was pin no.8, but from an (unclear)
: copy it seems like it's pin no.18 instead. Fill me in someone- which pin is it?

Pin 18 sounds familiar, but I'd have to check.

: And while I'm at it, does anyone know if pin 22 of the ribbon controller is
: standardized as containing the density detect signal?

What do you mean by a "ribbon controller"?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

1100. Falcon SDMA IC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 13:58:52 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar13.135852.147@genrad.co.uk>
Source record: 27125

Sorry if you've already read this. I posted it to comp.sys.atari.st
and missed off the .tech bit by accident:

Does anyone have any information about the Sparrow DMA (SDMA)
IC in the Falcon. I understand it is an Atari ASIC that maps in memory, and
converts any data sent to it to serial format to communicate with the CODEC.
A datasheet would be brilliant, but that's probably asking a bit much!
Whereabouts is it in the memory map? Any information would be much appreciated.

TIA, Paul Hills

1101. New WWW pages....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 14:54:30 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3k1mb6$hgj@m1.cs.man.ac.uk>
Source record: 27118
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I've now worked out HTML, and my WWW pages should now be operative. The
URL is :-

http://www.cs.man.ac.uk/~jacquesa/

If you have any suggestions, mail me....

Anthony

1102. VME bus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 15:13:08 UTC
From: bericd@bri.hp.com
Message-ID: <D5Dwxw.JvC@bri.hp.com>
Source record: 27120

Hi All,

Does anyone see any reason why a VME bus could not be added to an Atari ST (With PAK/3 board) ?

I am NOT talking about an out of the box module - but quite an extensive hack :)

If anyone has any details of the VME implementation on the MSTE could you let me know what it is used for and is it worth it or not. Having seen details in a book about it I guess it would not be TOO difficult for a technically competant with a bit of test gear to undertake.

Any views would be appreciated.

Beric..

1103. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 15:43:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCNQDJURUP@galaxy.teuto.de>
Source record: 27121

In <b7d_9503100030@sherwd.fidonet.org> Rich Tietjens wrote:

>Some drives will not work. The Seagates almost always do (slow though they

Come again? Have you recently bought and tested on of the newer models? Didn't think so. The Barracuda series is fast. Way faster than anything our Atari could make use of.

>are), but my Maxtor 213s will not. It must be SCSI-1 and not Fast SCSI-2, and

NOT. SCSI-II is downwards compatible to SCSI-I, and therefore those drives work well on the ST. SCSI-II is mainly a matter of software, using the special features of it.

Both my LPS 270S and the new SyQuest SQ3270S are SCSI-II. And the SQ gives me a higher X-ferrate than the Quantum ;-)

>parity must be disabled (which means most Quantum drives won't work, because
>they require parity to be disabled in software - with a host adapter that

Some drives, i. e. the LPS-series, do have the ProductOptions-jumper, but some firmware versions had a bug and didn't recognise the status of that jumper at all.

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

1104. Falcon DSP port pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 15:56:05 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar13.155606.149@genrad.co.uk>
Source record: 27126

Has anyone got a pinout of the Falcon DSP port? My manual has
got all the others except this one.

Thanks in advance, Paul Hills

1105. Re: MiNT files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 17:24:47 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D5E31C.r5@watserv3.uwaterloo.ca>
Source record: 27124

In article <D5835u.1wF@cee.hw.ac.uk>,
Barry Scott Munro <ceebsm@clust.hw.ac.uk> wrote:
>In article <m0rmmLf-000CDfC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>>As for where to get the others from, I could give you a copy (BTW the
>>latest version of gcc is in archives of over a meg on aaue. I'm sure there
>>must be an easier way but the only way I could think of to transfer the
>>files on 720k floppies was to uuencode them!)
>
>Have you tried using Splitter by Stuart Coates & Mark Matts? The source
>code (in C) compiles on almost any machine: UNIX/ST/PC and can split files
>and rejoin them on different machines very easily . The source and a GEM
>based shell for the program is available on src.doc somewhere!

Why go though all this trouble? Just use 'split' and 'cat,' most should have
this in their mint setup

--
Art
atwareck@novice.uwaterloo.ca

1106. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 17:28:13 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D5E372.uA@watserv3.uwaterloo.ca>
Source record: 27123

In article <1995Mar10.121923.9691@rhrk.uni-kl.de>,
Uwe Seimet <seimet@rhrk.uni-kl.de> wrote:
stuff deleted
>Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.

Are all of the above commercial packages? If so, is there any PD alternative?
>
--
Art
atwareck@novice.uwaterloo.ca

1107. HD+TopLink+M-ST1 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 18:49:54 UTC
From: Antoine Martin <am14@doc.ic.ac.uk>
Message-ID: <3k244i$ep9@frigate.doc.ic.ac.uk>
Source record: 27136

I can't format my QUANTUM ELS127S from my Mega-ST1 using the TopLink adaptor.
Here is what works:
_ The drive (I've been using it on PCs/MACs/FALCONs, it has been formated/partitionned many times without any problem). It doesn't have any bad sector.
_ The Mega-ST1 seems to work, at least with floppies.
Here is the problem:
I can't run programs from the hard-drive (formated with my falcon), programs crash, files written are corrupted (they appear in the directory but their contents is usually corrupted: cross linked files wrong file size, the FAT is usually a mess after a few write attempts)
So i decided to reformat the Hard drive with HDX 5.xx (last version) but it says "Cannot format... Check connections" (Of course connections are OK, I have tried with and without terminator).
Then i took scsitool and tried to format it again: the format process works but when it gets to the partitionning the program gives an error (something like sector -1...).
Then i tried to read the previous partitions i had (i thought this wouldn't work as the drive was supposed to be formatted) and it worked... The files and directories were still there. Tough.
It looks like the drive refuses to format !
My question is: Where does this come from ?
Could it be the toplink adaptor ?
"It's only mistery and i like it...", I Don't.
I need to use this machine for my work !
Any help appreciated.

Antoine Martin

1108. Supra Express series modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 19:03:20 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D5E7LL.H1K@freenet.carleton.ca>
Source record: 27127

Supra has a new, low-cost 14.4k fax/data modem, called the express series. Supra manages to save some cash by eliminating th external Power supply. Instead, the moem connects in series with the mac, or IBM keyboard connector.

Could some hack be done to allow the Mste internal power supply to drive the modem? What voltage is an IBm keyboard (+5?). Is the mega Ste keyboard running at the same voltage, and could an approipriate adapter be constructed to power the modem? (they are retailing at $138 CA, which is $30 cheaper than the next best deal I could find on an external 14.4k fax/data modem). Also, if this were done, could the Power supply on the Mste handle the extra load?

Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

1109. Re: //The Best Modem for 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 21:39:00 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.3O&kBNN_I6A@icon.pp.se>
Source record: 27128

In <b7c_9503100030@sherwd.fidonet.org>, Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
> In a message of 27 Feb 95 19:38:40, Jayson Entao wrote:
> > the ol' ST. Is there anyone who can tell me a good brand of modem for the
> > 1040? I think I need at least 14.4k speed. Preferably used.
> Stay away from Zoom and US Robotics - otherwise, you should be all right.

I don`t know about Zoom, but the statement about USR is not correct.
USR makes great modems and I can highly recommend their Courier-
line.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it's not a job for soldiers, but only soldiers can do it!"|

1110. XtraRAM Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-13 22:14:01 UTC
From: nickf@cadence.com
Message-ID: <NICKF.95Mar13141401@fleet.cadence.com>
Source record: 27119

I'm looking for a little info. about the Marpet XtraRAM kit for an STFM...

I have one of the above installed and its populated to 2Mb. It's the board with the fixed DRAM devices, not the one which uses SIMMS. From memory (I haven't opened my ST recently) I seem to recall that the PCB has slots for additional devices. Could someone tell me, is it simply a case of adding these to upgrade the board to 4Mb. or is some extra work required.

If I can simply upgrade this board has anyone any suggestions as to where I can obtain the appropriate DRAM devices (preferably in the U.K.)?

Any advice about this would be really appreciated.

Thanks in advance.

Nick.

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167

1111. STOS+Rs232

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 07:34:14 UTC
From: dennisr@melb.arcsystems.com.au
Message-ID: <9503140730.AA25600@dinah.melb.arc>
Source record: 27129

Greetings,

Can somebody tell me the TRAP call (or whatever), that
I need to be able to set the parameters of the serial
port (i.e baud, parity, etc).

Many thanks

Regards
Dennis R
dennisr@arcsystems.com.au

P.S Note the return address. The From: field on this message may be suspect.

1112. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 08:46:32 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1403950846320001@ngalm099.gal.nt.com>
Source record: 27130

In article <D5E372.uA@watserv3.uwaterloo.ca>, atwareck@novice.uwaterloo.ca
(Art Twarecki) wrote:

> >Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.
>
> Are all of the above commercial packages? If so, is there any PD alternative?

HDDRIVER & HuSHI are (not sure about hdpSTACK).
You can use Atari's AHDI with Minixfs (I have a 115 meg partition), which
should be available in umich.

AHDI is not a good as the above drivers though, they allow features like
bigger (>128 Meg on TOS 1.04) They are still supported & updated, which is
a big plus.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1113. Internet on LAN for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 09:55:20 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950314103359.17845A-100000@bull.mimuw.edu.pl>
Source record: 27132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have an idea if is it possible to connect F030 to Internet via LAN port and how to do that? In my mind it is possible. I just have to find system connected to Internet with the LAN port and with apriopriate software (comm protocols for LAN). Then I have to look for the same software for my F030 and I' at home (I meen in Internet :). Can anyone tell me something about this problem?

regards,

Simon.

1114. Re: Linux 0.9 PL 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 10:05:37 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3k3pph$e0q@infa.central.susx.ac.uk>
Source record: 27135

In article <3jv4uq$o8j@melimelo.enst-bretagne.fr> Dust in the wind (marques@enst-bretagne.fr) wrote:
: I have recompiled the kernel on my Falcon and it works fine.

: David.

: PS: no reply, I don't post with my user-account

If it works and will allow IDE access maybe you could upload it somewhere for all those of unable to compile a kernel or use one of the existing ones. I myself cannot get any kernel which like my IDE drive.

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central
- ATARI Falcon030 4/65 IDE/FPU ----------

1115. Swapping TOS chips

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 10:06:14 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3k3pqm$b9j@lyra.csx.cam.ac.uk>
Source record: 27131

I have a STFM with TOS 1.4 and a Mega ST with TOS 1.2. I know TOS comes
on either 2 or 6 chips, but I haven't looked at what these two have yet.

Is it possible to just swap the chips over?
Do they have to have the same number of chips?
Anything else I should know before I try it? :)

Thanks for any help,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

A penny saved is ridiculous

1116. Re: Euro STE with USA TV?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 10:31:30 UTC
From: richcsst@crash.cts.com
Message-ID: <D5FEKJ.p8@crash.cts.com>
Source record: 27133

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: is it possible to use a European STE in the United States with an
: NTSC television?
: I'm just wondering, since I might move over to the US, and bring my STE
: with me which of course has PAL output?
: I'm open for any suggestion, like using the monitor output/external RF
: modulator or something.

: Hallvard

Probably not. NTSC uses 60 fields per second interlaced, each field with 212.5 lines, for a total of 525 scan lines. PAL, uses 50 fields per second interlaced, each field with 300 scan lines, for a total of 600 scan lines. Also, PAL uses a higher colorburst frequency. So, you MAY get your video on the TV, provided it has a high tolerance for verticle frequencies. However, you will NEVER get color on it. My suggestion to you is to purchase a color monitor. It will work. OR! Bring a PAL TV set with you to use as a monitor. You can pick up a 120 to 220 volt adapter at most stores, including Radio Shack (same as Tandy Electronics).

If you choose to use a US TV, then get a utility to change the verticle frequency of your computer to 60Hz. That will make the PAL signal easier to cope with on a NTSC television, but still only in black and white.

Good luck!

Rich

1117. Re: Linux 0.9 PL 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 11:42:23 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Mar14.114223.6821@alder.cc.kcl.ac.uk>
Source record: 27143

>
> LINUX 0.9 PL 5
>
>
> Reply to: Dust in the wind
> 12 Mar 1995 15:45:30 GMT
> Ecole Nationale Superieure des Telecommunications de Bretagne
> Newsgroups:
> comp.sys.atari.st.tech
> Reply to newsgroup(s)
> I have recompiled the kernel on my Falcon and it works fine.
>
> David.
>
Does it work with both IDE and SCSI drives at the same time?

Keith.

1118. Re: Hard disk question....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 14:43:13 UTC
From: alan@browns.co.uk
Message-ID: <795192193snz@browns.co.uk>
Source record: 27138

In article <D59Co2.MD7@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> In message <794833696.4@cs.york.ac.uk>, jat@unix.york.ac.uk said:
> > Is it at all possible to share a single hard disk between two Atari
> > STs? I've heard from people who use the same SCSI disk for computer
> > and sampler, so I wonder if it's possible with Ataris. Obviously disk
> > accesses would have to be non-simultaneous, but apart from that....?
>
> Yes - but not at the same time.
>
> You might be able to hook up some sort of manual switch box - but I just
> switch the leads around (not while the machines are on of course).
>
> If you want to be able to have both machines on at the same time and share it
> like that - then I don't think its possible. Most Atari SCSI host adaptors
> can't cope with having another computer on the SCSI bus AFAIK.
>
> You could try networking the computers - but there isn't a really good
> solution to this yet.

Now, by the sound of it, I am using a similar setup to John with separate sampler ST and sequencer and was intending on getting MIDINET from System Solutions - using parallel ports as the connections.
Are you saying that this will not provide a satisfactory 'network' for accessing one drive between 2 computers or hadn't you heard of MIDINET??

> Roland.
>
> @ciX
>
>

Midinet is supposed to connect via serial parallel or MIDI and connect several ataris for around 50 If anyone can shed more light on midinet I would be very grateful as it MAY solve many problems.

Thanx
--
Alan Mathers

1119. Re: IDE hard disk board info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 15:34:08 UTC
From: firefox@byron.apana.org.au
Message-ID: <3k4d23$bs1@hack.byron.apana.org.au>
Source record: 27134

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: I'm planning to build the IDE interface feautured in the German magazine
: C't. Has anyone built this before? Can I use it with my STE (if I redesign
: it for PLCC sockets?

: Hallvard
Hi Hallvard

I have the same interface and a IDE HD but its running off a STFM.
Ive tryed to get it to work on my STE but the STE only will except SSCI.
Ill be very careful as you have to muck around with the MMU and the TOS
which could stuff you STE up for good.
The best bet would be yo go for a SSCI with the HOST apt.
I would not go for IDE as you cant run a CD ROM off it and tape drive.
I hope this helps you,best of luck.

Mike

1120. Re: WD1772/high density circuit questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 16:20:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCOQDEXUUP@galaxy.teuto.de>
Source record: 27137

In <3jvv0m$r4h@hasle.oslonett.no> Hallvard Tangeraas wrote:

>I read in an article in "ST Format" that it was pin no.8, but from an (unclear)
>copy it seems like it's pin no.18 instead. Fill me in someone- which pin is it?

It IS pin #18.

>And while I'm at it, does anyone know if pin 22 of the ribbon controller is
>standardized as containing the density detect signal?

No idea. TOS 2.06 doesn't need HD-detect. It tries with 8 mhz and if this
fails, switches to 16 mhz.

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

1121. Re: Linux 0.9 PL 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 17:58:18 UTC
From: bjgrier@bnr.ca
Message-ID: <3k4lfq$dmv@brtph500.bnr.ca>
Source record: 27139

In article <3jv4uq$o8j@melimelo.enst-bretagne.fr>, marques@enst-bretagne.fr (Dust in the wind) writes:
|> I have recompiled the kernel on my Falcon and it works fine.
|>
|> David.
|>
|> PS: no reply, I don't post with my user-account
|>

If you compiled the kernel on your Falcon could you please post or email me your gcc setup. I am having a problem getting this compiled on my TT.

Brian

1122. Re: Fixing the Flicker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 18:21:28 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <3k4mr8$kq4@bastion.nmrc.ucc.ie>
Source record: 27140

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I recently installed VI.PRG (screen enhancer) to give my Falcon a larger
: visible screen. Hoever the screen now flickers quite badly.

: Is their any way to fix it?

: System: f030 with Colour SVGA (interlace).

: I beleive there is some kind of hardware upgrade to aviod this problem?

The hardware versions of BlowUp 030 and ScreenBlaster have faster pixel clocks so these should give higher resolutions without interlacing.

Aidan.

1123. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 20:34:11 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D5G6Gz.9Ao@watserv3.uwaterloo.ca>
Source record: 27142

In article <gigxr01-1403950846320001@ngalm099.gal.nt.com>,
Gerry O'Rourke <gigxr01@nt.com> wrote:
>In article <D5E372.uA@watserv3.uwaterloo.ca>, atwareck@novice.uwaterloo.ca
>(Art Twarecki) wrote:
>
>> >Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.
>>
>> Are all of the above commercial packages? If so, is there any PD alternative?
>
>You can use Atari's AHDI with Minixfs (I have a 115 meg partition), which
>should be available in umich.

So AHDI supports the XHDI specification? If I recall correctly the XHDI spec
indicate that there should be a 'XHDI' cookie, which I do not get using AHDI.

--
Art
atwareck@novice.uwaterloo.ca

1124. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 20:39:30 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.795213570@maxine>
Source record: 27141

Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:

>Some drives will not work. The Seagates almost always do (slow though they
>are), but my Maxtor 213s will not. It must be SCSI-1 and not Fast SCSI-2, and
>parity must be disabled (which means most Quantum drives won't work, because
>they require parity to be disabled in software - with a host adapter that
>supports parity).

I guess that rules out large capacity drives.. they're typically
SCSI2. I think my Maxtor 345 is a SCSI1.. it's pretty old.
Unfortunately, I can't take as many drives home to play with and
evaluate on my system as I'd like to. And it's mighty tempting to
check out a Baracuda. They're quite fast!

I've been hoping someone would develop a replacement internal host
adapter for the Mega STe with a couple meg of caching and support for
SCSI2 or WideSCSI. At LEAST it should support multiple drives.. which
I understand is not possible with the internal adapter.

Michael

--

Michael H. Smith
Intel Corp.
** Opinions expressed are my own **

1125. vme ethernet card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-14 23:27:43 UTC
From: c3055@rsls4
Message-ID: <3k58pfINN23q@rrzs3.uni-regensburg.de>
Source record: 27144

how much is an vme ethernet card?
is there any way to make a standard ethernet card a vme e.c.?

--
"No, I don't have a gun"
Kurt Cobain, Come as you are

1126. what kind of SIMMS in STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 01:11:01 UTC
From: hallvart@oslonett.no
Message-ID: <3k5er5$6v4@hasle.oslonett.no>
Source record: 27151

What kind of SIMM chips are to be used in the STE?
If I go into a store that sells stuff for PCs, what do I
ask for when I want to expand the memory of my STE?
I need 1MB SIMMS, but there are many different types, aren't there?

Hallvard, Oslo, Norway

1127. Re: Euro STE with USA TV?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 02:04:20 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <BAyY+I8.mindbomb_bbs@delphi.com>
Source record: 27145

Hallvard Tangeraas <hallvart@oslonett.no> writes:

>is it possible to use a European STE in the United States with an
>NTSC television?
>I'm just wondering, since I might move over to the US, and bring my STE
>with me which of course has PAL output?
>I'm open for any suggestion, like using the monitor output/external RF

When I moved here from the UK, I brought along my old 520ST - although I no
longer use it (replaced by a Mega & an STe), it will almost work...

Limitations are: No sound output via the TV you are using.
: Picture rolls (unless said TV has a vertical hold and)
: (not the modern auto-tuning.)
: No color - output is black and white (shades).

As you can see, its a pain, but it does work and once you are here you can
pick up a used SC1224 or SM124 for around $50 via this network! :)

There may be a way to solve these problems, but the monitor is by far the
best solution, and the picture is *SO* much better.

Cheers, Andy

1128. Monitor & Jag (III)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 06:16:38 UTC
From: haines-jeremy@cs.yale.edu
Message-ID: <3k60o6INN2m3@JAGUAR.ZOO.CS.YALE.EDU>
Source record: 27162
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Thanks for all of the responses to my last message...I now have a
cable between the SC1224 and the Jaguar that MOSTLY works. I was hoping
that I could get some advice about fixing these two problems:

o The monitor needs Hsync and Vsync inputs, but the Jaguar only
seems to have Hsync and composite sync outputs. With the
Hsyncs attached to each other, and the Jaguar's Csync
attached to the monitor's Vsync, I get a decent picture, but
I have to stabilize the Vhold every time I turn the Jaguar
off and on again. Any way to handle this?

o The audio in the monitor works fine, until I attach the video
portion...then the sound stops. Can't figure this one
out...I have the audio and audio ground lines attached
appropriately...the Jaguar doesn't cut off audio output when
a monitor is attached, does it?

Also, the current picture is pretty dark, though I hear that the
older SC1224's have dark pictures in general...any way to fix that?

Thanks in advance...and please respond to me in email.

- Jer

"Now therefore kill every male among the little ones, and kill every woman
that hath known a man by lying with him. But all the women children that have
not known a man by lying with him, keep alive for yourselves."

- Numbers 31:17-18, the "Lord" speaking to Moses

1129. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 07:48:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar15.074858.22191@rhrk.uni-kl.de>
Source record: 27157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
>order to have a Minix file system for Mint.
>But it refuses to initialize it ! As the size of my partition is 170Megs, I
>wonder if MinixFS can work beyond the 32Megs limit.
>Any clue ?

With big partitions under Minix you might need an XHDI compatible hard disk
driver like HuSHI or HDDRIVER. There is some information about this in the
MiNT documentation. Didn't you read this yet?

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

1130. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 07:52:17 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar15.075217.22429@rhrk.uni-kl.de>
Source record: 27158

atwareck@novice.uwaterloo.ca (Art Twarecki) writes:

>So AHDI supports the XHDI specification? If I recall correctly the XHDI spec
>indicate that there should be a 'XHDI' cookie, which I do not get using AHDI.

No, AHDI doesn't support XHDI. Please take a look at the MinixFS documentation.
There are some notes on MinixFS and why an XHDI compatible driver might be
required.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1131. Re: RGB on atari st?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 07:54:00 UTC
From: bill.morgan@equinox.org
Message-ID: <9503180015402309@equinox.org>
Source record: 27146

From: chaos@oo.com (chaos)

> Anyways, i own 2 CGA monitors, an apple GS RGB moniotr, and a
> commodore monitor. (the kind with color composite and RGB built it) can
> any of these monitors be converted to be used for my atari ST? do they

I once hooked up an Amiga monitor with the RGB/Composite ports to
a 1040STF. Going by the RGB pinouts, everything worked out fine.
Everyonce in a while, the vert-sync would get out of sync though.

Some ST computers have the capability to send the audio/video
to a composite monitor. Might not look to clear, but a whole
lot easier to connect.

1132. [Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 08:10:14 UTC
From: jhh@cwi.nl
Message-ID: <jhh.795255014@news.cwi.nl>
Source record: 27147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently read somewhere that some CD-ROM players allow reading audio-CD data digitally through the SCSI interface. I couldn't find an answer in the FAQ, so maybe someone out here knows
- which CD-ROM players allow this (and also allow Photo-CD reading, and is dual -- maybe even quadruple -- speed).
- the drive should be external (and SCSI off course): or is there an easy way to install an internal, or even IDE, CD-ROM to a Falcon (can you convert IDE to SCSI?)
- which driver I need for this on my Falcon 4/65
- how much I should expect to pay for the drive...
I realize, quite a lot of questions. If you have answers to some of them, it would help me lot.

Thanks in advance,

JaHe

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

1133. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 08:48:22 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1503950848220001@ngalm099.gal.nt.com>
Source record: 27148

In article <D5G6Gz.9Ao@watserv3.uwaterloo.ca>,
atwareck@novice.uwaterloo.ca (Art Twarecki) wrote:

> In article <gigxr01-1403950846320001@ngalm099.gal.nt.com>,
> Gerry O'Rourke <gigxr01@nt.com> wrote:
> >In article <D5E372.uA@watserv3.uwaterloo.ca>, atwareck@novice.uwaterloo.ca
> >(Art Twarecki) wrote:
> >
> >> >Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.
> >>
> >> Are all of the above commercial packages? If so, is there any PD
alternative?
> >
> >You can use Atari's AHDI with Minixfs (I have a 115 meg partition), which
> >should be available in umich.
>
> So AHDI supports the XHDI specification? If I recall correctly the XHDI spec
> indicate that there should be a 'XHDI' cookie, which I do not get using AHDI.

Actually, I was confirming the use of AHDI with Minixfs, I did not mean to
imply that AHDI supports XHDI. I believe AHDI came out well before XHDI.

As there are probably no more official releases of AHDI on the way from
Atari Corp, it would make sense to use a newer hard disk driver to get
more features
and the XHDI drivers sure provide these.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1134. Re: WD1772/high density circu

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 09:20:00 UTC
From: bill.morgan@equinox.org
Message-ID: <9503180015402308@equinox.org>
Source record: 27149

From: hallvart@oslonett.no (Hallvard Tangeraas)

> I read in an article in "ST Format" that it was pin no.8, but from an (un
> copy it seems like it's pin no.18 instead. Fill me in someone- which pin

According to the text that I have (for a tos 1.0 stf 1040):

Pin number eighteen is CLK. Clock frequency is eight Mhz.
Pin number eight is DAL 3. Data Access Line #3.

1135. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 09:20:00 UTC
From: bill.morgan@equinox.org
Message-ID: <9503180015402307@equinox.org>
Source record: 27150

From: john@albemuth.equinox.gen.nz (John Collis)

> Another question for any Gurus out there. It strikes me that the DMA
> problem must be related to the chip heating up, or there would be errors
> immeadiately you booted, not just after an hour or so. A friend
> suggested therefore that maybe a mini cooling fan (like those for
> processor chips) on top of the chip my be a kludgy but effective fix!!

On my spare 1040STf, I have hard drive write problems. I tried moving the DMA chips from a good ST to the bad in an effort to troubleshoot.

With the "good" chips installed onto the "bad" motherboard, I still had write problems. The "bad" ST would work fine for around fifteen minutes then the write errors would kick in. I would have to powerdown the "bad" ST for around 30 minutes for it to write.

Don't know if the information is any help at all, but it sounded related. The write problems started at the same time I installed a "tweety" sound board many years back. Since the machine became unreliable, it and the sound board have been packed up in a closet ever since. The sound board piggybacked onto the Yamaha YM2149F chip. Even though the sound functions worked fine on the closeted ST, you might want to check that chip and any related circuitry?

1136. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 10:27:41 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1995Mar15.102741.9875@nomina.lu.se>
Source record: 27152

In article AA644EE0mrn@albemuth.equinox.gen.nz, john@albemuth.equinox.gen.nz (John Collis) writes:
> Actually the most awkward problem I probably have, is that the DMA chip
> is not in a socket but surface mounted on the board. Removing it and
> replacing with a socket is rather fiddly and my own soldering skills are
> not really up to the job. :-((
I've done it. I soldered in a socket and I think that's the best way. I had to get 2 chips before I could make it work and, boy, was I glade to have a socket!

>
> Another question for any Gurus out there. It strikes me that the DMA
> problem must be related to the chip heating up, or there would be errors
> immeadiately you booted, not just after an hour or so. A friend
> suggested therefore that maybe a mini cooling fan (like those for
> processor chips) on top of the chip my be a kludgy but effective fix!!
> Any comments??
In my case the problem was there even if the computer was started the first time for the day (cool) so I don't think a fan will help. But then again, that's how it was for me.

/PO
~~~~~~
pi92pob@pt.hk-r.se | Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 | S-372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

1137. Re: STOS+Rs232

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 11:25:27 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3k6ir7$8lf@m1.cs.man.ac.uk>
Source record: 27153

In article <9503140730.AA25600@dinah.melb.arc>, dennisr@melb.arcsystems.com.au ("Dennis Remmer Bris") writes:
|> Greetings,
|>
|> Can somebody tell me the TRAP call (or whatever), that
|> I need to be able to set the parameters of the serial
|> port (i.e baud, parity, etc).

Use the command TRAP 14,15,.... to set the parameters. For more detail, check out my STOS Q&A page -

http://www.cs.man.ac.uk/~jacquesa/STOS.html

Hope this helps,

Anthony

1138. Re: Hard disk driver question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 11:53:29 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3k6kfp$iav@hpscit.sc.hp.com>
Source record: 27154

```
Pim Borst (borst@cs.utwente.nl) wrote:
: This weekend I installed a second hard disk in my Megafile 30.
: The problem is that the AHDI driver only recognizes the first
: drive. Are there drivers around that do look for the second
: unit?

CBHD does, and I think HDDRIVER also has this kind of extension.

--clausb@hpbeo79.bbn.hp.com------------------------------------------------
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>-----------------------------------------------
```

1139. 1772/AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 13:03:21 UTC
From: stl@sn2.ee.umist.ac.uk
Message-ID: <3k6oip$pe0@yama.mcc.ac.uk>
Source record: 27155

Hi,

I have to replace a 1772 disk controller on a machine (not ST), but these
aren't available.

I've heard about the Atari AJAX device, and so I've thought about
replacing the 1772 with one of these, so I have a couple of questions.

Is the Ajax a direct replacement for the 1772?
Are there any compatability problems (ie will AJAX only do certain formats
whereas the 1772 is more controllable?)
What price am I likely to pay for one?
Where can I get data sheets?
Who's likely to be a good supplier for a one-off?

Many thanks,

Stuart.

Stuart Tyrrell |
stl@sn2.ee.umist.ac.uk | Delete sig?
Room MB/A19F, UMIST, PO Box 88, |
Manchester M60 1QD. Tel 0161-200-4714 | Cancel No Yes Quiet

1140. Re: Info needed:graphic cards for STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 13:26:21 UTC
From: lais@cs.man.ac.uk
Message-ID: <3k6ptt$bog@m1.cs.man.ac.uk>
Source record: 27156

In article <b7a_9503100030@sherwd.fidonet.org>,
Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
|> In a message of 27 Feb 95 03:51:16, Leech!@#$ wrote:
|>
|> L> From: jfergie@xmission.xmission.com (Leech!@#$)
|> L> Newsgroups: comp.sys.atari.st.tech
|> L> Organization: XMission Public Access Internet (801 539 0900)
|> L>
|> L> : |> Are there any graphic cards around for the Atari STE (not the Mega
|> L> STE)?
|> L>
|> L>
|> L> : Titan Designs in the UK had a version of their Reflex board
|> L> : which would go into a standard STE using an L-shape CPU adaptor,
|> L> : into which the actual board would plug. Since the standard STE
|> L> : case is so small, you need to cut a big slot for the card in the
|> L> : back.
|> L>
|> L> : S.Lai
|> L>
|> L> : P.S. The Reflex boards are fully GEM compatible.
|> L>
|> L> Hmmm? Well in my case I have the same question except that I DO
|> L> have a Mega STe. I would also need mailing addresses as to where I can
|> L> mail order the Graphics card, seeing as how the only atari dealer I know
|> L> of around here has moved so that it's now a four hour drive to get to
|> him.
|>
|> Please post whatever you find out - I have the Mega Mutant STe in a
|> SuperServer
|> tower, so there's no lack of space - only a lack of graphics.

ssolutions@cix.compulink.co.uk

for a:

MATRIX TC1208E 32-bit TrueColour VME @ 999GBP

S.Lai

1141. Re: 1772/AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 15:38:34 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3k71lq$iav@hpscit.sc.hp.com>
Source record: 27159

Stuart Tyrrell (stl@sn2.ee.umist.ac.uk) wrote:
: Is the Ajax a direct replacement for the 1772?

Yes.

: Are there any compatability problems (ie will AJAX only do certain formats
: whereas the 1772 is more controllable?)

No.

: What price am I likely to pay for one?
: Where can I get data sheets?
: Who's likely to be a good supplier for a one-off?

???

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

1142. Re: Linux patch level 5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 15:49:14 UTC
From: rousseau@cnam.fr
Message-ID: <3k729q$a58@sheckley.cnam.fr>
Source record: 27160

In article <078_9503090649@centron.com>, Nicholas.Flintham@adlib.centron.com (Nicholas Flintham) writes:
>Has anyone got this new version working on a Falcon ?
>I tryed it the other night with the ataboot0.5.gz or whatever it is called
>and it doesn't seem to work. I have tryed using the command line
>root=/dev/hda3 which worked with a previous version but all I get when I
>try this now is booting linux and then the computer hangs up on me.
>If I try just loading to ramdisk image file with the command line
>-r filesys.img I get a corrupt screen with lots of colour on it and then it
>just hangs again.
>Anyone with any ideas for me about what I may or may not be doing wrong
>please e'mail me at cju920@heaton.unn.ac.uk or just post the answer here.
> Thanks in advance
> Flinny.

The kernel has a problem on Atari machine.
David Cure has recompiled it just for Atari (no more Amiga stuff in it).

You can get it on ftp.cnam.fr:/pub/Atari/Linux/vmlinux.gz

Ludovic Rousseau ftp-admin of ftp.cnam.fr:/pub/Atari
Ludovic.Rousseau@cnam.fr
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

1143. Request MIDI based piano tutor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 16:05:10 UTC
From: "Ian D"
Message-ID: <3k737m$no3@io.salford.ac.uk>
Source record: 27161

Does anyone know of a MIDI Based Piano Tutor for the ST.

preferably shareware/PD, that...
Displays musical notes on the screen as I play a midi keyboard,
Displays random musical notes hence testing me via my midi keyboard (in real time).

1144. Re: Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 16:44:02 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D5HqHE.CFz@watserv3.uwaterloo.ca>
Source record: 27163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jhh.795255014@news.cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>- the drive should be external (and SCSI off course): or is there an easy way
> to install an internal, or even IDE, CD-ROM to a Falcon (can you
> convert IDE to SCSI?)

There is an easy way to use internal devices with the Falcon, although you cannot have them inside the Falcon. I use a separate mini-tower case to hold my SCSI devices--you can pack in whatever you wish: HD, CD-ROM, tape backup, etc.. You only have 1 cable running to the tower case (SCSI cable), and of course the tower case has an internal power supply for all devices.

--
Art
atwareck@novice.uwaterloo.ca

1145. Diagnostics Software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 19:09:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3k7e17$6es@dux.dundee.ac.uk>
Source record: 27164

I am looking for some diagnostics software to check the
hard disk, cpu, memory etc.

I am not after software which simply tells me the speed of
these items etc. It must be able to tell me if and where
faults lie.

Its just that my system hasn't been working properly lately.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1146. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 19:25:40 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCPUCCAIUP@galaxy.teuto.de>
Source record: 27165

In <D5E372.uA@watserv3.uwaterloo.ca> Art Twarecki wrote:

>>Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.
>Are all of the above commercial packages? If so, is there any PD alternative?

Not that I would be aware of ...

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

1147. Re: Fixing the Flicker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 20:01:30 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D5HzMI.6tH@cix.compulink.co.uk>
Source record: 27166

In message <3k06gb$1v0@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>I recently installed VI.PRG (screen enhancer) to give my Falcon a larger
>visible screen. Hoever the screen now flickers quite badly.
>
>Is their any way to fix it?
>
>System: f030 with Colour SVGA (interlace).
>
>I beleive there is some kind of hardware upgrade to aviod this problem?

There is now an internal Screenblaster (from Compo) which is cheaper than the external version BUT it involves soldering. The only other hardware upgrade I know of involves adding an accelerator board, I can't remember the name, but it's sold in Germany and it involves at least 2 hours of work to install, even if you know what you're doing.

Phil.

1148. MagiC & Lattice C bug

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 21:47:03 UTC
From: rm03@ic.ac.uk
Message-ID: <3k7n8n$9b0@oban.cc.ic.ac.uk>
Source record: 27167

I just bought myself MagiC 2.01 and I'm very pleased with it, but it has problems with Hisoft's Lattice C editor/shell program - Trying use the hierarchical menus causes the whole system to crash. I vaguely remember somebody mentioning that a patch is available, so could someone please tell me where I can get hold of it? (and/or email me a copy, if you feel particularly generous.)

Thanks in advance...

BTW, I despite this problem, I would recommend MagiC to anybody who wants to give their ST a new lease of life.

-- Robert Mellish ([U]AA & YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`She's faking it.' [8f22]

1149. NEC CDR-83J CDROM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-15 22:12:54 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <ce3_9503160131@sherwd.fidonet.org>
Source record: 27171

In a message of 07 Mar 95 18:24:24, Mickey Boyd wrote:

MB> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
MB> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
MB> Organization: Florida State University Department of Mathematics
MB>
MB> Anyone out there have a NEC CDR-83J SCSI single-speed CDROM connected to
MB> their ST? Is there any reason why this unit would not work, given an ICD
MB> host adaptor and ExtendDOS? I have an opportunity to purchase one for
MB> $60 used, but all I know about it is the model number. Does it require a

Mickey, I have the NEC CDR-25BJ - and it will work with the ICD AdSCSI or Link,
but not the original ICD HA. I don't know the details of the 83J, but I
imagine you'll get similar results.

###
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn
###

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

1150. STE :Printer Port Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 04:55:26 UTC
From: dac@pta.pyramid.com.au
Message-ID: <3k8gbu$4q3@pta.pyramid.com.au>
Source record: 27176

Hi Folks,
I've been trying to get a printer going on my STE but with
little success. The printer is an Apple Imagewriter and I know the connections
are fine as my breakout box tell me so :) The question I guess then is
Has any one ever used and Imagewriter on an Atari? Do they work together?

I am under the impression that the Atari is 7 bit on the printer output whilst
the Imagewriter wants 8. Could someone confirm this for me!!! Perhaps post
a spec on the port.

Cheers,
David, All I wanna do is print a little some, Clark

1151. Re: Monitor & Jag (III)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 07:15:46 UTC
From: Marco.Schmitz@mail.in-kiel.de
Message-ID: <Marco.Schmitz-2708561239420001@193.174.3.16>
Source record: 27172
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3k60o6INN2m3@JAGUAR.ZOO.CS.YALE.EDU>,
haines-jeremy@cs.yale.edu (Jeremy Haines) wrote:

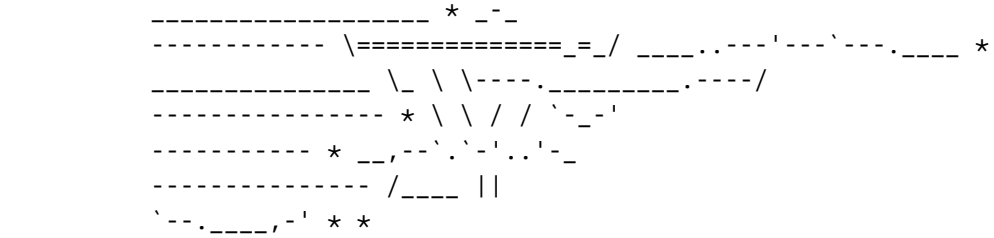
> Thanks for all of the responses to my last message...I now have a
> cable between the SC1224 and the Jaguar that MOSTLY works. I was hoping
> that I could get some advice about fixing these two problems:
>
> o The monitor needs Hsync and Vsync inputs, but the Jaguar only
> seems to have Hsync and composite sync outputs. With the
> Hsyncs attached to each other, and the Jaguar's Csync
> attached to the monitor's Vsync, I get a decent picture, but
> I have to stabilize the Vhold every time I turn the Jaguar
> off and on again. Any way to handle this?

>
> Also, the current picture is pretty dark, though I hear that the
> older SC1224's have dark pictures in general...any way to fix that?
>
> Thanks in advance...and please respond to me in email.
>

Hi
Please post it in this area too, because my SC1224 and Jag have the
same Vhold problems.

Thnx,
Marco

--
Toppoint e.V. Kiel
Marco Schmitz, 24143 Kiel Phone: +(49)431 736862
E-Mail: lemming@toppoint.de



1152. Re: Hard disk driver question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 08:04:16 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar16.080416.12102@rhrk.uni-kl.de>
Source record: 27168

borst@cs.utwente.nl (Pim Borst) writes:

>This weekend I installed a second hard disk in my Megafile 30.
>The problem is that the AHDI driver only recognizes the first
>drive. Are there drivers around that do look for the second
>unit?

Yes, there are. CBHD and HDDRIVER support this.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1153. Re: Internet on LAN for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 11:21:52 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950316121719.25880B-100000@bull.mimuw.edu.pl>
Source record: 27169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 15 Mar 1995, Christer Gustavsson wrote:
> In article <Pine.BUL.3.90.950314103359.17845A-100000@bull.mimuw.edu.pl> you write:
> >Does anyone have an idea if is it possible to connect F030 to Internet via
> >LAN port and how to do that? In my mind it is possible. I just have to
> >find system connected to Internet with the LAN port and with apriopriate
> >software (comm protocols for LAN). Then I have to look for the same
> >software for my F030 and I' at home (I meen in Internet :). Can anyone
> >tell me something about this problem?
> >
> With MiNT + MintNet you could have a really nice system :-), with all kinds
> of daemons (ftpd, telnetd, httpd, rlogind, ...). Someone whispered that there
> is a lan-port driver for MiNT somewhere, but I haven't seen it myself.
>
Thx a lot, but the software is the easy part (in my mind) and the problem
could be with the server hardware. Could it be a LAN adapter for
oridinary PC (are they expensive?), or may be I can connect my F030 to
any big system (DEC/SUN/HP/MC...) via Falcon LAN?

regards,

Simon.

1154. Re: what kind of SIMMS in STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 12:41:48 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3k9bmc$60n@eplet.mira.net.au>
Source record: 27178

All you need is industry standard 30 pin 1meg boards.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

1155. Re: sm124 diagrams?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 15:52:44 UTC
From: q07@aixterm5.urz.uni-heidelberg.de
Message-ID: <3k9msc$98j@sun0.urz.uni-heidelberg.de>
Source record: 27170

Hello Stephen,

you can find the diagrams of one SM124-Version (i guess it's
the one without mains transformer but with switching power supply)
at:
faui43.informatik.uni-erlangen.de
/mounts/epix/public/pub/atari/applications/dtp/clipart

and gundel.zdv.uni-mainz.de
/pub/atari/TU-Clausthal/programming/docs/hardware

sm124.lzh

I've scanned the other version, but in a high resolution, so
it's very big (about 3 M).
If you're in need, i can make it ftp-accessable.

Yours,
Thomas.

1156. Re: WD1772/high density circuit questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 16:18:54 UTC
From: rincewind@discworld.oche.de
Message-ID: <2f6883a848e3363@discworld.oche.de>
Source record: 27173

Hallvard Tangeraas (hallvart@oslonett.no) wrote:

HT>I read in an article in "ST Format" that it was pin no.8, but from an (unclear)
HT>copy it seems like it's pin no.18 instead. Fill me in someone- which pin is it?
HT>And while I'm at it, does anyone know if pin 22 of the ribbon controller is
HT>standardized as containing the density detect signal?

FDC:
GND - 14
VCC - 15
CLK - 18

You should not need other signals from the FDC, only (maybe) the drive select
lines from the PSG.

If you mean the ribbon cable (not controller), then pin 2 is usually used for
the HD-Signal. Beware that there are some drives which will drive the HD line
no matter if they are seected via DS or not.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

1157. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 18:30:29 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar16.183029.26662@rhrk.uni-kl.de>
Source record: 27184

atwareck@novice.uwaterloo.ca (Art Twarecki) writes:

>Are all of the above commercial packages? If so, is there any PD alternative?

Yes, they are all commercial.

CBHD might be an alternative but as far as I know it only supports a subset
of XHDI. The author, Claus Brod, should have more information.
Claus, I guess you're reading this group, aren't you?

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1158. power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 21:41:56 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <d02_9503170931@sherwd.fidonet.org>
Source record: 27042

In a message of 08 Mar 95 13:20:34, Douglas A. Lewis wrote:

DA> Newsgroups: comp.sys.atari.st.tech
DA> From: dalewis@cs.buffalo.edu (Douglas A. Lewis)
DA> Organization: UB
DA>
DA> Hello,
DA> It appears that the power supply on my 1040ST has died. If anyone knows
DA> where I can get a replacement for it, i'd appreciate it if you would let
DA> me know.

Best Electronics in California, or (possibly) Toad Computers in Maryland. Be
prepared to pay around $90 if you get the Best power supply.

DA> Also, can someone tell me what each of the pins (6 of them i believe)
DA> are for? (specs in case i have to build a replacement ..)

Hang on a moment... Well, no. Not at the moment. You do need a PS with +5v
and +12v, and that's all. There are 2 leads for +5v, I think, 3 for ground,
and 1 for +12v. The black leads are definitely ground. <G> I think the red
ones are +5 and the blue one is +12, but you'd better be SURE before you hook
anything up.


```
################################################################################
# Rich Tietjens aka Captain Blade * from The Captain's Lounge #
# Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org #
# STarship BBS * Quark's Holosuites * Hubworld #
# 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis #
# 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn #
# 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn #
################################################################################

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.
```

1159. Falcon floppy disk problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 21:43:48 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <d03_9503170931@sherwd.fidonet.org>
Source record: 27043

In a message of 08 Mar 95 01:48:26, Daron Brewood wrote:

DB> From: dbrewood@nest.demon.co.uk (Daron Brewood)
DB> Newsgroups: comp.sys.atari.st.tech
DB> Organization: NeST HQ
DB>
DB> Recently I've started to have problems with the 1.44mb drive on my Falcon.
DB> Symptoms include the drive saying the floppy is corrupted, or that it
DB> can't be formatted as it's write protected.
DB>
DB> This morning when I booted up both the floppy A: and B: icons were
DB> missing. On
DB> rebooting they did reappear, but operation is still unreliable.
DB>
DB> Has anyone experianced anything similar at all, or does anyone know a fix
DB> for this (without replacing the drive)?

Check the cable, Daron. They do go bad. Especially in miserable, damp climes
like England. <G>

```
###############################################################################
# Rich Tietjens aka Captain Blade * from The Captain's Lounge #
# Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org #
# STarship BBS * Quark's Holosuites * Hubworld #
# 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis #
# 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn #
# 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn #
###############################################################################

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.
```

1160. ANSI/VT100 Codes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 21:46:38 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <d04_9503170931@sherwd.fidonet.org>
Source record: 27044

APPENDIX H - ANSI-BBS ESCAPE CODES

Due to the structural differences between the screen of a PC and that of an ST, the Ansi driver in QuickBBS ST has some 'differences'...

A PC with CGA monitor can display 8 colours for foreground and 8 colours for background, whereas the ST can only display 4 each on a colour monitor. See the 'change attributes' escape sequence to see how Quick handles colours.

A PC can underline, highlight, blink and reverse text. An ST using BIOS/GEMDOS for output can only use reverse. See the 'change attributes' escape sequence.

I have not found any way of changing the scroll region X, Y, and Width for TOS output.

All escape sequences that QuickBBS ST doesn't know will be ignored. They will be sent to the user on-line.

The implementation in QuickBBS ST also has some escape sequences not found in ANSI.SYS (the Ansi driver on a PC), but which are part of X3.64, or frequently used by Unix machines.

QuickBBS ST recognises and reacts to the following escape sequences. All characters in <brackets> should be replaced, and spaces should be removed...

Name : CUU - Cursor Up
Escape : <ESC> [<n> A
Example : <ESC> [5 A

This sequence moves the cursor up <n> lines. If parameter <n> is omitted, the cursor moves up one line. The cursor will not move off the screen, nor will the screen scroll down. The cursor remains on the same column.

Name : CUD - Cursor Down
Escape : <ESC> [<n> B
Example : <ESC> [3 B

CUD is the same as CUU (cursor up), but the cursor is moved down instead.

Name : CUF - Cursor Forward (right)
Escape : <ESC> [<n> C
Example : <ESC> [8 C

This moves the cursor <n> columns to the right. If the cursor
reaches column 80, it will stay there. The cursor remains on the
same line. If <n> is omitted, the cursor moves one column.

Name : CUB - Cursor Backward (left)
Escape : <ESC> [<n> D
Example : <ESC> [7 D

Is identical to CUF (cursor forward), except that the cursor is
moved to the left, as far as the left hand side of the screen.

Name : CUP - Cursor Position
Escape : <ESC> [<y> ; <x> H
Example : <ESC> [10 ; 20 H

This escape moves the cursor to location (x,y), where X is between
1 and 80, and Y between 1 and 24. If <y> and <x> are omitted, the
cursor is moved to the top left-hand corner (1,1). The sequences

<ESC> [<y> ; <x> H
<ESC> [<y> ; <x> f
<ESC> [<y> ; <x> j

are identical, but the first is recommended.

Name : SCP - Save Cursor Position
Escape : <ESC> [s

SCP tells the Ansi driver to note down the current cursor position
for future use. If an RCP is received the cursor will be returned
to this position. The SCP and RCP escapes are not nestable.

Name : RCP - Restore Cursor Position
Escape : <ESC> [u

RCP places the cursor at the location noted down by SCP.

Name : ED - Erase Display
Escape : <ESC> [<n> J
Example : <ESC> [2 J

ED erases all or part of the screen depending on the parameter <n>.
If this parameter is omitted, it is assumed to be '0'...

<n> = 0 : The screen is erased between the current cursor
location and the lower right corner of the screen,
inclusive. The cursor doesn't move.
<n> = 1 : The screen is erased between the upper left corner
of the screen and the current cursor location,
inclusive. The cursor doesn't move.
<n> = 2 : The whole screen is erased and the cursor is moved
to the upper left corner.

The screen is cleared using the current background colour.

Name : EL - Erase Line
Escape : <ESC> [<n> K
Example : <ESC> [0 K

All or part of the current line is erased, depending on parameter <n>. The cursor is never moved by this escape. If <n> is omitted, it is assumed to be '0'...

<n> = 0 : All characters to the right of the cursor are erased.
<n> = 1 : All characters to the left of the cursor are erased.
<n> = 2 : All characters on the current line are erased.

The line is cleared using the current background colour.

Name : IL - Insert Lines
Escape : <ESC> [<n> L
Example : <ESC> [3 L

IL inserts <n> lines at the current cursor location. The current line and all lines below it are moved down. Lines at the bottom of the screen will be lost. If <n> is omitted, one line is inserted. The cursor doesn't move. The new line will be displayed in the current background colour.

Name : DL - Delete Lines
Escape : <ESC> [<n> M
Example : <ESC> [9 M

DL deletes <n> lines, starting with the current cursor line. All lines underneath the line(s) to be deleted will be moved up. New lines, in the current background colour, will appear at the bottom of the screen. The cursor doesn't move.

Name : DECSC - DEC Private, Save Cursor Parameters
Escape : <ESC> 7

This is supposed to be a DEC Private escape, but is used on other systems as well. It saves the current cursor position (like SCP), but also stores the current text attributes and colours. With DECRC these parameters can be restored. This is not implemented in ANSI.SYS!!!

Name : DECRC - DEC Private, Restore Cursor Parameters
Escape : <ESC> 8

DECRC is the opposite of DECSC, and restores the saved cursor parameters. This is not implemented in ANSI.SYS!!!

Name : RIS - Reset to Initial State
Escape : <ESC> c

This 'resets' the Ansi driver: the colours are set to default values, all text attributes are switched off and the screen is cleared. It is the same as doing an SGR 0 followed by ED 2. This is not implemented in ANSI.SYS!!!

Name : NEL - Next Line
Escape : <ESC> E

This moves the cursor to the first position on the next line,
scrolling the screen up if necessary. It is effectively the same as
Carriage Return followed by Line Feed, and is not implemented in
ANSI.SYS!!!

Name : SGR - Set Graphics Rendition
Escape : <ESC> [<n> ; <n> ; ... ; <n> m
Example : <ESC> [1 ; 37 m

Now this is the good stuff... With this escape you can control
three things:

The text foreground colour,
The text background colour,
The text attributes.

There can be any number of parameters, separated by ';' characters.
The effect is cumulative. If no parameters are passed, '0' is
assumed. The following parameters are available:

0 Reset colours and attributes
1 Bold (*)
4 Underlined (*)
5 Blink (*)
7 Reverse Video

30 Foreground Black
31 Foreground Red
32 Foreground Green
33 Foreground Yellow
34 Foreground Blue
35 Foreground Magenta
36 Foreground Cyan
37 Foreground White

40 to 47 Background Colours

Attributes marked by (*) are ignored by Quick. When running on a
monochrome monitor the colours are also ignored. On a colour
monitor colour 30 is black (register 0), colour 37 is white
(register 3), and all colours inbetween are alternated Blue
(register 1) and Red (register 2). Of course this depends on your
screen settings, but the above are the QuickBBS defaults. If
foreground and background turn out to be the same, Quick will
adjust the background colour.

Some examples...

Bold, White on Blue : <ESC>[0;1;37;44m
Blink, Red on Yellow : <ESC>[0;5;31;43m
Normal, White on Black : <ESC>[m or <ESC>[0m
Bold, Underlined, Green : <ESC>[0;1;4;32m

Note that setting - say - Bold does not effect any of the other attributes, nor the colours. To make sure you've got the right mode, you could add a '0' at the beginning, but that depends on how intelligent your Ansi editor is.

You can create your Ansi screens in a number of different ways. The hardest way is to do it all in a text editor like Tempus or the capture buffer in Flash. This is lots of hard work, and you can't get many fancy effects this way.

The most expensive method is to buy a PC and use an editor like TheDraw. These editors have lots of nice options to do stuff like animation.

The simplest is to create your screens in a VT-52 editor and convert them to Ansi using the QANSI program, available from our Support BBS. You just specify the input VT-52 file, and your Ansi file is ready to use! The only limitation is: QANSI can't handle more than one screen at a time.

Perhaps someone has time to write a good VT-52 and Ansi editor for the ST? It's about time we had something we can work with!


```
##############################################################################
# Rich Tietjens aka Captain Blade * from The Captain's Lounge #
# Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org #
# STarship BBS * Quark's Holosuites * Hubworld #
# 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis #
# 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn #
# 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn #
##############################################################################

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.
```

1161. Re: Ethernet Riebel Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 22:47:32 UTC
From: egbert@euronet.nl
Message-ID: <egbert.1.0016CB77@euronet.nl>
Source record: 27174
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3k184u$2l1@ccpnws.in2p3.fr> acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
>Subject: Ethernet Riebel Card
>Date: 13 Mar 1995 10:52:14 GMT

>I am deseperatly looking for informations on the Ethernet RiebelCard.
>This card was made in Germany (I think) and can be plugged into a MegaST
>computer (a different version exists for the VME but I only have a MegaST)

>What I am looking for : the names of the chips used (Ethernet controller,
>Ram used, etc...), the different addresses of the card, the way the Ethernet
>number is stored, is there a private memory (is so, how much) or is there a
>DMA access made.

>If anyone can help me, he will be welcomed.

>Thank you.

Hi, I have some info on the riebel card at my work. I'll dig it up tomorrow.
You should contact TU-Wien, their tuw122 package uses this card and / or a
DE600 with a little piece of hardware on the ROM port. As far as I recall
there is a standard AMD LANCE chip on th card and 64K dual ported RAM.
I cannot post to Usenet from my work. I'll Email you. Please remind me if you
have not heard from me in a week, Stephane.

Egbert Jan
egbert@euronet.nl (privat)
busscheh@ksepl.nl (work)

1162. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-16 23:04:10 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3kag5asms1@perth.DIALix.oz.au>
Source record: 27175

Michael Smith (msmith@maxine.jf.intel.com) wrote:
: Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:

: >Some drives will not work. The Seagates almost always do (slow though they
: >are), but my Maxtor 213s will not. It must be SCSI-1 and not Fast SCSI-2,n

I have a Seagate ST5660N 540Meg drive fitted to MSTE it's not the fastest but
at 1360 k/s transfer rate it's not what you could call slow...

: >parity must be disabled (which means most Quantum drives won't work,because
: >they require parity to be disabled in software - with a host adapter that
: >supports parity).

As for Quantum drives, I am lead to believe that if you have access to a
ICD+ host adaptor, TT or a Falcon, the parity can be disabled (via software
supplied by ICD) and then it will work on the MSTE.. I have not tried this
but oters have and now use large Quantum drives in there MSTE

<snip, snip>

: I've been hoping someone would develop a replacement internal host
: adapter for the Mega STe with a couple meg of caching and support for
: SCSI2 or WideSCSI. At LEAST it should support multiple drives.. which
: I understand is not possible with the internal adapter.

I'm also hoping, although due to the limited amount of MSTE's on the market, I
don't think it will happen

Regards Fezzy

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

1163. Re: //The Best Modem for 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 02:06:56 UTC
From: sar@crash.cts.com
Message-ID: <D5KB7L.JC6@crash.cts.com>
Source record: 27177

Daniel Eriksson (root@icon.pp.se) wrote:
: In <b7c_9503100030@sherwd.fidonet.org>, Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
: > In a message of 27 Feb 95 19:38:40, Jayson Entao wrote:
: > > the ol' ST. Is there anyone who can tell me a good brand of modem for the
: > > 1040? I think I need at least 14.4k speed. Preferably used.
: > Stay away from Zoom and US Robotics - otherwise, you should be all right.

: I don`t know about Zoom, but the statement about USR is not correct.
: USR makes great modems and I can highly recommend their Courier-
: line.

Errrr...Wrong! USR is garbage. They USED to make great modems...Not any more. Save yourself the hassles and worry. Go with Supra or Practical Peripherals. And I'd be happy to return any flame with like fire in defense of that!

-Scott- sar@cts.com

1164. Re: Hard disk driver ques

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 07:00:40 UTC
From: jondinga@io.org
Message-ID: <3kbc2p$i9j@ionews.io.org>
Source record: 27185

```
On 03-13-95 borst@cs.utwente.nl wrote to ALL...
b> This weekend I installed a second hard disk in my Megafile 30.
b> The problem is that the AHDI driver only recognizes the first
b> drive. Are there drivers around that do look for the second
b> unit?

Pat,
There are [ttbomm] 3 dip switches on the bottom of the case.
One is to tell the unit there is a second mechanism there, and the other
two are to change the id..... sorry cant remember any more ;(
on

* (QW|{ 2.6 *
```

1165. Atari st for sale:

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 07:21:22 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3kbd9i$p0f@omnifest.uwm.edu>
Source record: 27179

520St system w. 512k ram. and external power supply, mouse, and a cuple
PD games.

SF354 double sided disk drive w/drive cable, and power supply also included

asking $100.00 or best offer!!!!

Please e-mail all responces..

Bryon Morisette

1166. Simm questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 07:21:59 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3kbdan$sjb@omnifest.uwm.edu>
Source record: 27180

Hello everyone,

I am a hardware builder, i like to build things for my system, and
i was wondering if anyone out there has made a 32 pin simm converter,
that allows you to daisy-chain simms together, I.E. 4 256k simms into
the only simm slot in your system. anyways, i was wondering if there is
anything in proof on how to do that,

Also...

I was wondering how the pinout conversion goes for 72 pin, to 32pinn
simm conversion..

Thank you.

Please e-mail any responces back.

Bryon Morisette

1167. SM 124 Picture size

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 08:39:17 UTC
From: cs93mir@brunel.ac.uk
Message-ID: <3kbhrm$54e@izar.brunel.ac.uk>
Source record: 27181

Having just picked up a 1040stfm and sm124 for 40 UKP, I want to know if one decrease the size of the border on a sm124. I know it could be done on a SM125. Could any information be posted to me
and I will pass it on.

Thanks in advance

Matt Ralph

1168. Problem with STe & MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 09:28:27 UTC
From: tekpagan@io.org
Message-ID: <3kbknr$obu@ionews.io.org>
Source record: 27186

I appear to have a constant midi thru on my 1040STe. Everything I send to
the IN socket is faithfully echoed to the OUT socket. I've checked/changed
cables and the midi thru is only operative whilst the computer is switched on.
Can anybody tell me of a way to disable this "function", it is not too
useful when attempting sysex dumps etc.

--
********** _/_ "We have sought for firm ground and found none.
* Antony Balcerzak * _\ /_ The deeper we penetrate, the more restless
* tekpagan@io.org * _ _/ becomes the universe; all is rushing about
********** || and vibrating in a wild dance." MAX BORN

1169. Swap partition for Linux: How??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 10:00:48 UTC
From: psherwoo@jpmorgan.com
Message-ID: <3kbmkg$90n@archive.ny.jpmorgan.com>
Source record: 27182

Hello Linux/68k'ers...

I have spent the last few days getting Linux up and running on
my Falcon. Although it is a bit fiddly I finally got everything
installed and running nicely - very impressive.

Things started to go horribly wrong when I tried to compile a
new kernel - I ran out of memory (I only have 4 megs).

"Aha", I thought, "no problem - Linux has virtual memory!"

I created a swap partition using 'mkswap', did a 'swapon -a',
and hey presto - heaps of memory and plenty of space to compile.
My happiness was short lived: next time I rebooted I got a pretty
little row of bombs when the disk driver started.

Browsing through the documentation revealed my error: a swap
partition must be of a type not recognised by GEMDOS, such as
LNX or SWP or something. Now I come to the embarrassing part:
I have no idea how to do this.

I have HDDRIVER 3.06 and the HDX which came with my Falcon but
neither seems to have an option for setting the partition types.

Help! I would really like to get Linux swapping happily so could
some kind soul please put me out of my misery.

Thanks in advance,

Piers

+---+
| Piers Sherwood |
| JP Morgan, London, UK |
| email: psherwoo@gd-mer17.uk.jpmorgan.com |
+---+

1170. Re: //The Best Modem for 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 12:34:31 UTC
From: abstract@wam.umd.edu
Message-ID: <3kbvkn$464@cville-srv.wam.umd.edu>
Source record: 27183

I have little experience with other types, but I have a Practical Peripherals 14.4 and it's been working just great! I recommend this one highly. I have also heard good things about Supra, but they tend to be more expensive...
--Lunatic

1171. Falcon audio subsystem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 14:02:35 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar17.140236.177@genrad.co.uk>
Source record: 27041

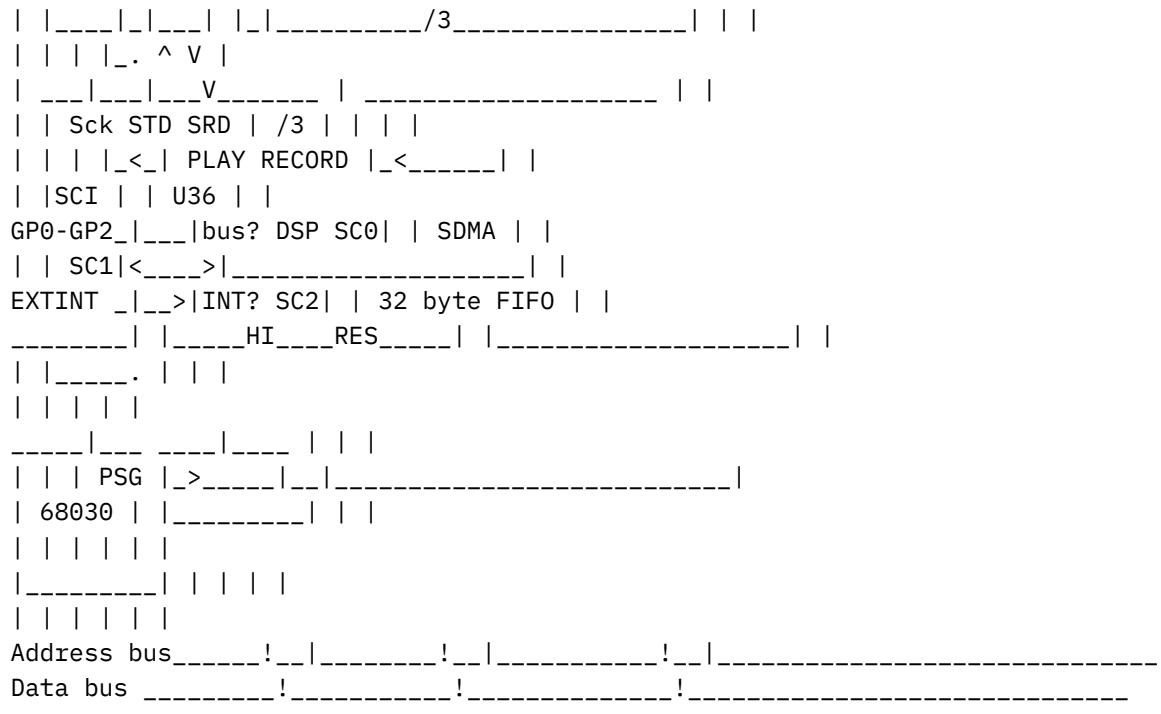
I've spent the last few weeks trying to get a clear idea of how the Falcon's sound system is all hooked up. With only scraps of documentation from various sources, the best I have managed is shown in the (terrible ASCII) diagram below. It is more understandable when printed out, and gone over with a pencil!

I hope this is of some use to others. However, it is only my assum-ptions, and so could be wrong. If anyone has any information to contradict any part of the diagram, or parts to add, please edit the file, add your bit and repost it. This way everyone can have the most up to data diagram possible. After a few weeks or months, maybe this could be converted into a Falcon FAQ, with all the memory addresses that control the hardware added. I can add some of these addresses, but for now, I'm just posting the diagram.

Thanks for all of your help.

```
================================================================================
The Falcon030 audio subsystem
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

MicL&R_____________________________________. ._________________Headphones
| | sw1 ___
| !__o__o__|AMP|___|/|Intern
| | | |___| |\| spkr
______ ____|_____|___ |____<___________.
|ClkGen|___o sw2 | Aud | Aud | |
|______| ___o_____________________________|\ ADC | DAC | |
________ o |/ CODEC | ^
DSP port| | _/3___|ser | ser|__/3___ |
========| | | |_______|______| | |
EXTCLK _|___| | | |
| V ^ |
Play _|__3/_____________________|_____________________________ | |
| | ____________________ | | |
Record _|__3/_____________________|_>_|EXT in| |EXTout|_>| | |
| | | |switch| | | |
| |_>_| ADC |matrix| DAC |_>__| |
SRD _|______________. | | | | |
| | ._>_| DMA | | DMA |_>__/3__. |
STD _|___________. | | | play | |record| | |
| ____|_|___ ._|_>_| DSP | | DSP |_>_. | |
SCK _|______| | | | | | | Tx | | Rx | | | |
| |sw3 !_|___|_>_/3_| | |______|______|______| | | |
| | | !___|_<____. | V | |
```


	____	_	___		_	__________/3_____________		
			_. ^ V
___	___	___V_______	_____________________	
	Sck STD SRD	/3			
			_<_	PLAY RECORD	_<______	
	SCI		U36	
GP0-GP2_	___	bus? DSP SC0		SDMA	
	SC1	<____>	_____________________	
EXTINT _	__>	INT? SC2		32 byte FIFO	
________		_____HI____RES_____		_____________________	
	_____.		
_____	___ ____	____		
		PSG	_>_____	__	_____________________________
68030		_________		
_________				
Address bus______!__|________!__|___________!__|_______________________________
Data bus _________!___________!______________!_______________________________

sw1=clock freq selection
sw2=Internal speaker on/off
sw3=SSI tristate

Key: swn - switch 'n' ____>___ signal going right
|
__!__ Wires connected ____<___ signal going left
|
__|__ Wires not connected |
| ^ signal going up
|
__/3__ Represents 3 wires |
V signal going down
|

1172. SG1096N nicht gefunden

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 14:16:21 UTC
From: lkalesch@awi-bremerhaven.de
Message-ID: <3kc5jm$ppu@alster.dkrz.de>
Source record: 27188

Hallo Ihr,
ich benutzte einen ICD-Host Adapter und eine Seagate SG157N Platte bisher ohne Probleme. Nun habe ich zusaetzlich eine Seagate SG1096N eingebaut. Die Jumper sind so gezetzt, dass die SG157N id0 hat, und die SG1096N id1 haben sollte.
Die Widerstandsbloecke habe ich an der SG1096N entfernt, und durch vielfaeltiges Testen einen Fehler am Anschlusskabel fast ausgeschlossen. Nun benutze ich das Programm ICDCHECK mit dem SCSI Geraete gesucht werden. Dieses Programm findet allerdings nur die SG157N.
Wer kann mir weiterhelfen ?
email an kaleschke@awi-bremerhaven.de

1173. TT Monitor Output Frequencies

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 15:53:36 UTC
From: troyc@bnr.ca
Message-ID: <3kcba0$n4n@batph8.bnr.ca>
Source record: 27187

I forgot to ask in my last post what the TT scan rates are for the
various resolutions. Could someone please post/email them to me. This
way I can quickly tell if any of the monitors here will work with my TT.

If this is in a FAQ, then please point me to that.

Thanks
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

1174. Re: 1772/AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 18:07:44 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D5LJow.1oL@cix.compulink.co.uk>
Source record: 27189

In message <3k6oip$pe0@yama.mcc.ac.uk>, stl@sn2.ee.umist.ac.uk said:

>Is the Ajax a direct replacement for the 1772?

Yes.

>Where can I get data sheets?

Just get a 1772 data sheet. Ajax can run with faster clocks than the 8MHz on the 1772. For 1.44 floppies use a 16MHz clock.

>Who's likely to be a good supplier for a one-off?

Try Compo, or System Solutions. (email to compo@cix.compulink.co.uk or ssolutions@cix.compulink.co.uk)

Barry wilsontjb@cix.compulink.co.uk

1175. Re: Atari st for sale:

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 18:51:32 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503171745.AA01930@ilmen.lanl.gov>
Source record: 27190

In a previous article, bryonm@omnifest.uwm.edu (Bryon Morisette) wrote:

> SF354 double sided disk drive w/drive cable, and power supply also
>included asking $100.00 or best offer!!!!

Unless you have actually changed the mechanism, be aware that that Atari SF354 disk drives were SINGLE sided (360K) units. The double-sided (720K) job was the SF314. Maybe that's what you meant.

IMHO, $100 for an SF314 is a bit on the high side; but for an SF354 it's waaaay too expensive. But then again, you might get lucky. :)

-Hutch- @ Fair Dinkum Tech

1176. Linux on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 19:21:22 UTC
From: Nicholas.Flintham@adlib.centron.com
Message-ID: <e7b_9503180747@centron.com>
Source record: 27045

```
> From: rmccall@mcs.dundee.ac.uk (Rod McCall)
> Date: 8 Mar 1995 20:07:06 GMT
>
> Does anyone have Linux running on a NON suped up Falcon?
>
> If so what is it like?
>
> Fast, stable etc?
> What config do you have?
>
> Rod
>
> --
Well I just got a compiled version of patch level 5 from ftp.cnam.fr and
it has worked perfectly for me up to now it even works with falcon scsi
and ide !
I am running it on a non souped up falcon really apart form the
co-pro and an external gig Hdd the rest of the machine is exactly the same

---
* Kivi (unregistered) 1.16 *
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

1177. working linux patch lvl5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-17 19:21:22 UTC
From: Nicholas.Flintham@adlib.centron.com
Message-ID: <e7c_9503180747@centron.com>
Source record: 27046

Yep I just though I would drop a message in here saying that I found a working linux patch level 5 on ftp.cnam.fr in the directory /pub/Atari/Linux the file is called vmlinux.gz and it works perfectly on my Falcon (up to now anyway) with both ide and scsi.

---
* Kivi (unregistered) 1.16 *
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

1178. Re: sm124 diagrams?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-18 10:55:21 UTC
From: mattk@netcom.com
Message-ID: <mattkD5MuC9.FGu@netcom.com>
Source record: 27047

q07@aixterm5.urz.uni-heidelberg.de (Thomas Schramm) writes:

>I've scanned the other version, but in a high resolution, so
>it's very big (about 3 M).
>If you're in need, i can make it ftp-accessable.

I'm interested...I have a dead sm124. But, what chassis are these
diagrams for? I have a Goldstar based sm124 (three recessed knobs on the
right side)

Bye for now,
Matt

1179. Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-18 18:01:37 UTC
From: d92jk@efd.lth.se
Message-ID: <3kf761$d33@nic.lth.se>
Source record: 27048

I've been trying to install linux, but without any success. I've tried with both vmlinux0.9pl4#? and vmlinux0.9pl5#3.

I start the bootstrap progrma with -d -k vmlinux -r m:\file-sys.new and everytime linux hangs right after the partioncheck. When I use version 0.9pl5 it also says:
HD-controller reset
Kernel panic: Trying to write bad sector
In swapper task - not syncing

and then it hangs.

I have a Falcon 030 4mb ram and an AREAL 170 ide drive. Could it be that this ide drive isn't supported? Any help would be very appreciated.

Johan

1180. Re: //The Best Modem for 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-18 19:54:32 UTC
From: Scott <sar@cts.com>
Message-ID: <Pine.SCO.3.91.950318113911.22950A-100000@crash.cts.com>
Source record: 27049

On Sat, 18 Mar 1995 trek@uscbu.ih.att.com wrote:

> Rather than just bash the USR modems, why not share your experiences
> that lead you to conclude they are so bad. Let us draw our own
> conclusions. Without specific instances or some other knowledge that
> not everyone is privy too, I might just suspect you are either full
> of hot air or a disgruntled ex-employee. Wayne
>
Wayne,

Your absolutely right. I stand corrected. My experiences with USR cover the course of three months. I purchased a USR Sportster 28.8. it continualy hung up after a minute or two no matter where I called or at what speed. I asked around and was told by at least three sources that this was a real problem and that the cause for this problem was due to a faulty PROM chip (it was or course faulty programming ON the chip.) I called USR, they knew nothing about it, but refered me to another number to call. I called that one...and on and on until after a full page of notes and several phone numbers, I found a department that knew what I was dealing with. They offered to replace the PROM for no charge. I requested one be sent to me and it was...THREE MONTHS LATER. That is just the beginning! When I got the chip, I put it in the modem (really easy) and then attempted to use it. At first it seemed to work but in the end it was only marginaly better. I then called USR again. They informed me that the chip I got was "almost" fixed but it still had a bug. They offered to send me another one...No thanks. During the three months that I waited for this chip I had returned my modem to the shop I bought it at and replaced it with another one...three times. In each case I allowed a "new shipment" of these modems to come in so I wouldn't be dealing with the same "bad batch". I had the third one in my possession when the chip came in...and it didn't work. So, I took the damn thing back to the shop, chip installed and all, and bought a Supra FAX Modem 28.8 and havn't had a single problem with it!

So it comes down to this:

Bad service.
Poor employee training.
Ridiculously slow shipping.
Sub-standard programming.

And to top it off, USR unashamedly advertised their lousy modem in every computer magazine at the stand as the "leader" and the "first to offer V.34". I'm sorry, but they can't possibly be a leader with service like that. And if their modem doesn't work, they can't possibly be considered the first at anything!...Except maybe gross negligence.

-Scott- sar@cts.com

1181. ST for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-18 23:38:02 UTC
From: mdaven1@aol.com
Message-ID: <3kfqsq$h8e@newsbf02.news.aol.com>
Source record: 27050

```
520ST with a 1 meg upgrade installed.
SH205 hard drive
512K poly disk
SC1224 Color Monitor
720K Floppy
360K Floppy
Wico Command Control Joy Stick
---------
Software
---------
Word Perfect
PageStream
Maps & Legends
MUG Shot
Winter Games
World Games
GunShip
Falcon
Silent Service
LeaderBoard Golf
10th Frame
St Raiders
Major Motion
Balance OF Power
Regent Spell
Degas Elite
And more.....
---------------
$250.00 obo plus shiping costs.
Contact Mark Davenport (MDAVEN1 on AOL or 334-269-2488)

mdavenport
```

1182. Re: Swap partition for Linux: How??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 00:38:32 UTC
From: preacher@step.polymtl.ca
Message-ID: <3kfue8$j0q@charles.cdec.polymtl.ca>
Source record: 27052

Piers Sherwood (psherwoo@jpmorgan.com) wrote:
: Hello Linux/68k'ers...

: Browsing through the documentation revealed my error: a swap
: partition must be of a type not recognised by GEMDOS, such as
: LNX or SWP or something. Now I come to the embarrassing part:
: I have no idea how to do this.

I haven't installed Linux on my atari systems yet (and I think I won't,
since I only have 68000 based systems!) but if Linux works as on a PC,
the partitions must be created with a little partitionning tool called
Fdisk... It can both create partitions and set their type to anything
you want...

: I have HDDRIVER 3.06 and the HDX which came with my Falcon but
: neither seems to have an option for setting the partition types.

: Help! I would really like to get Linux swapping happily so could
: some kind soul please put me out of my misery.

I believe you! With only 4 megs on a PC, it is not possible to LOG into
the system!! It goes out of memory before you can see the shell!!

: Thanks in advance,

: Piers

: ---
: +--+
: | Piers Sherwood |
: | JP Morgan, London, UK |
: | email: psherwoo@gd-mer17.uk.jpmorgan.com |
: +--+

--
========== | God loves you
Mathieu Lanouette ---+--- But do you love God?
Administrateur STEP |
Preacher@step.polymtl.ca |
�cole Polytechnique de Montr�al |
========== | Pensez-y!

1183. Re: SM 124 Picture size

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 00:47:39 UTC
From: preacher@step.polymtl.ca
Message-ID: <3kfuvb$j25@charles.cdec.polymtl.ca>
Source record: 27053

Matt Ralph (cs93mir@brunel.ac.uk) wrote:
: Having just picked up a 1040stfm and sm124 for 40 UKP, I want to know if one decrease the
: size of the border on a sm124. I know it could be done on a SM125. Could any information
be posted to me
: and I will pass it on.

Yes, it can be done on a 124... But you have to open your monitor and
adjust little potentiometers near de tube... I think they are at the right
(when looking from rear) but I'm not sure (I haven't played in my monitor
for long!). Be careful: the tube has a near 15 000 volts pullup... I
recommand that you use platic tools instead of metallic one!

: Thanks in advance

: Matt Ralph

--
========== | God loves you
Mathieu Lanouette ---+--- But do you love God?
Administrateur STEP |
Preacher@step.polymtl.ca |
�cole Polytechnique de Montr�al |
========== | Pensez-y!

1184. Imake for MiNT - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 02:02:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D5o0C3.Foy@cix.compulink.co.uk>
Source record: 27051

Does anybody knwo where 'imake' can be found for MiNT?

I'd like to port some X apps to MiNT-X, and it looks like it might be
easier with imake.

Thanks

Roland.

@CiX

1185. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 08:20:12 UTC
From: davecook@yarrow.wt.uwa.edu.au
Message-ID: <3kgpfs$d31@styx.uwa.edu.au>
Source record: 27054

Johan Karlsson (d92jk@efd.lth.se) wrote:
: I've been trying to install linux, but without any success. I've tried
: with both vmlinux0.9pl4#? and vmlinux0.9pl5#3.

: I start the bootstrap progrma with -d -k vmlinux -r m:\file-sys.new and
: everytime linux hangs right after the partioncheck. When I use version
: 0.9pl5 it also says
: HD-controller reset
: Kernel panic
: Trying to write bad sector
: In swapper task - not syncing

: and then it hangs.

: I have a Falcon 030 4mb ram and an AREAL 170 ide drive. Could it be that
: this ide drive isn't supported? Any help would be very appreciated.

Johan,

That kernel is corrupt :(There is a working one at ftp.cnam.fr
/pub/atari/Linux

That should solve your problems.

You should initally boot with -r filesys.img as the command line to the
bootstrap program and then start doing the setup on the hard disk :)

Hope this helps :)

Cheers,
Dave

+-------------------------------------+
| Dave Cook Perth, Western Australia |
| Internet: davecook@yarrow.wt.com.au |
+-------------------------------------+

1186. Re: HSMOD06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 12:44:58 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3kh90a$2gj$1@perth.DIALix.oz.au>
Source record: 27055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>I know this subject is getting beaten to death, but I've got a question
>that I can't seem to answer myself... Can someone tell me what settings
>have given them the most success when using DRIVEIN and SCC .PRGs? I
>keep getting ZModem re-positioning errors when doing uploads to various
>local BBSs. I've confirmed that other callers have successfully ZModem-ed
>files to these boards, so I can only presume I have my settings wrong.

I have also experienced this error with HSMODA4,5 &6 on my TT on modem
port 2. I simply do not use it anymore and I have no problems at all. I
use Stalker 3.04 with a serial buffer of 20k and a 14.4k modem with a
DTE speed of 38400. I also found with HSMODA that at 38400 I would not
alwasy get a connect. Perhaps someone else has similar experiences they
might like to share. I get exactly the same speeds from my TT with or
without this program plus only on uploads I get NO positioning errors.
Not a techno buff but I feel that it is something to do with buffer
overflows...perhaps someone else can help. Of course it could also be a
combination of using Stalker.

I look forward to further info on this as well.

Regards from OZ
Mark
--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

1187. Re: [Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 12:52:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCTMFBCIUP@galaxy.teuto.de>
Source record: 27057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <jhh.795255014@news.cwi.nl> Jaap Henk Hoepman wrote:

>- which CD-ROM players allow this (and also allow Photo-CD reading, and

The Toshiba drives will definetely do that. Works like a charm on my XM-3401

The newer ones, i.e. 5201, 3501, and 3601 should do that as well. The latter being _very_ fast, some 600plus kb/sec transferrate.

>- the drive should be external (and SCSI off course): or is there an easy way
> to install an internal, or even IDE, CD-ROM to a Falcon (can you

ATAPI-IDE should work on a Falcon, given the appropriate driver, that is.

> convert IDE to SCSI?)

Why would one do that in the firstplace?

>- which driver I need for this on my Falcon 4/65

I use CD-Tools from Julian Reschke. Works great. Sold by Hard & Soft in Germany. I am not aware of foreign distributors for this fine package.

>- how much I should expect to pay for the drive...

Take a look into the current comp-mags ...

Ciao

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1188. Bought drive - what is it

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 16:17:29 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <03191995.161729@empyr.dircon.co.uk>
Source record: 27056

Hi,

I bought a SCSI device of some sort at a garage sale, intending to strip it and use the guts as the basis for a hard drive. When I opened it up, I saw a 'Warning - Laser' sticker on it. I plugged it into my SCSI chain to find out what it was and it reported that it was a 'MAXTOR RXT-800S'.

The case says it is a 'Storage Dimensions PC 800S'.

Erm...what is it ? It looks like it's some sort of optical drive.

Can anyone tell me what it is, what sort of media do I need to put in it, and if it is worth anything ?

Many thanks in advance,

Kevan Winch

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

1189. Hard drive for STe -- please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 18:26:20 UTC
From: martinm@sps1.phys.vt.edu
Message-ID: <3kht0c$don@solaris.cc.vt.edu>
Source record: 27058

A friend of mine has a 1040 STe which he uses for word processing and game playing. I've lent him my external floppy drive, so now he has two drives to work with, but he'd like to get a small hard drive. However, it has to be CHEAP (certainly no more than $100). Back when I still used my 520 STfm, the magazine ads listed hard drives for something like $600 and up. But these days hard drives are very cheap (especially for the old MFM drives). I've seen bare drives selling for as low as $20 (for a 20 or 40 MB drive). The problem is that you still need a case, power supply, and host adapter. I remember that E. A. Brown used to sell an ICD adapter for about $120. How much do these things cost now, and can I buy one somewhere? What about a SCSI drive? I think the STe has a SCSI port on the back, so is an extra adapter needed in this case? I just saw mention of an IDE adapter. Is there more information on these? Actually, if someone has an old 10-40 MB hard drive (complete with case and adapter) that they'd like to sell (again, less than $100), I might be interested in buying it. I would appreciate any help as I have been out of the Atari "loop" for some time.

-Michael

P.S. -- I am also interested in a double-sided (internal) floppy drive for a 520STfm.

1190. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-19 20:53:38 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D5pGpE.BDu@cix.compulink.co.uk>
Source record: 27059

In message <3kgpfs$d31@styx.uwa.edu.au>, davecook@yarrow.wt.uwa.edu.au said:

> That kernel is corrupt :(There is a working one at ftp.cnam.fr
> /pub/atari/Linux

Doesn't work on my Falcon (HD controller reset loop to infinity . . .).
Anyone know any better?
Regards,
Ian.

smithic@cix.compulink.co.uk

1191. Re: HSMOD06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 06:16:40 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3kj6k8$deq@cxc1.cl.msu.edu>
Source record: 27060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mtaylor@perth.DIALix.oz.au (Mark Taylor) writes:

>>I know this subject is getting beaten to death, but I've got a question
>>that I can't seem to answer myself... Can someone tell me what settings
>>have given them the most success when using DRIVEIN and SCC .PRGs? I
>>keep getting ZModem re-positioning errors when doing uploads to various
>>local BBSs. I've confirmed that other callers have successfully ZModem-ed
>>files to these boards, so I can only presume I have my settings wrong.

>I have also experienced this error with HSMODA4,5 &6 on my TT on modem
>port 2. I simply do not use it anymore and I have no problems at all. I
>use Stalker 3.04 with a serial buffer of 20k and a 14.4k modem with a
>DTE speed of 38400. I also found with HSMODA that at 38400 I would not
>alwasy get a connect. Perhaps someone else has similar experiences they
>might like to share. I get exactly the same speeds from my TT with or
>without this program plus only on uploads I get NO positioning errors.
>Not a techno buff but I feel that it is something to do with buffer
>overflows...perhaps someone else can help. Of course it could also be a
>combination of using Stalker.

That's the conclusion I came to, as well. Did the upgrade patches on
STalker so that I'm now using v3.04 and took HSMOD06 drivers out of my
AUTO folder. My ZModem uploads at 38,400 via 14.4 modem work like a
champ now.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1192. Atari Laser with PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 08:07:31 UTC
From: Magnus R|nn{ng <ronnang@etek.chalmers.se>
Message-ID: <1995Mar20.080731.18730@etek.chalmers.se>
Source record: 27064

I've heard about a possibility to use the AtariLaser SLM804 under
DOS/Windows. Anyone who knows anything about this?

ronnang@etek.chalmers.se

1193. Re: HSMOD06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 08:51:30 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3kjfmi$gq1@epsilon.qmw.ac.uk>
Source record: 27068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark Taylor (mtaylor@perth.DIALix.oz.au) wrote:
: I have also experienced this error with HSMODA4,5 &6 on my TT on modem
: port 2. I simply do not use it anymore and I have no problems at all. I

I found out that the problem was indeed HS-Modem...but it was my
fault...I had incorrect settings....

I have a modified serial port (not RSVE), and when it came to setting
up HS-Modem, I selected RSVE on...once I switched this off, everything
was fine. :-)

Danny
--
.signature.signature

1194. Re: Hard disk driver ques

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 08:52:36 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3kjfok$c20@hpscit.sc.hp.com>
Source record: 27061

Jon Dinga (jondinga@io.org) wrote:
: There are [ttbomm] 3 dip switches on the bottom of the case.
: One is to tell the unit there is a second mechanism there, and the other
: two are to change the id..... sorry cant remember any more ;(

You're confusing this with the Megafile 44. The Megafile 30 does not have
such an "enabler" DIP switch, and it doesn't need one.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>--

1195. Re: SM 124 Picture size

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 09:07:52 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950320100038.20151A-100000@mars>
Source record: 27062

On 19 Mar 1995, Mathieu Lanouette wrote:

> Yes, it can be done on a 124... But you have to open your monitor and
> adjust little potentiometers near de tube... I think they are at the right

I adjusted my 124 and soon after it just *burned out*: First I got rid of
the border. The image then became a bit darker. Then I adjusted the
brightness back to normal. This worked fine and I was very happy for a
few weeks..

/Jens M Andreasen

1196. SCSI - DMA circuit daigram ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 11:09:35 UTC
From: julian@loose.apana.org.au
Message-ID: <3kjnpf$1vj@loose.apana.org.au>
Source record: 27063

```
Is there such a beast ?
Where would I find it?
Is it worth building?

Thanks,
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| ( _ | |/ |/ / \_/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ \_| |/|_/|_/\_/ |/\/|_/
(| julian@loose.apana.org.au |) |)
```

1197. Re: 1772/AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 11:43:08 UTC
From: bericd@bri.hp.com
Message-ID: <D5qLvx.41E@bri.hp.com>
Source record: 27065

Claus Brod (clausb@hpbbn.bbn.hp.com) wrote:
: Stuart Tyrrell (stl@sn2.ee.umist.ac.uk) wrote:
: : Is the Ajax a direct replacement for the 1772?

: Yes.

: : Are there any compatability problems (ie will AJAX only do certain formats
: : whereas the 1772 is more controllable?)

: No.

: : What price am I likely to pay for one?
: : Where can I get data sheets?
: : Who's likely to be a good supplier for a one-off?

Try System Solutions:

System Solutions
Windsor Business Centre
Vanisttart Road
Windsor SL4 1SE

Tel: 0175 383 0344

They are a tad expensive but the service is second to none.

Beric..

1198. Re: Bought drive - what is it

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 12:53:49 UTC
From: Stephen_Goldthorpe.wgc-e@rx.xerox.com
Message-ID: <1995Mar20.125349.23389@news.wrc.xerox.com>
Source record: 27075

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
>> Hi,

>> I bought a SCSI device of some sort at a garage sale, intending to strip
>> it and use the guts as the basis for a hard drive. When I opened it up, I
>> saw a 'Warning - Laser' sticker on it. I plugged it into my SCSI chain to
>> find out what it was and it reported that it was a 'MAXTOR RXT-800S'.

>> The case says it is a 'Storage Dimensions PC 800S'.

>> Erm...what is it ? It looks like it's some sort of optical drive.

>> Can anyone tell me what it is, what sort of media do I need to put in it,
>> and if it is worth anything ?

I don't know that particular model number but if it has a 5 1/4 inch slot
in the front then it takes 650 Mb optical disks, if it is 3 1/2 inch then
it takes 128 Mb optical disks (Maxtor is the manufacturer of this
particular drive and has been simply rebadged by Storage Dimensions).

You'll probably need special drivers to make the drive useable since they
report as themselves as changeable media which most drivers don't
understand (unless there is a dip switch to change the report to fixed
media in which case you'll probably need to buy 512 byte block disks
rather than 1024). Also note that the lens' in optical drives often go out
of alignment / get dirty so it might need servicing too.

-Steve Goldthorpe
~~~~~~
EMAIL: sg.wgc-e@rx.xerox.com | Rank Xerox Systems Operations,
as384@cleveland.freenet.edu | Document Applications & Services,
sgoldthorpe@cix.compulink.co.uk | Welwyn Hall,
TEL: +44 1707 352350 | Bessemer Rd,
XEROX INTELNET: 8*668-2350 | Welwyn Garden City, HERTS.
XEROX MTOOL: 15556.25220325363.0 | AL7 1BL ENGLAND
~~~~~~

1199. Re: NEC CDR-83J CDROM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 15:12:37 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D5qvL1.ECu@freenet.carleton.ca>
Source record: 27066

I have a NEC 83 CD-ROM and it does not work for some reason. Since it has the same specs as the NEC 73, I imagine that the "73" may not work either.

I don't know why this is so. The "83" works perfectly on an IBM with a CorelSCSI card.

Another point: the ExtenDOS manual does NOT enumerate the "73/83" line among the CD-ROM readers it works with. Roger Burrows doesn't

explain why, but he's very helpful and would probably tell you if you phoned him or dropped him a line.

The best thing would be to ask the seller to let you try it and give you the option of returning it if it doesn't work on your system.

I hope this helps. Randy Kwak

1200. HSMOD06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 16:51:26 UTC
From: jackhick@crl.com
Message-ID: <3kkbqe$fpv@crl11.crl.com>
Source record: 27067

[No readable article body recovered]

1201. Re: SM 124 Picture size

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 18:57:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCUSEGUVUP@dksoft.ping.dk>
Source record: 27070

In <3kfuvb$j25@charles.cdec.polymtl.ca> Mathieu Lanouette wrote:

>for long!). Be careful: the tube has a near 15 000 volts pullup... I
>recommand that you use platic tools instead of metallic one!
>

Now you've spoiled all the fun. He had a chance to see (feel) the light
here. 8-)

Nah.. Bad joke i guess.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

1202. Re: Diagnostics Software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 19:04:22 UTC
From: rincewind@discworld.oche.de
Message-ID: <2f6dd2443909133@discworld.oche.de>
Source record: 27069

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

RM>I am not after software which simply tells me the speed of
RM>these items etc. It must be able to tell me if and where
RM>faults lie.
RM>
RM>Its just that my system hasn't been working properly lately.

Try to disassemble it and take every chip from it's socket and plug it in
again. Take the PLCC chips out of their sockets and carefully bend the socket
pins inwards a bit. Check the power supply for stable +5V output.

In cases of contact/supply problems, test software will maybe tell you what
is not working, but it won't tell you wat part of the system causes this.

(eg. bad MMU contact: every disk showed '0 bytes in 0 files').

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
The labyrinth of Ephebe is ancient and full of one hundred and one amazing
things you can do with hidden springs, razor-sharp knives, and falling
rocks. -- (Terry Pratchett, Small Gods)

1203. Re: [Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 19:05:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCUSEGVBUP@dksoft.ping.dk>
Source record: 27071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FCTMFBCIUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> >- which CD-ROM players allow this (and also allow Photo-CD reading, and
HM>
HM> The Toshiba drives will definetely do that. Works like a charm on my XM-3401
HM>
HM> The newer ones, i.e. 5201, 3501, and 3601 should do that as well. The latter
HM> being _very_ fast, some 600plus kb/sec transferrate.

Most Cd drives are capable of reading/playing audio disc. The worse problem
is the software driver often isn't supporting the drive, unless it's an SCSI
2 drive. I got two cd-rom drives here, and both a capable of playing audio
cd's, but i got no driver who supports it 8-((

So to be sure your cd-rom drive will play audio, you either have to get
an scsi-II drive, or you may be lucky to get the audio scsi commands for
your none-scsi II drive, and then get the author to support it.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1204. Re: HSMOD06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 20:28:58 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3kkoia$q9d@mars.fb1.fhtw-berlin.de>
Source record: 27072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

May be that some programs don't use the Rsconf-call or the Gemdos-calls
to set the handshake mode and simply try to write to the Iorec, which
will not switch the hardwarehandshake on.

Regards, harun@linux.fb3.fhtw-berlin.de

1205. Epson Laser?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 20:39:11 UTC
From: hlazar@netaxs.com
Message-ID: <3kkp5f$nv8@netaxs.com>
Source record: 27073

I'm thinking about a laser printer and am looking at the new epson for
399. Anyone out there with one and a Mega STE
Thanks

Henry L Lazarus hlazar@netaxs.com

1206. Will Timeworks Publisher work with a PostScript laser printer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-20 23:53:21 UTC
From: nbeach@pacificrim.net
Message-ID: <nbeach-2003951557270001@lc2.pacificrim.net>
Source record: 27074

I'm hoping to drive a QMS-PS810 printer with a Publisher DTP program which theoretically should work but when I go to print it keeps telling me to insert my fonts disk altho the fonts disk is already inserted. Anybody know anything about this? Please?

--
Rick Boucher
NorthBeach Computers
Technology Solutions for the San Juan Islands
376-3222

1207. 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 05:15:39 UTC
From: ekl@sdf.saomai.org
Message-ID: <D5ryM6.Gu8@sdf.saomai.org>
Source record: 27084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

Is it true that the 56001 DSP can execute 3 threads of execution simultaneously? I heard that the DSP has an average instruction execution time of 1 cycle - does this take into consideration the 3 execution threads, or can I actually get 3 instructions per cycle by using 3 different execution threads?

Does anyone have a neural net simulator? Preferably in 56001 Assembler, or maybe C. There is an application I want to experiment with and I'm wondering if the Atari Falcon will be fast enough for it.

Any information would be appreciated.

1208. Re: Problem with STe & MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 09:47:20 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950321104004.22097B-100000@mars>
Source record: 27077

On 17 Mar 1995, Antony Balcerzak wrote:

> I appear to have a constant midi thru on my 1040STe. Everything I send to
> the IN socket is faithfully echoed to the OUT socket. I've checked/changed
> cables and the midi thru is only operative whilst the computer is switched on.

The STe has a midithru combined with its midiout, allthough not using the
same pins. It's possible that you have some sort of shortcircuit. Else it
must be the software you are using (check ACC's and AUTO.PRG's).

/Jens M Andreasen

1209. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 10:36:56 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Mar21.103656.6941@alder.cc.kcl.ac.uk>
Source record: 27078

LINUX INSTALLATION

If anone is interested, I've compiled a *working* pl5 kernel for Falcon's & uploaded it to phelim.ph.kcl.ac.uk and to zippy.spods.dcs.kcl.ac.uk in /pub/Authors/tomlin/flinpl5.tgz

Keith.

1210. Re: Hard disk driver question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 11:01:13 UTC
From: borst@cs.utwente.nl
Message-ID: <3kmblp$4v4@utrhcs.cs.utwente.nl>
Source record: 27076

Pim Borst (borst@cs.utwente.nl) wrote:
: Hello,

: This weekend I installed a second hard disk in my Megafile 30.
: The problem is that the AHDI driver only recognizes the first
: drive. Are there drivers around that do look for the second
: unit?

: Thanks,
: Pim Borst.

I found out what the problem was. Although I still need new driver software to use all of the capacity of the new drive, the original problem had to do with the hardware extension. I found it out myself when I double-checked the changes I made to the controller, but still I want to thank all the people that replied to me in this group or by e-mail. It is great that
people like you take the time to read and answer the questions posted on the net.

There are two connectors on the controler board inside the Megafile 30 that go to the first hard drive, one with 34 pins (for data), one with 20 pins (to control the drive). Next to the connector with 20 pins there is place for an extra connector (also 20 pins), you only have to solder one in.
To connect a second drive, connect the 34 pin connector to both drives and the new 20 pin connector only to the new one. Furthermore configure the new drive as second unit with its jumpers/dip-switches and give it some power.
Now the problem with my controller board was that it connected pin 17 of the 2nd 20-pin connector to 0 volts. This was why I could not read any data of the second unit. What I had to
do was to cut one of the copper connections connecting this pin on the circuit board. One is
on the top side of the board and goes to a 100 ohm resistor. The one that had to be cut was on
the bottom side.

The way I formatted the drive was by disconnecting the original drive and replacing it with the new one (don't forget to set the jumpers to 'first unit'). Leave the connector for the second unit unconnected. Now format the drive with the AHDI-utilities and reconnect it to be
the second drive again. Put the original drive in place again and the NOAHDI driver (from a.a.u.e)
will be able to detect and use it.

The only problem left is that NOAHDI is quite old so it can can only manage drives <= 64Mb properly.
To be able to use bigger drives you need modern driver/formatting software like ICD/HDDRIVER/CBHD.

Then you are also able to (re)format the second drive without having to the above format trick.

Pim.

1211. Re: Swap partition for Linux: How??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 13:04:13 UTC
From: tichel@hawaii.uni-paderborn.de
Message-ID: <3kmisd$j6l@news.uni-paderborn.de>
Source record: 27080

Hello.

If you want to use a Linux-Swap-Partition you have to set up another
Type than BGM or GEM. You can di this e.g. with Zorg (Shareware).
You have to read the first sector of your harddisk and there you can
find the types. You can use SWP instead of BGM for your SWAP-Partition.

Bye, Tichel.

1212. Re: Problem with STe & MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 13:06:51 UTC
From: jules@cs.ruu.nl
Message-ID: <3kmj1b$d7d@krant.cs.ruu.nl>
Source record: 27082

Jens Andreasen <jens-and@dsv.su.se> writes:

>> I appear to have a constant midi thru on my 1040STe. Everything I send to
>> the IN socket is faithfully echoed to the OUT socket. I've checked/changed
>> cables and the midi thru is only operative whilst the computer is switched on.
>
>The STe has a midithru combined with its midiout, allthough not using the
>same pins. It's possible that you have some sort of shortcircuit. Else it
>must be the software you are using (check ACC's and AUTO.PRG's).

If I recall correctly the ST Profibuch mentions something about some
MIDI cables activating a hardware MIDI thru function because of some
weird pin layout on the ST; I'll look it up. You might want to try
using a different cable.

-- Jules

1213. Hollywood Hustler now for sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 13:23:38 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3kmk0q$3bt@wimbledon.dcs.hull.ac.uk>
Source record: 27079
Body handling: HTML body converted to readable text

Calling all Atari owners, Desert Star Software
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* * * * THE STORY SO FAR * * * *

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YOU LOST YOUR JOB... YOUR GIRLFRIEND
LEFT YOU... AND YOUR CAR HAS JUST
BEEN REPOSSESSED!

WHAT A NIGHT!

NOW YOU'RE ALONE ON THE STREETS OF
HOLLYWOOD WITH NOTHING TO LOSE AND
EVERYTHING TO PLAY FOR!

YOU WILL NEED ALL YOUR NERVE AND
SKILL AS YOU ENTER THE HARD-CORE
GAMBLING WORLD OF JOE, CHUCK AND
THE LEGENDARY MONTANA SLIM - THE
MEANEST POKER PLAYERS IN TOWN.
HAVE YOU GOT WHAT IT TAKES TO BE
A HOLLYWOOD HUSTLER?

HURRAY! Finally, after all the years of endless
A-T-A-R-I jokes - you've got the last laugh.
Listen as your console crazy, PC proud friends say,
"Wow! What a game!...It must be on the PC...
the Mega-Drive, too"? And you just smugly grin and
shake your head, "Nope!"

* * * * LOOK AT THE FACTS * * * *

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GAME ON THE ATARI ST/STE!

OVER 1 MEG OF REAL INTERACTIVE SAMPLED
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THE BEIDERBECK AFFAIR..
CONFESSIONS OF A WINDOW CLEANER
ETC.

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PLUS 3 ENDINGS

SPECIALLY DEVELOPED ARTIFICIAL
INTELLIGENCE FOR TOTALLY COMPELLING
AND WHOLLY AUTHENTIC PLAY

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GAME ENGINE IN ANY COMPUTER CARD
GAME TO DATE. USING THIER REVOLUTIONARY
MULTI-LEVEL PSYCHOLOGY YOUR COMPUTER
OPPONENTS, JOE, CHUCK AND SLIM,
CONSTANTLY WATCH, ANALYZE AND ADJUST
THEIR PLAY TO THE CIRCUMSTANCES.
THEY'LL BLUFF... THEY'LL LURE YOU
IN AND SOCK IT TO YOU ... BUT UNLIKE
OTHER COMPUTER CARD GAMES THEY WON'T
CHEAT ... THEY DON'T NEED TO!!

* * * WHAT THE INDUSTRY IS SAYING * * *
* * * * * ABOUT HUSTLER * * * * *

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Senior Atari Excecutive

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THE ST!"
ST Format

"IT'S THE REAL THING!"
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- WORLDWIDE (+44) 1482 871210
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FRANCE
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EUROPE - International Money Orders/
Euro-Cheques(sterling)

Please make all Cheques/P.O.s/I.M.O.s etc payable to
DESERT STAR SOFTWARE
and forward to
DESERT STAR SOFTWARE (HUSTLER)
120 BURDEN ROAD
BEVERLEY
NORTH HUMBERSIDE
HU17 9LH
ENGLAND

TEL: U.K. 01482 871210
WORLDWIDE (+44) 1482 871210

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France, Scandinavia..

All direct enquiries to the above phone/address.
If you prefer, you can also reach us via E-Mail at:-
G.R.Keen@dcs.hull.ac.uk

1214. Atari FTP List Updated!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 13:29:36 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3kmkc0$47k@mserv1.dl.ac.uk>
Source record: 27081

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 21-March-1995
Additions/changes since last list: 4

- aupair.cs.athabascau.ca (Atari section empty. Site removed)
- ftp.cs.tu-berlin.de (IP number change)
- ftp.uni-kl.de (Directory addition)
- ftp.switch.ch (Umich mirror)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
----
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.............(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX

13) close [CR] to close the FTP site you're currently on, so that another site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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1215. Supra 14.4 Express modem and Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 19:09:42 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D5t187.CIn@freenet.carleton.ca>
Source record: 27085

I just looked at the Supra 14.4 express series modem (external IBM version). It was listed at Compucentre at $139 CA (A great price). In order to save money, Supra does not include an AC adapter. Instead, the modem gets its power directly from the DB 25 pin RS-232 port.

Q. Is the RS 232 port on the Atari putting out the same line voltage, on the same pin, as the IBM 25 pin RS 232 port? Will the Power supply on the Mega STE handle the extra load? And, when you convert a DB 25 to the smaller mac style RS 232 port (like on the Mega STE) with an adapter plug is the line voltage still available?

This modem looks like it could be a super deal, if it doesn't bloww Atari's RS 232 ports!

--
"Pick a card, any card at all... except THAT one!"
Mark Montreuil (613) 990-4833 (voice)
Magician

1216. Re: Problem with STe & MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 20:17:47 UTC
From: healy@nosc.mil
Message-ID: <1995Mar21.201747.25094@nosc.mil>
Source record: 27083

My STFM uses two unused pins on the MIDI out to provide
MIDI through, a nonstandard arrangement. I had problems
with midi cables that had these pins wired. The other
MIDI devices I connected to would get hung up. Could
this nonstandard Atari MIDI through arrangement be
involved in your problem?

Mike Healy

healy@nosc.mil

1217. Re: HP IR-Port to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 20:31:06 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D5t4zu.KE0@muster.hrz.uni-giessen.de>
Source record: 27087

Hi,

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <3jrmm7$r5q@sun0.urz.uni-heidelberg.de> Markus Demleitner wrote:
: >: there was an article about this in a ST-Computer (german ST mag) two or
: >btw., it wasn't two or three months, rather something like one or two
: This is what I've found in my archives:
[...]
: _Titel:_ *Bitte Kommen!*
: _Thema:_ *HP-Taschenrechner am ST; Teil 2: Datenaustausch zwischen HP48SX
und ST*
: _Jahrgang:_ *92*
: _Heft:_ *01*
: _Seite:_ *145*
: _Rubrik:_ *Hardware*

and there was another article in No.9 in 1993 (I think)

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

1218. Re: sm124 diagrams?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-21 22:54:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3knlft$d3s@golem.wcc.govt.nz>
Source record: 27086

In article <mattkD5MuC9.FGu@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:
>q07@aixterm5.urz.uni-heidelberg.de (Thomas Schramm) writes:
>
>I'm interested...I have a dead sm124. But, what chassis are these
>diagrams for? I have a Goldstar based sm124 (three recessed knobs on the
>right side)

There is a file called Dead Monitor, and you will find it will help you fix
your monitor...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1219. Re: Hard disk driver ques

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 08:11:51 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar22.081151.26627@rhrk.uni-kl.de>
Source record: 27088

jondinga@io.org (Jon Dinga) writes:

>On 03-13-95 borst@cs.utwente.nl wrote to ALL...
> b> This weekend I installed a second hard disk in my Megafile 30.
> b> The problem is that the AHDI driver only recognizes the first
> b> drive. Are there drivers around that do look for the second
> b> unit?

> Pat,
> There are [ttbomm] 3 dip switches on the bottom of the case.
> One is to tell the unit there is a second mechanism there, and the other
> two are to change the id..... sorry cant remember any more ;(
> on

This won't help because the second hard disk in this case is not an
independant physical device but an additional logical unit. You need a hard
disk driver supporting more than one logical unit per controller to get it
work. Drivers which support this are CBHD and HDDRIVER.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1220. Re: Problem with STe & MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 09:19:53 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3koq3p$384@btmpjg.god.bel.alcatel.be>
Source record: 27089

MIDI uses 5-pin DIN connectors such as are also used for consumer audio, but only defines a use for three of the pins: IIRC 3 (the middle one) is connected to the shield and pins 1 and 3 (the outside ones) carry the current-loop signal).

The two other pins are a temptation which Atari couldn't resist: they put a Thru signal on them, which you can "bring out" using a special Y-cable. Which employee won a weekend in Tampa, Florida for this cost-saving invention is not recorded. ;)

Unfortunately some cables short the two "unused" pins to their neighbours, heaven knows why. Combine one of these cables with the Atari trick port, and voila! you have the constant-MIDI-Thru syndrome.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1221. Atari SLIP programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 09:52:03 UTC
From: Peter_Epp@learnnet.nt.CA
Message-ID: <311013.ensmtp@learnnet.nt.ca>
Source record: 27090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of SLIP software that is available for Atari? Also, is there FirstClass software, or a reasonably good clone of FirstClass, available for the Atari? If anyone knows, please E-mail me. I don't care if you post the answer here as well, just as long as you E-mail me.

Also, please excuse the weird cross-posting. I just wanted to reach as many people as possible who might know.

Thanks in advance,

Pete

1222. WTB: UK:Hard disk drive (or Atari SCSI adaptor)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 10:09:17 UTC
From: jat@unix.york.ac.uk
Message-ID: <795866957.0@cs.york.ac.uk>
Source record: 26991
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What more do I need to say? Anything from 20MB upwards considered!

Reply to addresses below please - replying to this article directly
won't work!

john..

--
jat5@unix.york.ac.uk
jat@ohm.york.ac.uk

1223. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 10:31:49 UTC
From: ling@dogmatix.inmos.co.uk
Message-ID: <3koual$hio@lion.inmos.co.uk>
Source record: 26992

In article <AA644EE0mrn@albemuth.equinox.gen.nz>, john@albemuth.equinox.gen.nz (John Collis) writes:

|> Actually the most awkward problem I probably have, is that the DMA chip
|> is not in a socket but surface mounted on the board. Removing it and
|> replacing with a socket is rather fiddly and my own soldering skills are
|> not really up to the job. :-((
A good way that I have found of soldering surface mount chips is the following:
Buy a roll of Solder Braid
Now, having removed the old chip, place the new chip on the board and solder the four legs/corners of the chip. Next flood all the legs with solder, so that all the legs are almost shorted together. Then use the solder braid to remove the excess solder. Finally check with a magifying glass fow and shorts and remove them with the solder iron etc...
You should now have a chip soldered neatly on the surface of the board.

Hope this helps!

--
Ling Li - email ling@inmos.co.uk

1224. STE SIMMS and Overclocking

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 10:38:40 UTC
From: ling@dogmatix.inmos.co.uk
Message-ID: <3koung$hio@lion.inmos.co.uk>
Source record: 26993

Hi!

I have a 1040Ste and I am thinking of upgrading it to 4Mb of Memory and also speeding up the the Processor.

I know that on a PC you can change the clock crystal to improve the processor speed, but can you do the same on a 68000 CPU? I have located an 8Mhz crystal in the STe motherboard, is this the correct crystal? Has anyone tried to overclock their STe??

If I speed up the CPU will I need faster memory? At the moment my STe has 100nanosecond SIMMs. Will I need to buy faster ones, such as 90 or even 80ns SIMMs?

Also does the SIMMs for the STe need Parity checking or not? Will ordinary 30pin PC type SIMMs do the job?

Any help and advice would be most grateful.
Thanks for reading!

--
Ling - email ling@inmos.co.uk

1225. Re: SM 124 Picture size

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 13:34:12 UTC
From: aw@zaphot.augusta.de
Message-ID: <FCWOAEFDUP@zaphot.augusta.de>
Source record: 26994

In <Pine.ULT.3.91.950320100038.20151A-100000@mars> Jens Andreasen wrote:

>
>
>On 19 Mar 1995, Mathieu Lanouette wrote:
>
>> Yes, it can be done on a 124... But you have to open your monitor and
>> adjust little potentiometers near de tube... I think they are at the right
>
>I adjusted my 124 and soon after it just *burned out*: First I got rid of
>the border. The image then became a bit darker. Then I adjusted the
>brightness back to normal. This worked fine and I was very happy for a
>few weeks..

CAUTION: Do _not_ change the 'B+'-potentiometer!

Here are instructions ... sorry for the large posting ...

Here's the text file with instructions on how to enlarge your SM124
Monochrome Moitor screen. I found this file on an old PD disk. I did
the modifications on my own monitor without any trouble. Hope it helps!

****

HOW TO ENLARGE YOUR
SM124
MONOCHROME MONITOR'S
SCREEN SIZE

by
Jack P. Durre'

If you've used the Atari ST computers with the SM124
monochrome monitor, chances are quite good that you have come to
accept the wide (black or white) border surrounding the usable
area of the screen. You may have asked "why?", but probably only
grumbled about it, and went back to work. If you've got the time
(about 15 minutes, on average), the tools (3 or 4, and available
from most Radio Shack stores), and the nerve (very little
required!), this article will explain how you can actually have a
LARGER, _usable_ screen (as compared to the Mac)!

First, credit where credit is due...The original information
for this modification came from the April, 1986 issue of "ST
APPLICATIONS" magazine, in an article written by Albert Lew. I am
merely explaining my own methods, following the original steps as
outlined in Mr. Lew's article.

That said, let's get the caveats out of the way: While I may personally consider the following modifications to be simple and straightforward, _I_ can't write a "Hello World" program in BASIC!!! In other words, what may be "simple" for me, may be quite difficult for you. If you feel that you are NOT qualified to make these modifications, DON'T! Find an able (and willing!) friend or service technician to do it for you, or forget the whole idea, and live with what you've got! If your monitor is in warranty, opening the case will, obviously, void that, and the possibility also exists that even if you wind up paying for repairs, the technician MAY refuse to work on your machine! (Chances are, however, that he's more likely to want to know more about making the mods himself!) Further, the electrical current coming from the wall plug is enough to knock you silly, or worse, and inside of the monitor case, it gets even stronger, so be aware that touching the wrong thing may well put you into an "endless loop" of your own! In other words, YOU CAN GET KILLED! Now, if you've decided that you'd "kill to have a larger screen", then follow me!

Tools: These are really few in number, and quite simple to come by. Mr. Lew suggested some non-TV type of tools, but I'm going to stick to my guns here, and insist that you use the right tools for the job! You'll need a Phillips screwdriver, preferably a #1 size. (If you don't know the difference between a Phillips, and a slotted-head screwdriver, let me stop you right here, and suggest that you return to your programming!) You'll also need two TV "tuning tools"; a hex-tool, 3/32" ("across the flats", as they say) and a flat-bladed tool, 1/8" or so in blade width. Both of these tools should be made of non-conductive (plastic) material, and longer is better! A make-up mirror is also quite handy, particularly a free-standing one. I might also suggest a thick towel or other material to protect the face of your monitor and the top of your desk, during the time that you are moving it around. Finally, the toughest item of all...some CLEAR SPACE! You'll need to move the monitor around a little, and of course, it will need to be connected to your CPU (and I DON'T recommend trying to balance it in your lap!), so plan accordingly.

Next, let's try to orient ourselves, so that you aren't amputating the screen, while _I_ am talking about the power cord! The "front" of the monitor is the viewing screen, the "rear" is where the power cord, and CPU/Monitor connector cable exit the case. Since we're going to turn the entire thing around, so that the screen is facing AWAY from us, "right" will now be the side where the speaker is located, and "left" obviously (it IS, isn't it?) will be opposite that, where the control knobs are. "Top" will still be in its usual location, and if you haven't already figured out where the bottom is, it's time for another cup of coffee!!!

Ready? Here we go!

Boot your system, using either the desktop, with one or more windows opened, or call up a text file. The ideal situation is to have text reaching all four corners of the screen, so that you will be able to compare from one area to another.

Now, unplug the monitor's power cord from the socket in the cabinet, and turn the monitor around, so that the rear of the case is facing you. Place the towel or padding on the desktop in front of the monitor, and tip the entire unit up onto the glass face (carefully!). Now, using the Phillips screwdriver, remove the 5 screws holding the cabinet together. (Two on the bottom, one on each side, about 3/4s of the way up, and one just above the power cable socket.) Once these have been removed, put them somewhere safely out of the way, and don't worry about mixing them up, they're all the same size. Now, gently lift straight upwards on the rear sides of the case, and it should begin to lift away...CAREFUL! You have yet to disconnect the speaker wires, and there's not too much extra wire here. See it? Carefully reach down to the connector where it joins with the mother board, and pull it straight away from the board, disconnecting it. Don't be too concerned about the orientation of the plug, as it _will_ work in either direction. Once you've done this, continue to lift the rear section of the cabinet away, feeding the CPU/Monitor cable through the opening as necessary.

Set the cabinet out of the way (And don't STEP ON IT!), and proceed with the REAL modifications! Tip the monitor back down to its bottom, and arrange the mirror so that you can see the screen while working at the rear of the unit. Re-connect the power cord, and turn on the monitor, being careful to NOT stick your fingers inside the wrong areas!

Grab your plastic flat-blade tool, and start looking along the right side of the mother board (remember now, we're looking from the rear of the set!). Near the front of the board, neatly tucked between the picture tube, or CRT, and a vertical metal heatsink/power board, is a row of 3 white adjustable controls, or potentiometers, about 1/2" in diameter, labelled "VLINE", "VSIZE", and "VHOLD". We're interested in "VSIZE", which is the middle control "pot". (NOW you know why I suggested a _long_ tuning tool!) Gently slip the tool into the slotted head of the pot, and while watching the screen in the mirror (you DID boot up the system, didn't you?), begin to turn the tool slightly (try not to apply much pressure to the pot, as that CAN effect the setting). The top and bottom of the screen will begin to move, together or apart! Expand the screen to within approximately 1/2" - 3/4" of the top and bottom of the "bezel", or plastic frame on the front of the monitor. (Too close to the bezel, and you'll find that you have to be EXACTLY in front of the screen, or miss some of the information!)

See? Feeling more confident already, aren't we?

Moving right along, we will now swap our tuning tools, opting for the hex-shaped one. Looking near the left rear corner of the mother board, close to the point where the power cord socket is located, you will find a plastic shaft with a slot in it, sticking straight up from the board, and just slightly ahead of that, a strange-looking device, composed of a small-diameter tube, with what appears to be a couple of "bobbins" of wire on it. Inside of that small tube, there is a small, somewhat-fragile core of graphite, which WILL break, if mistreated, so act accordingly! Gently lower your hex-tool into this tube, and you will feel it slide home into the core. (Again, don't press down on the core.) By turning this core in a clockwise direction, and watching the mirror, you will see the screen shrink slightly first, and then grow WIDER!!! (Now we're really starting to cook!) Remember to leave about 1/2" - 3/4" border, to avoid having the edges hidden by the bezel.

What's that you say? Your picture got larger, but it looks off-center? Well, cheer up, bunkie, 'cause we're gonna fix THAT right now!

See that big chunk of glass up front? Well, it has a "neck" on it, and the back end is pointing directly at us, with some strange looking electronic stuff along the way. At the very back of the tube are some electrical connections, but we're not worried about them...what we're after are the two magnets that look sorta like "Q"s around the neck, about 1-2 inches forward of the connections. See 'em? They're dark grey or black, probably, and have a little "ear" sticking up away from the tube, so that you can _gently_ push them around until you get the picture centered on the face of the CRT. Don't worry about touching THEM...just try to keep from resting your hands on any "hot" contacts! This may take a little time to screw up your courage, but once you get the hang of it, you'll find it quite easy! Once you've got the picture fairly well centered, you may need to go back and re-adjust the VSIZE or Horizontal size, as all of these things are interrelated.

Next, we're gonna make the picture sharp again, in case you're worried that you've just lost that beautiful screen that you love so much!

Remember the slotted plastic shaft at the left rear of the mother board? Well, THAT's the "FOCUS" control, and if you'll again resort to the flat-bladed tuning tool, you can use that control to find the best compromise for YOUR taste! Atari chose to go for a tack-sharp center screen, and let the corners be a little softer in focus. You can do the same, or go for sharp corners and let the center go a little soft, or shoot for some compromise. (Hey! Life's a compromise!) Once you've done this step, you can actually turn the set around, and admire your handiwork!

If you see some other minor fine-tuning that you want to go back and do, feel free. This is now a CUSTOM-TUNED monitor of the first rank, and you will have even more pride in your ST than before!

To reassemble the cabinet, turn off the power, slide the CPU/Monitor cable through the rear cabinet section, and with your third hand...yep, gotta remember to reconnect the speaker leads! There IS a sort of indicator as to which way the plug was originally connected...One side has two slots, and the other side has only one, but the speaker WILL work even if this connector is reversed. Incidentally, if you want to go one step further, Mr. Lew suggests the addition of an Audio-OUT connector from this lead. Your choice.

Finally, having reassembled the cabinet, re-connect the monitor to the CPU, boot the system up, and check out the BIG PICTURE!!! If you have any problems, check first, to see that power is reaching the set, and that the green LED indicator is on. If not, you may not have reconnected the power cord securely, or possibly a fuse has blown or been broken (fuses are located on the vertical power board at the side, near the VSIZE pot, and easily replaced from Radio Shack).

Enjoy your "new" monitor, and if you have any questions on this modification, you can reach me here, on CompuServe, at PPN 75046,476.

Seeya! [Jack]

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

1226. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 14:13:28 UTC
From: chainxor@kom.auc.dk
Message-ID: <3kpba8$bdo@news.iesd.auc.dk>
Source record: 26999

Is there anybody in here who knows when the CD-rom with Linux and the installation tool comes out ???

Does there exist a working version which runs on a Falcon ???
Does it support graphiccards and screenenhancers for the Falcon ???

Any answer will be greatly appreciated :-)

Keep Cool and Flying...

ChainXOR...

1227. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 14:24:47 UTC
From: chainxor@kom.auc.dk
Message-ID: <3kpbvf$bdo@news.iesd.auc.dk>
Source record: 27000

In article <1995Mar21.103656.6941@alder.cc.kcl.ac.uk>, tomlin@zippy.spods.dcs.kcl.ac.uk writes:
>
> LINUX INSTALLATION
>
> If anone is interested, I've compiled a *working* pl5 kernel for Falcon's &
> uploaded it to phelim.ph.kcl.ac.uk and to zippy.spods.dcs.kcl.ac.uk in
> /pub/Authors/tomlin/flinpl5.tgz
>
> Keith.

Can LINUX on the Falcon run with 4 MB ?
If so can it use virtual mem (68030 PMMU) ??

Where can I find the rest of LINUX, so that it can be completely installed with X-windows ??

Keep Cool and Flying...

ChainXOR...

1228. Re: NEC CDR-83J CDROM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 14:43:54 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <08e_9503221532@satlink.oau.org>
Source record: 27010

From: adrian.gruber%239@satlink.oau.org
Newsgroups: comp.sys.atari.st
Re: NEC CDR-83J CDROM
Date: 03/21/95 14:30:00 EST
Org: FidoNet363
>> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
>> Subject: NEC CDR-83J CDROM
>> Date: 8 Mar 1995 00:24:24 GMT
>> Organization: Florida State University Department of Mathematics
>> Xref: ns1.planetc.com comp.sys.atari.st:104874
>> comp.sys.atari.st.tech:25005

>> Anyone out there have a NEC CDR-83J SCSI single-speed CDROM connected
>> to their ST? Is there any reason why this unit would not work, given
>> an ICD host adaptor and ExtendDOS? I have an opportunity to purchase
>> one for
Yes, but mine is a CDR-25BJ running off an030 with extendos and a
centronix to centronix from my hard drive.
Let me know if I can shed some more light on it for you,
For crash address e-mail to me at Fidonet.org 1:363/239
Regards.
Adrian
--
|Fidonet: Adrian Gruber%239@satlink.oau.org 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

1229. Re: STE SIMMS and Overclocking

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 16:21:59 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3kpir7$1pr@m.ehd.hwc.ca>
Source record: 26995

ling li (ling@dogmatix.inmos.co.uk) wrote:

: I have a 1040Ste and I am thinking of upgrading it to 4Mb of Memory and also
: speeding up the the Processor.

...

: If I speed up the CPU will I need faster memory? At the moment my STe has
: 100nanosecond SIMMs. Will I need to buy faster ones, such as 90 or even 80ns
: SIMMs?

I have 70ns in mine. You don't NEED to buy faster SIMMs, but the STe can
handle down to 60 or 70ns chips.

: Also does the SIMMs for the STe need Parity checking or not? Will ordinary 30pin
: PC type SIMMs do the job?

With or without, it doesn't matter to the STe.

: Any help and advice would be most grateful.
: Thanks for reading!

No problem. :)

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

1230. Re: Mega STE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 17:54:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCWSEHUUUP@galaxy.teuto.de>
Source record: 27001

In <msmith.795213570@maxine> Michael Smith wrote:

>>Some drives will not work. The Seagates almost always do (slow though they
>>are), but my Maxtor 213s will not. It must be SCSI-1 and not Fast SCSI-2, and
>I guess that rules out large capacity drives.. they're typically
>SCSI2. I think my Maxtor 345 is a SCSI1.. it's pretty old.

Don't tell my LPS270S and my SyQuest 3270S, they might go on strike, then ;-)

Usually the problem is parity or bus-arbitration. Parity can be switched off
via command on a system that supports parity.

Arbitrating drives won't run on ACSI-hostadaptors at all. Real SCSI as in
Falcon or TT is required for those babies.

>SCSI2 or WideSCSI. At LEAST it should support multiple drives.. which
>I understand is not possible with the internal adapter.

That's correct.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1231. Re: Supra 14.4 Express modem and Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 19:41:53 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503221835.AA02613@ilmen.lanl.gov>
Source record: 27002

In a previous article, ai066@FreeNet.Carleton.CA (Mark Montreuil) wrote:

>I just looked at the Supra 14.4 express series modem (external IBM
>version). It was listed at Compucentre at $139 CA (A great price).
>In order to save money, Supra does not include an AC adapter. Instead,
>the modem gets its power directly from the DB 25 pin RS-232 port.

I wouldn't take a chance with this one. Spend just a 'little' bit more
and opt for the SupraFAXModem 144LC. It comes in a metal case (not all
plastic like the Express unit), supports V.32bis, caller ID, etc, and
uses an external power supply.

-Hutch- @ Fair Dinkum Tech

1232. Re: //The Best Modem for 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 20:18:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCWVAHALUP@galaxy.teuto.de>
Source record: 27003

In <D5KB7L.JC6@crash.cts.com> Scott Rossell wrote:

>Daniel Eriksson (root@icon.pp.se) wrote:
>: > Stay away from Zoom and US Robotics - otherwise, you should be all right.
>: USR makes great modems and I can highly recommend their Courier-
>Errrr...Wrong! USR is garbage. They USED to make great modems...Not any

Give us some facts to back your opinion, if you would.

I might agree to a certain extend, that the *Sportster* line of modems is not
the best there is.

I would back-up Daniel's assumption re. the *Couriers*, however.

But a new player is coming to town, soon: The new ZyXELs. A great combination
of a _full_ V.34 implementation and ISDN.

And just to make you guys a little envious, the German Telco sponsors the
purchase of certain ISDN-equipment with up to 700,-- DM. Guess what I'll be
getting real soon now ;-)=)

Ciao

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1233. linux 68 k on st's with 68030 cards

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-22 22:39:28 UTC
From: mjr@geob8.geo.uni-bonn.de
Message-ID: <3kq8v0$dpk@news.rhrz.uni-bonn.de>
Source record: 26996

Has anyone done this with the pl5 distribution?
If yes, where are pssible pitfalls?

Thanks

Michael Ritzert

--

1234. STOS+Rs232

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 00:00:00 UTC
From: Scott Stringer <scott_stringer@pointless.gen.nz>
Message-ID: <50323215430$6FC8@pointless.gen.nz>
Source record: 27025

DRB>Can somebody tell me the TRAP call (or whatever), that
DRB>I need to be able to set the parameters of the serial
DRB>port (i.e baud, parity, etc).

What you need to do is call RSCONF, which is call number 15 in xbios.

eg 100 trap 14,15,speed,flow,ucr,rsr,tsr,scr

where speed=0 for 19200, 1 for 9600, 2 for 4800, 3 for 3600, 4 for 2400
flow 0= no flow control
1= Xon/xoff
2= RTS/CTS
3= xon/xoff and RTS/CTS
scr=synchronous character register
tsr=transmitter status register
rsr=receiver status reg
usr=USART control reg

You need to put a parameter for each of the values. Pass a value of -1
to leave the parameter unchanged. A book of the GEMDOS calls should
help explain this better, but as an example..,

100 trap 14,15,4,-1,-1,-1,-1,-1

This line calls RSCONF (call number 15) in the Xbios (trap #14 from
STOS). The 4 sets the speed to 2400 baud, and the string of -1's leave
all the other parameters unchanged. Hope this helps !!

Scotto

X SLMR 2.1 X Backup not found: [A]bort [R]etry [P]anic

1235. GEMULATOR

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 04:11:56 UTC
From: ekl@sdf.saomai.org
Message-ID: <D5vKzy.JDE@sdf.saomai.org>
Source record: 26997
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm looking for people who have experience with the Gemulator. I'm thinking of getting one - no I'm not gonna buy an 80x86 - I just want to have a decent operating system at work :-) How fast is it compared to my 16Mhz STe when run on a 486/33 ? How well does it utilize modems and hard disks? Can serial communicatios keep up at 19200 (or 38400?). Can existing DOS/FAT partitions be used?

I'm thinking of running it in an OS/2 full-screen session. OS/2 is OK, but it thrashes the disks too much, and seems a bit slow, and the apps that come in the bobus pack really suck, and I can crash OS/2 pretty easily just by doing alot of multitasking.

Any comments appreciated.
Email to : ekl@sdf.saomai.org
Evan Langlois

1236. Monitor Types

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 09:08:17 UTC
From: ians@inmos.co.uk
Message-ID: <3krdq1$gd6@lion.inmos.co.uk>
Source record: 26998

[No readable article body recovered]

1237. Atari Web Pages new home!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 11:04:07 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3krkj7$655@mserv1.dl.ac.uk>
Source record: 27005

Firstly thanks to everyone who offered space for these pages or expressed
their opinion on there loss. A special thanks to Denesh for all his help
in finding me a new account, and to the people at MCC for supplying an
account.

The new site for the Atari Web pages is:

http://www.mcc.ac.uk/~dlms/atari.html

All the pages are in place but the links are currently under re-construction
so some pages may not work yet. I hope to have this service fully working
again on Friday the 24th March 1995 at the latest. Next week the service
will resume in it's usual manner and will continue with several new updates.

Thanks again to everyone and don't forget to update you links to the new site
if you link to my pages.

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+============================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1238. Connecting Falcy and radio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 11:40:50 UTC
From: Matej.Glavac@uni-mb.si
Message-ID: <1995Mar23.134050.953@rcum>
Source record: 27007

Hi

I have a Falcon and I heard it is posible to connect it with a
radio and it gives a beter sound. Since I'm planing to buy one
(with CD) I want to know how to connect it (what cable do I need
and what connectors the radio must have).
Can anybody help me with that.

Thanks
Oblak Andrej
MATEJ.GLAVAC@UNI-MB.SI

1239. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 12:56:33 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar23.125634.193@genrad.co.uk>
Source record: 27004

In article <AA644EE0mrn@albemuth.equinox.gen.nz>, (John Collis) writes:

] Another question for any Gurus out there. It strikes me that the DMA
] problem must be related to the chip heating up, or there would be errors
] immeadiately you booted, not just after an hour or so. A friend
] suggested therefore that maybe a mini cooling fan (like those for
] processor chips) on top of the chip my be a kludgy but effective fix!!
] Any comments??

A much easier solution would be to fix a small IC heatsink on top of
it. This can be gunged on using heatsink compound (if you're not going to be
moving your ST around too much) or better still, glued on using heat
conductive glue (available from RS Components in UK and probably many other
electronics stores).
IC heatsinks are easy to get and cheap. Look in an electronics shop
or catalogue. Use the biggest that will fit in the case. Forced air cooling
probably isn't necessary.

Paul Hills

1240. Linux and Xfree

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 14:07:42 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3krvbe$mhq@macondo.dmu.ac.uk>
Source record: 27006

Hello,

I have a 4MB falcon and 170 mb ide HD.

I use Unix and XWindows at Uni and would love a linux box at home.

The question is what sort of reliablity and performance do you get
on a system like mine? Also what demands on resources does this
kind of setup make? I've heard that Linux takes 40mb of HD space, is
this true?

I'll appreciate your info,

Alan.

se2ap@dmu.ac.uk

1241. HARDY DISK DRIVE NEEDED.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 14:46:35 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Mar23.144635.7010@bay.cc.kcl.ac.uk>
Source record: 27011

One hard drive wanted really badly. Got a 100 quid
budget, tops inc. p&p. After around 50 MB. Also software enc.,
boot, partition + formatting. Please also include further drive specs.
on e-mail reply.
Thankyou.

-A .MacLeod, udem148@bay.cc.kcl.ac.uk-

1242. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 18:58:59 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950323194139.19095A-100000@mars>
Source record: 27008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

On Tue, 21 Mar 1995, Evan Langlois wrote:

> Is it true that the 56001 DSP can execute 3 threads of execution
> simultaneously? I heard that the DSP has an average instruction
> execution time of 1 cycle - does this take into consideration the
> 3 execution threads, or can I actually get 3 instructions per cycle
> by using 3 different execution threads?

The 56001 can under certain circumstances execute 3 instructions
simultainously and that is when you want to:

<multiply>, <add the result to previous result>, <load the next data>

It will add 2 clocks to your execution time (and its running at 32mhz)

Most (All?) DSP's can do this. It's the stuff digital signal processing
algorithms are made of.

There is even hardware control for loops (so you wont have to increment some
silly counter and test its value, the chip will do this for you.)

/Jens M Andreasen

1243. U.K. -> U.S.A. conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 20:23:41 UTC
From: aharriso@satchmo.math.uno.edu
Message-ID: <1995Mar23.202341.10320@cs.uno.edu>
Source record: 27009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari 520ST bought in England when they first came out. Now I'm living in the States and I'd like to convert it over. Does anyone have any experience with this or know of a 1-800 number for Atari technical support?

Many thanks
Adam Harrison

--
==
Adam Harrison | Phone: (504) 286-5463
Department of Mathematics | Fax: (504) 286-5516
University of New Orleans | email: aharriso@math.uno.edu
New Orleans, LA, 70148, USA |
==

1244. Re: //The Best Modem for 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-23 23:24:22 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.Neaex8bicZ_@icon.pp.se>
Source record: 27013

In <D5KB7L.JC6@crash.cts.com>, sar@crash.cts.com (Scott Rossell) writes:
> : I don`t know about Zoom, but the statement about USR is not correct.
> : USR makes great modems and I can highly recommend their Courier-
> : line.
>
> Errrr...Wrong! USR is garbage.

Huh? Then I guess my USR DS V.everything that sits on my desk should go out the same way as "normal" garbage. Pity, it has given me great 28k8-connections and performed flawlessly in FAX-mode ever since I bought it. I guess I`d better go buy myself one of those modems with the super-high-tech and very important display-thingy. They are, as everyone now knows, essential to the usefulness of a modem. ;-)

> They USED to make great modems...Not any more.

Could you please tell me what more you demand from a modem but flawless operation? Colour, shape and useless displays?

> Save yourself the hassles and worry.

That`s exactly what I did 6 months ago when I decided to take a deep dive in the wallet and buy a USR!

> Go with Supra or Practical Peripherals.

I don`t know about PP, but Supra makes great modems. I won`t argue with you about your choice of modem, but please try to be objective. Putting down USR-modems just because you feel your modem is superior (which I strongly doubt it is BTW) just shows your ignorance! My guess is that both modems (USRs and Supras) have their strengths and weaknesses.

Please move this thread into .advocacy if you decide to respond.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it's not a job for soldiers, but only soldiers can do it!"|

1245. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-24 08:37:12 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar24.083712.196@genrad.co.uk>
Source record: 27012

In article <3koual$hio@lion.inmos.co.uk>, ling@dogmatix.inmos.co.uk (ling li) writes:

]|> Removing it and
]|> replacing with a socket is rather fiddly and my own soldering skills are
]|> not really up to the job. :-((
]A good way that I have found of soldering surface mount chips is the following:
]Buy a roll of Solder Braid
]Now, having removed the old chip, place the new chip on the board and solder the
]four legs/corners of the chip. Next flood all the legs with solder, so that all
]the legs are almost shorted together. Then use the solder braid to remove the
]excess solder. Finally check with a magifying glass fow and shorts and remove
]them with the solder iron etc...
]You should now have a chip soldered neatly on the surface of the board.

The removal process has been rather simplified here! It's not quite
as easy as just using solder braid. After getting as much solder off using
braid (which will require a 50Watt iron at least), there are two alternatives:
1. Either lift each leg carefully with a scalpel or sharp knife. If it does
not lift easily, apply heat with the iron while lifting.
2. If you have *very* pointed nose cutters (worth investing in SMT cutters)
cut every leg off the chip until the chip falls off, then remove the legs
still stuck to the board with the iron and/or braid and/or tweezers.
Note that this is not an easy process, and it may be worth practising on
a junk board with SMT chips before attacking your ST. It is very easy to
lift/damage tracks.

The resoldering process decribed above should work but may be prone
to microscopic solder bridges - worth testing with a multimeter on buzz mode
(don't use resistance measurement mode - it may apply too high voltages to
the IC). A better way is to use a *very* fine tip (buy one) and SMT solder
(which is very fine), do each corner leg as described by Ling above, then
carefully do each other leg. Braid can be used when you cock it up!

If you're not confident, don't do it.

Paul Hills (experience of doing this several thousand times!)

1246. Re: Connecting Falcy and radio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-24 13:32:35 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3kuhlj$js4@btmpjg.god.bel.alcatel.be>
Source record: 27021

Most *radios* I've met don't have any way to connect an external source. A "hi-fi" amplifier, or "receiver", or almost anything with a tape recorder built in, normally does. Look for an input labelled "ext[ernal]" or "aux".

The Falc's output is a walkman-style stereo jack plug; it should be easy to find a cable with either a jack plug at each end, or a jack at one end and a pair of cinch ("RCA") connectors at the other if that's what your amp requires. Even in Slovenia.

What *won't* work is connecting the socket on your Falcon with the little picture of some headphones to the socket on your radio with the same mark-ing. That way you'd have two parties talking and no one listening.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1247. Re: Swap partition for Linux: How??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-24 13:52:40 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <&ybrtrvq7jy@moacs11>
Source record: 27023

In <3kbmkg$90n@archive.ny.jpmorgan.com>, Piers Sherwood wrote:

> I created a swap partition using 'mkswap', did a 'swapon -a',
> and hey presto - heaps of memory and plenty of space to compile.
> My happiness was short lived: next time I rebooted I got a pretty
> little row of bombs when the disk driver started.
>
> Browsing through the documentation revealed my error: a swap
> partition must be of a type not recognised by GEMDOS, such as
> LNX or SWP or something. Now I come to the embarrassing part:
> I have no idea how to do this.
>
> I have HDDRIVER 3.06 and the HDX which came with my Falcon but
> neither seems to have an option for setting the partition types.

You don't have to change the ID if you update HDDRIVER.
Versions >= 3.3 will recognise when the bootsector is
destructed by mkswap, dd etc.

> Help! I would really like to get Linux swapping happily so could
> some kind soul please put me out of my misery.

If you have no more than 4 partitions on the drive, you can
quite easily change the partition IDs in the rootsector with
any simple freeware sector editor, like CHKDISK3 from Atari.

Waldi

1248. Re: NEC CDR-83J CDROM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-24 14:32:48 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D5y8Eo.8y6@freenet.carleton.ca>
Source record: 27014

I had a NEC 25 external at one point and did not have any problems
using it with ExtenDOS, either.

Randy Kwak

1249. Re: Hard disk driver ques

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-24 14:44:10 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D5y8xM.9EG@freenet.carleton.ca>
Source record: 27015

Atari Hard Drive Utilities do not support more than one drive.

To use two drives, you would have to use software that supports more than 1 Logical Unit Number. I have been using Supra Hard Disk Utilities to do this on a converted Megafile, and I know that ICD Hard Disk Utilities will do the job if you have an ICD host adapter in there somewhere.

I imagine that ICD Pro would also be all right - it apparently does not require the host adapter to work.

Once you get the appropriate software, you have to format each drive separately and make sure you get the jumpers on each drive right. You may also have to fiddle with cable length (depending on host adapter) because one drive may want to be "closer" to the host adapter than the other.

Randy Kwak

1250. Re: what kind of SIMMS in STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-24 18:28:58 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Mar24.182858.28989@bradford.ac.uk>
Source record: 27016

```
Hallvard Tangeraas (hallvart@oslonett.no) posted:
: What kind of SIMM chips are to be used in the STE?
: If I go into a store that sells stuff for PCs, what do I
: ask for when I want to expand the memory of my STE?
: I need 1MB SIMMS, but there are many different types, aren't there?

1MB 30-pin, 8 or 9 bit at least 120ns (the STe'll only access at >= 120ns)

Paul.
--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_( \__/ )_\ Engineering, University of Bradford, England. /_( \__/ )_\
\__U_/ Email: P.A.Booth@Bradford.ac.uk \__U_/
```

1251. Re: XtraRAM Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-24 18:43:08 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar24.184308.18338@bradford.ac.uk>
Source record: 27017

On Mon, 13 Mar 1995 22:14:01 GMT, Nick Forde wrote:
: I'm looking for a little info. about the Marpet XtraRAM kit for an STFM...

Marpet are marpet@cix.compulink.co.uk, but I don't know if they are still
using that address. They are based in Pateley Bridge, North Yorkshire.
Telephone them on 01423 712 600.

I have the same board as you and AFAIK, it cannot be upgraded.

Steve Taylor.

1252. Atari term mode in GNUPLOT 3.5?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 01:09:56 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Mar24.210956.36292@ac.dal.ca>
Source record: 27018

I just got gnuplot v3.5 and was surprised to find that it's missing the 'atari' terminal setting. The only way I can get any on-screen plots at all is to use the 'dumb' terminal setting - not great. This is surprising since the docs certainly still refer to the atari terminal setting. I got my copy from the Clausthal ftp site in Germany and it's set up to use the 'mtos' terminal setting; to get (on screen) plotting with it you apparently have to be running MultiTos, which I don't have. v3.0 had the atari terminal setting, but 3.5 seems to have some worthwhile features (such as nonlinear fitting), so I'd like to use it. Does anyone have any ideas for getting around this problem?

Thanks for any suggestions, John.

1253. 520 upgrade blues

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 02:37:51 UTC
From: bbrown@ozspace.brisnet.org.au
Message-ID: <1995Mar25.023751.10252@nntp.brisnet.org.au>
Source record: 27019

HELP!!!! I have just finished upgrading a 520 STFM to 1 meg, and now I get polka dots on my desktop. On top of that nothing seems to run properly, not even programs that behaved with 520k. However when I do a quick cold reset the dots disappear, and the system registers a whopping 1024k. Programs seem to work normaly with the cold reset method, but I still have a hunch that all is not well. The upgrade consists of 16 DIP IC's (which I socketed), 16 filtering capacitors, and 3 68 ohm resistors for the memory lines. I have checked for cold soldering joints, bent legs on the IC's, and have jumped the resistors on the memory lines. Nothing, I even pulled out a magnifying glass and looked for stray bits of solder. My only clue seems to be the MMU which is a surface mounted C101601-38, which I have never seen before. I hope someone has tripped over this rock before as I am at a dead end.

(invisible .sig) bbrown@ozspace.brisnet.org.au {Brad}

1254. Re: STE SIMMS and Overclocking

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 03:46:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3l03m4$mdm@golem.wcc.govt.nz>
Source record: 27020

In article <3koung$hio@lion.inmos.co.uk>, ling@dogmatix.inmos.co.uk (ling li) writes:
>Hi!
>
>I have a 1040Ste and I am thinking of upgrading it to 4Mb of Memory and also
>speeding up the the Processor.

Yes just buy a ICD ADspeed, you can't change the speed of your STE unless you
are a Computer Eng, or some thing like that, there is more to it than you
know..

9 bit SIMMS should have the 9 bit inputs shorted out, if not you end up drawing
hight current, the STE does not have these pins connected...

ICD ADspeeds were about $125us at there sale price....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1255. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 08:13:55 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3l0jc3$9lu@usenet.INS.CWRU.Edu>
Source record: 27022
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari,de.comp.st,comp.sys.atari.st.tech

```
BBS that have a Falcon 030 section
==========================
Version : 0.03
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank﷽s the people who have contributed to this list).

```
Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)
------------
GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)
----------
```

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Master
31 364423 14.4 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If

youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

1256. Some major problem with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 08:50:08 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
Source record: 27028
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I'm having some trouble with MiNT and I was wondering if any of you kind people could help me.

Here's basically what I'm doing:

```
fd1 = Fcreate("U:\\PIPE\\TIM", 0);

...

fd2 = Fopen("U:\\PIPE\\TIM", 2);
Fforce(-1, fd2);
```

Now, this should redirect BIOS, which in turn redirects GEMDOS, right?

Well, if I do the above, BIOS gets redirected but not GEMDOS.

If I do this:

```
Fforce(1, fd2);
```

Then GEMDOS (stdout) gets redirected, but BIOS doesn't.

here's my actual code (pardon the debugging stuff):

```
void spawn(void)
{
int fd;
char name[30];

sprintf(name, "U:\\PIPE\\TIM.%hd", numapp);

printf("spawning... ");

app[numapp] = Fcreate(name, 0);
printf("(%hd)", app[numapp]);

if (Pfork() == 0) {
fd = Fopen(name, 2);
printf("[%d]", fd);
printf("{%d}", (int)Fforce(-1, fd));

Bconout(2, 65);
printf("This is a test!");

/* Pexec(100, "child.ttp", empty, NULL);*/
exit(0);
}

printf("spawned\n");
```

```
numapp++;
}
```

Note the Bconout(2...) and the printf("This..."). If Fforce is set to -1, the 65 ('A') gets passed through the pipe and the string prints directly to the screen. If Fforce uses 1, the string goes through the pipe and the 'A' gets printed directly to the screen.

All documentation I have (including the MiNT docs themselves) says that -1 should redirect the console for both BIOS and GEMDOS, so why isn't it?????

And on a related note, if I DO get this to work, will what I'm doing there work with the Pexec? Since Pfork actually suspends the parent process, I can't use Pfork and then Pexec(0, ...), so the only thing I could think of was to Pfork so that I could isolate the console from the parent process, and call the child program in the background, and then terminate the parent program's child process. Is there a better way?

Thanks.

Please respond directly to this address: millert@grad.csee.usf.edu

1257. Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 14:05:52 UTC
From: Janusz Kokot <jkokot@demeter.ipan.lublin.pl>
Message-ID: <3l1800$nmj@priam.umcs.lublin.pl>
Source record: 27029

I have installed succesfully Linux 0.9pl5 on my Atari TT.

But I have problem with kernel compilation, I compiled it
with gcc 2.6.3 and does not work!!! I read that original
kernel was corupted and my works in the same way.
Thank you for any help!

By the way is there any mailing list for Atari Linux?

Janusz Kokot
Institute of Agrophysics PAS
email: jkokot@demeter.ipan.lublin.pl

1258. help: Atari 520 ST Virus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 15:16:58 UTC
From: yschin@cc.umanitoba.ca
Message-ID: <3l1c5a$dk4_001@cc.umanitoba.ca>
Source record: 27030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have an atari 520 ST which has a virus. This virus damages the disk when you write to it (makes it unreadable). Does anybody know where I can get a virus checker/remover?

Thanks,

Sammy Chin
yschin@cc.umanitoba.ca
(if you are wondering where I am writing from)
Winnipeg, Manitoba, Canada

1259. Re: Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-25 17:51:03 UTC
From: hn@kaa.informatik.rwth-aachen.de
Message-ID: <3l1l67$bsv@news.rwth-aachen.de>
Source record: 27024

Janusz Kokot <jkokot@demeter.ipan.lublin.pl> writes:

>I have installed succesfully Linux 0.9pl5 on my Atari TT.

>But I have problem with kernel compilation, I compiled it
>with gcc 2.6.3 and does not work!!! I read that original
>kernel was corupted and my works in the same way.
>Thank you for any help!
Use GCC 2.5.8 instead!

>By the way is there any mailing list for Atari Linux?
Atari only? No! (well, there is an atarix list for X windows on the atari...)
But why not use the Linux/68k lists: if Linux runs Amiga and Atari are the same!

--
Helmut Neukirchen "Harry, manchmal hasse ich meinen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrick)
<A HREF="http://www-users.informatik.rwth-aachen.de/~hn/">My WWW homepage</A>

1260. Atari Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 00:32:56 UTC
From: Martin_Burkard@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_74eafa02@Fido.DE>
Source record: 27026

Hi Alle,
ich verkaufe meinen Falcon030, 1 Jahr, 4 MB, mit Originalverp. fuer
1000.-DM oder gegen bestes Gebot, am liebsten an Selbstabholer (Freiburg).

1261. Can I run Falcon without fan

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 01:33:01 UTC
From: af366@cfn.cs.dal.ca
Message-ID: <D60xn2.JDw@cs.dal.ca>
Source record: 27027

--
I have a Falcon with 14meg and no harddrive.Can I run it without it's fan
in my music studio or if i cut open the case to let it breathe would the
machine $uffer with out forced air movement.any body
have any experience with this please e-mail me advice.

1262. ST RAM upgrade in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 06:42:49 UTC
From: afsfpel@castor.cid.aes.doe.ca
Message-ID: <AFSFPEL.95Mar26064249@castor.cid.aes.doe.ca>
Source record: 27031

I'm considering some memory upgrade options on my TT, and I wouldn't mind if some of my fellow TT owners let me know what they think...

There are eight socketted 256K ST RAM chips on my TT's motherboard. Would it be possible to just lift those out and replace them with 1Mb chips? I'm vaguely aware of TTs floating around with 10 megs of ST ram, so I imagine it's feasible. Are there any drawbacks? Any particular kind of DRAM (I assume it's DRAM...) I should specifically look for?

From what I can see, DRAM chips are more affordable than SIMMs of similar capacity and speed. I know the ST RAM buss is slower, but maybe just this once I can offset quality with quantity... :-)

--

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

1263. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 15:07:44 UTC
From: Nicholas.Flintham@adlib.centron.com
Message-ID: <5f1_9503270243@centron.com>
Source record: 27038

> From: smithic@cix.compulink.co.uk ("Ian Smith")
> Date: Sun, 19 Mar 1995 20:53:38 GMT
>
> In message <3kgpfs$d31@styx.uwa.edu.au>, davecook@yarrow.wt.uwa.edu.au said:
>
> > That kernel is corrupt :(There is a working one at ftp.cnam.fr
> > /pub/atari/Linux
>
> Doesn't work on my Falcon (HD controller reset loop to infinity . . .).
> Anyone know any better?
> Regards,
> Ian.
>
> smithic@cix.compulink.co.uk
>

Well a bit more info would be nice :)
e.g. Exactly how you are starting linux (boot args) which drive you are
trying to run linux from (scsi/ide?) etc.....
Anyway Regards
Nick (Flinny)

P.S. Dave did You get linux working properly yourself?

---
* Kivi (unregistered) 1.16 *
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

1264. Complete WWW-system?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 15:18:35 UTC
From: m9003@abc.se
Message-ID: <3l40kb$ee3@oden.abc.se>
Source record: 27032

RED ALERT !!! RED ALERT !!! RED ALERT !!! :

I'm in a silly hurry writing an article on a swedish Internet-
base that has to be finished tomorrow. The only thing I can't
do and evaluate at the moment is real WWW. (I'm doing Lynx)
Is there a *complete* CHIMERA (or other kind of WWW-browser a la
Mosaic) system on any FTP site that will give me a functioning
browser on a Falcon 14 Mb ? I want a *full* package with
all the neccesary files *including* whatever Mint X etc.
files that are needed.

Cheers
Martin Rossel

---
* Kivi (unregistered) 1.30 *

1265. SC1224 for IBM PC ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 18:21:42 UTC
From: you@epix.net
Message-ID: <3l4bbm$ela@grape.epix.net>
Source record: 27033

Can Atari SC1224 color monitors be used for anything
other than Atari systems.

Del

1266. Re: help: Atari 520 ST Virus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 19:44:21 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3l4g6l$cao@golem.wcc.govt.nz>
Source record: 27034
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] I have an atari 520 ST which has a virus. This virus damages the disk when
] you write to it (makes it unreadable). Does anybody know where I can get a
] virus checker/remover?

Probably isn't a virus but a stuffed write-head on the disk drive. You may
have to remove the drive and clean it with some meths and cotton wool.

Just in case though:

atari.archive.umich.edu - atari/Utilities/Virus/vkiller.??? will probably
be of some use.

Try booting with a clean machine (no disk in the drive, and hard-drive (if
any) turned off). Then wait for the machine to boot. Try formatting
a blank disk, and copying some files onto it. If it works okay, then it
might be a virus.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1267. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 21:53:57 UTC
From: ersmith@netcom.com
Message-ID: <ersmithD62I5x.9G8@netcom.com>
Source record: 27035
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.SUN.3.91.950325033715.14334A-100000@grad>,
Timothy Miller <millert@csee.usf.edu> wrote:
>
>fd2 = Fopen("U:\\PIPE\\TIM", 2);
>Fforce(-1, fd2);
>
>Now, this should redirect BIOS, which in turn redirects GEMDOS, right?

Right on the first part, wrong on the second (or rather, incomplete on the second; it does re-direct GEMDOS handle -1, the thing that you get when opening "CON:", but it doesn't redirect stdin (handle 0) or stdout (handle 1). Those you have to redirect explicitly as well. So you need three Fforce calls:

```
Fforce(-1, fd2);
Fforce(0, fd2);
Fforce(1, fd2);
```

to redirect BIOS, GEMDOS stdin, and GEMDOS stdout. (Redirecting GEMDOS handle 2 as well is probably a good idea, since some compilers use this for stderr).

```
> if (Pfork() == 0) {
> fd = Fopen(name, 2);
> printf("[%d]", fd);
> printf("{%d}", (int)Fforce(-1, fd));
>
> Bconout(2, 65);
> printf("This is a test!");
>
>/* Pexec(100, "child.ttp", empty, NULL);*/
> exit(0);
> }
```

>And on a related note, if I DO get this to work, will what I'm doing
>there work with the Pexec?

It looks like you really want Pexec mode 200 (replace the current process) rather than mode 100. (Pexec(200,...) is the same as the Unix exec() function.) After the Pexec mode 200 the parent will be able to wake up from Pfork(), since the child's address space will have been replaced with a new one.
--
Eric R. Smith ersmith@netcom.com

1268. Re: Linux and Xfree

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-26 23:04:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D62LFD.JD7@cix.compulink.co.uk>
Source record: 27036

In message <3krvbe$mhq@macondo.dmu.ac.uk>, se2ap@dmu.ac.uk said:

> I have a 4MB falcon and 170 mb ide HD.
>
> I use Unix and XWindows at Uni and would love a linux box at home.

If the PC Linux is anything to go by then a 4Mb falcon is just about practical - though X in 4Mb is painfully slow - as it keeps swapping to hard disk.

Also I've heard that Linux/68 has a lot of troubles with Falcon IDE drives. The figure of about 40Mb is reasonable though if you have X installed.

Only having a TT I can't verify the drive problems though.

Roland.

@CiX

1269. ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 00:44:40 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Mar27.004440.8451@bradford.ac.uk>
Source record: 27037

I have had a fujitsu M2249SA hard drive for some time in the hope that I could one day hook it up to my STe, however, after many vain attempts of trying to get it working with a BMS-100 drive I gave up for a while.. a few weeks ago I managed to get another drive, but this had sn ICD host adaptor built into it... what sort I'm not sure (it has a clock, DMA in/out and is stamped on the back P/N 90107 Rev 2). After hours of more playing about, the drive will still not work... I have had it working on a friends host adaptor, which was an ICD AdSCSI+, which I thought I had, now I'm not so sure...

I've tried every combination of address/SCSI termination known to man, and I know think I've bought another dud combination. Does anyone know of any reasons (failing a bust hard drive) that could be causing this?

The fujitsu is a 340 meg full height drive if that's any help.

Any help would _really_ be appreciated..

TIA.

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

1270. Re: STE DMA ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 08:09:02 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA771B5Emrn@albemuth.equinox.gen.nz>
Source record: 27039

In comp.sys.atari.st.tech you write:

> The removal process has been rather simplified here! It's not quite
>as easy as just using solder braid. After getting as much solder off using
[....]

Thanks for your detailed description. It is useful for me to evaluate the
trickery needed.

> If you're not confident, don't do it.

That's good advice. I therefore think I'm now looking for someone else!!
:-((

Cheers,
John

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

1271. FOR SALE: 540MB HD System

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 12:14:38 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3l6a7e$fg@news2.delphi.com>
Source record: 26951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** NEW 540MB SCSI HARD DRIVE SUB-SYSTEM FOR SALE ***

I currently have one 540MB SCSI HD System for sale. This is for the Atari ST/STe/TT computers. This is a NEW hard drive in NEW hard drive case. I will warrant this system for full year. After that the manufacturers' warranties on the hard drive, case, and host adapter apply. If there is enough interest, I may be able to get more of these systems.

Why buy used drives when you can get a NEW one today for only $450.00 shipping included? (COD $5.00 extra) ^^^^^^^

Here are the specifications:

o ICD FA-ST Hard Drive Case
o under-monitor designed case w/adjustable legs & fan
o DMA input and output ports
o external ID-switch
o external SCSI connector for further expandability
o internal expansion for second 3.5" SCSI HD

o ICD AdSCSI Plus ST Host Adapter
o full SCSI command set
o parity bit generation
o dual mode DMA daisy chaining
o battery backed real-time clock

o ICD Hard Drive Utilities

o Quantum 540MB SCSI hard drive
o low profile 1" x 3.5" form factor
o 12ms average seek time
o 4MB/s max. transfer rate
o 256K cache buffer

If you are interested please leave me e-mail here or at the following addresses:

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR
Internet: DOMINGO@DELPHI.COM

1272. Linux installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 13:38:23 UTC
From: d92jk@efd.lth.se
Message-ID: <3l6f4f$rjc@nic.lth.se>
Source record: 26941

I still haven't got Linux to work with my falcon. I have tried with patched versions of both 0.9pl4 and 0.9pl5 but it always hangs at the partion check.

This is what it says:

```
Linux/68k version 0.9.5 (root@Falcon)#1 03/11/95
Probing harddisk(s):
hd0: AREAL A170
cyl 672, sector 50, head 10
hd1:
cyl 13008, sector 13008, head 13008
Partioncheck:
HD-controller reset
Kernelpanic: Trying to write bad sector
In swapper task - not syncing
```

The hd1 is very strange since I have only got one ide drive and it hasn't got 13008 heads.

My setup is: Falcon030, 4mb ram, 170mb ide harddrive, 68882.

Any help would be much appreciated.

Johan

1273. Re: Linux and Xfree

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 13:47:31 UTC
From: ludewig@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3l6flj$b7f@rzsun02.rrz.uni-hamburg.de>
Source record: 26942

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: In message <3krvbe$mhq@macondo.dmu.ac.uk>, se2ap@dmu.ac.uk said:

: > I have a 4MB falcon and 170 mb ide HD.

: Also I've heard that Linux/68 has a lot of troubles with Falcon IDE drives.
: The figure of about 40Mb is reasonable though if you have X installed.

Hi,
this is not quite right: the Falcon has no problems at all with IDE drives -
the Falcon has Problems with SCSI drives. So the above mentioned config
should run with no problems. But in my experience X on a unaccelerated
Falcon is very slow. And with only 4 MByte RAM and constantly swapping it's
a nice demo, but not for working. On a TT with 32 MHz and enough TT-RAM
maybe it's a different thing.

I have a Falcon also, but with 32MHz CPU and 16MByte TT-Ram. Unfortunately,
there is a kernel bug in the current distributions that prevents Falcon users
from using their TT-RAM :-(((. But I hope there will be a fix soon :-)

Greetings,
Thomas

1274. ICD Host Adapter questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 14:00:17 UTC
From: jahronch@koptss03.delcoelect.com
Message-ID: <3l6gdh$i3c@kocrsv08.delcoelect.com>
Source record: 27040

I have been using an ICD host adapter that I bought from a previous owner, probably manufactured in 1989 or earlier. I have also downloaded the latest versions of the ICD utilities (ICDBOOT version 6.5.? I think).

When I boot the 1040ST, ICDBOOT starts up from my original hard drive at SCSI id=0 and reporst an 'unknown SCSI device id=3' (that's the Quantum LP80S drive that I am attempting to add. The other drive still works fine. None of the other utility programs will even report that there is a device at ID=3, so I can't format it.

Can anyone offer a solution to the problem? Is the Quantum drive incompatible with the ICD host adapter? Is there a software answer to this problem?

1275. Re: power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 18:04:42 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar27.180442.6310@bradford.ac.uk>
Source record: 26943

: In a message of 08 Mar 95 13:20:34, Douglas A. Lewis wrote:

: DA> It appears that the power supply on my 1040ST has died. If anyone knows
: DA> where I can get a replacement for it, i'd appreciate it if you would let
: DA> me know.

If this happened to me, I would simply buy a standard PSU, as made for a
PC, and stick an adaptor on that. If you were thinking of updating to a
tower case, many of these come with suitable PSU's inside!

It should not be too difficult. Usually the black is ground, the red is 5V
and whatever is left is 12V.

Steve Taylor.

1276. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 18:11:51 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Mar27.181151.15713@bradford.ac.uk>
Source record: 26944

Paul Booth (P.A.Booth@bradford.ac.uk) posted:

<deleted>

I forgot to mention, the driver does see the drive at bootup and ICD
format seems to read the data off the drive and format it ok, but when it
comes to determine the size of the drive it calculates it as being 0.

Cheers,

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

1277. Floppy drive problem (still!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 19:46:02 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3l74lq$6g9@charm.magnus.acs.ohio-state.edu>
Source record: 26945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, here's the problem I'm still having. I've got one good floppy drive, but it's external, and therefore drive 'b' on my mega 4. That's fine for most of the things I do on my machine anymore, but the problem is that the dang thing is now completely ignoring the fact that drive A exists at all, and, when it things there is no drive a at all, it for some reason assumes there is no drive B either! In other words, 99% of the time when I boot my drive A light never even flashes, and, when this happens (when there is no drive activity whatsoever), then I also can not access drive B (it tells me to insert disk B into drive A) either. I've already tried programs such as drivert (which does absolutely nothing at all on my system, go figure).

So, I was hoping so hardware-knowledgable person out there might tell me exactly which wires to ground or put to 5volt (or to 12 volt in the case of the power cable of course) in order to simply suggest ever so nicely to my ST that drive A is in fact connected but that there is no disk in it. That is, if I just remove the friggin' drive and run some jumpers to tell the st "Here is Drive A, it exsts, but there is no disk in it" (that way it won't try to access drive A on bootup until hell freezes over, which is what it does now).

The instruction will have to be in very plain english. I can solder or simply jump from one pin to another in the cable, but you'll have to tell me exactly which pin number to jump to which pin number and how to tell which pin number is which (unless it is clearly marked of course, but I have not checked that...)

Thanks a million!

____
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
dhbutler@osustat.mps.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

1278. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-27 20:21:29 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3l76o9$50k@ophelia.waterloo.net>
Source record: 26946
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Timothy Miller (millert@csee.usf.edu) wrote:
: And on a related note, if I DO get this to work, will what I'm doing
: there work with the Pexec? Since Pfork actually suspends the parent
: process, I can't use Pfork and then Pexec(0, ...), so the only thing I
: could think of was to Pfork so that I could isolate the console from the
: parent process, and call the child program in the background, and then
: terminate the parent program's child process. Is there a better way?

Really? Does that mean page 2.88 of the Atari Compendium ("After a
Pfork() call, two versions of one process will exist in memory. Program
execution in both processes continue at the point following the call.
...") is incorrect? Gack! And I lost my registration card, so I can't
get updates. Does anyone know where I could send, say, my cover so that
I could get errata sheets?

Hmm...

1279. Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 02:58:30 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D64qy1.Jwo@beaver.cs.washington.edu>
Source record: 26947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm please to announce that Speed of Light 3.7 is now available.

Since I can't seem to get into atari.archive.umich.edu (or msdos), I am thinking about posting it uuencoded to comp.sys.atari.st. Any objections?

If you have a favorite ftp site, please let me know and I will try to upload it there as well.

Cheers to all,

Stuart

Here is a list of changes in version 3.7 from version 3.5:

Changes in version 3.7 from 3.5
==========

-=> "New" now works when using Selectric Fileselector or wildcards. The first file replaces the current one, and all the others are added to the end of the image list. If you are using Selectric, you can also select multiple files to load at one time.

-=> Slideshow feature was added to automatically flip through the images in memory. Control direction, wrapping, start image, end image, and display time. Hidden drawing supported. And for more power...

-=> Speed of Light now supports a powerful scripting language for customized slideshows. You can write your own Speed of Light Scripts (.SLS) from scratch, or simply let SOL write them for you by recording your actions. When using slideshow scripts, you can even load and uncompress images in the background while viewing the last image!

-=> Speed of Light can now be run from resolutions with less than 16 colors (monochrome too!). The color editor and filtering may not be used, however. You can now use SOL from Medium resolution, and still display in Low resolution (on STs). Monochrome users can now also use SOL (with dithering, of course.)

-=> Lines (for clipping and zooming) now look right in monochrome and 4 color modes.

-=> GIF uncompressing time now takes 85%-90% of the time SOL 3.5 took.

-=> You can now have the screen be blank when drawing the images so they appear instantly. Great for slideshows.

-=> Dithering was changed slightly to provide an easier user interface and support for future updates.

-=> Some user interface improvements like tabbed dialog boxes.

-=> Fixed some bugs in DSP JPEG code from v3.6.

-=> SOL now loads GIFs with local color maps without complaining.

-=> Other miscellaneous bugs fixed (you'll be amazed)!

Changes in version 3.6 from 3.5
==========

-=> Added some DSP support code in the JPEG routine for the Falcon to make decoding faster. Greyscale and fixed colormap take 3 times more memory than without it, though. Still can use CPU decoding if out of memory or no DSP.

-=> Bug fixed that made STs and STEs bomb when switching to greyscale.

-=> Picture information box was added to the bottom of the screen while loading to give information about picture size, type, and number of colors.

1280. RLL/MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 04:30:22 UTC
From: P.R.Davies@bradford.ac.uk
Message-ID: <3l83cu$d21@columbia.acc.brad.ac.uk>
Source record: 26949

How (un)stable is an MFM drive that's used with an RLL controller?
I formatted an old MFM one with an RLL controller in place and didn't get many bad sectors and an extra 10 megs... is this very unstable or can it be used?

Thanks,

Paul.

1281. upgrading 520s

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 04:31:45 UTC
From: P.R.Davies@bradford.ac.uk
Message-ID: <3l83fh$d21@columbia.acc.brad.ac.uk>
Source record: 26948

I've got two original 520s (no floppy, no modulator) and I was wondering if I could butcher one and steal the memory for the second.. Is it possible to add the chips from the first one to the second?

Paul.

1282. serial leads

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 04:33:39 UTC
From: P.R.Davies@bradford.ac.uk
Message-ID: <3l83j3$d21@columbia.acc.brad.ac.uk>
Source record: 26950

I was thinking of building a *long* serial lead ;-), probably about 10 metres long so I could have the modem on one side of the room and my ST at the other... what pins would I need to join up on the plugs? I don't really want to solder all 25 up because of the hassles of getting 25-core cabling, et al...

Cheers

Paul.

1283. Request: ST monitors types?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 04:58:16 UTC
From: sburkart@cpp.pha.pa.us
Message-ID: <D64wH4.1J2@cpp.pha.pa.us>
Source record: 26952

My friend needs help: what kind of monitors can be used with ATARI STs?
Also, he would like to use some kind of notebook style LCD screen, is that
possible?

Thanks in advance!

sburkart
~~~~~~~~
~~~~~~~~

1284. Re: help: Atari 520 ST Virus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 05:08:22 UTC
From: Mike_Lyons@mindlink.bc.ca
Message-ID: <67696-796367302@mindlink.bc.ca>
Source record: 26955

Try the Ultimate Virus Killer, from the UK.

If you have an Atari store in your area, they should stock it or be able to order it for you.

--
****
Mike Lyons mike_lyons@mindlink.bc.ca
****

1285. Re: power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 08:29:11 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar28.082911.207@genrad.co.uk>
Source record: 26957

In article <1995Mar27.180442.6310@bradford.ac.uk>, (Steve Taylor) writes:

]: DA> It appears that the power supply on my 1040ST has died. If anyone knows
]: DA> where I can get a replacement for it, i'd appreciate it if you would let
]: DA> me know.
]
] If this happened to me, I would simply buy a standard PSU, as made for a
> PC, and stick an adaptor on that. If you were thinking of updating to a
] tower case, many of these come with suitable PSU's inside!

The PC power supply is a rather larger than an ST one, and the
hole that would need to be cut in the lid of the ST to accomodate it could
be a little unsightly, IMHO :)
When many PSUs expire, it is often the main pass transistor only that
has died. Look for blackening around any large three (or more) legged
components, or cracking of the plastic package. If you can find the dead
component, try replacing it (or getting someone with soldering ability
to do so). If it doesn't work, you haven't lost out, if it does, Bob's
your uncle :)

Paul Hills

1286. Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 08:35:14 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D656JB.2qF@beaver.cs.washington.edu>
Source record: 26953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For those of you with WWW access, you can download Speed of Light version 3.7
from my Home Page:

http://www.cs.washington.edu/homes/sdenman/

Even if you don't plan on downloading anything, check it out! There's news
on what I'm doing now, plus lots of great computer graphics stuff and images
I've done. You can also download some other software like Triple Yahoo.

Comments are always welcome.

Cheers,

Stuart Denman
StuSoft

1287. Re: Linux installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 11:09:38 UTC
From: labrou_j@ion.epita.fr
Message-ID: <3l8qpi$155@boson.epita.fr>
Source record: 26954

In article <3l6f4f$rjc@nic.lth.se>, d92jk@efd.lth.se (Johan Karlsson) writes:
|> hd0: AREAL A170
|> cyl 672, sector 50, head 10
|> hd1:
|> cyl 13008, sector 13008, head 13008

I think you have problems with switchs on hd board (master/slave ...)

I have the same problem on 1 of my 4 hds and I have no docs :-(

My setup is:
Falcon030,
14mb ram,
2 3.5 ide harddrives (hdb for linux :-))
and 1 SCSII.
and the cnam.fr kernel !

--
Labrousse Jean
E-mail: labrou_j@epita.fr

1288. Re: power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 12:24:37 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3l8v65$mcd@btmpjg.god.bel.alcatel.be>
Source record: 26958

Paul Hills said:

> When many PSUs expire, it is often the main pass transistor only that
>has died. Look for blackening around any large three (or more) legged
>components, or cracking of the plastic package.

Or that big capacitor. Problem is, by the time you've replaced all the possible components it would have been cheaper to have bought a new PSU. :[

Moving into a tower is a good idea if you were also thinking of getting a [bigger] hard disk soon -- bare SCSI drives are a lot cheaper than ones in a case with own PSU -- otherwise I think replacement PSUs are not hard to come by, from the usual mail order suspects. (original poster was in Sherwood Forest, I think? Have a browse through the ads in STF or what-ever).

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1289. Re: serial leads

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 12:28:49 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3l8ve1$mcd@btmpjg.god.bel.alcatel.be>
Source record: 26962

In article <3l83j3$d21@columbia.acc.brad.ac.uk>, P.R.Davies@bradford.ac.uk (Paul Davies) writes:

> I was thinking of building a *long* serial lead ;-), probably about 10
> metres long so I could have the modem on one side of the room and my ST at
> the other... what pins would I need to join up on the plugs? I don't
> really want to solder all 25 up because of the hassles of getting 25-core
> cabling, et al...

It may be a silly question, but why not use a telephone cable extension instead? Would be a lot cheaper...

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1290. Re: RLL/MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 12:44:30 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3l90be$dd9@hpscit.sc.hp.com>
Source record: 26959

Paul Davies (P.R.Davies@bradford.ac.uk) wrote:
: How (un)stable is an MFM drive that's used with an RLL controller?
: I formatted an old MFM one with an RLL controller in place and didn't get
: many bad sectors and an extra 10 megs... is this very unstable or can it
: be used?

I tried such a configuration a few years ago, and it worked fine. I even
know of one manufacturer who sold MFM drives along with an RLL controller
and obviously got by with it 8-)

The only people who really have solid data on such a configuration are
the controller and drive manufacturers, of course. I haven't seen
a direct comparison on data reliability, though. When in doubt, I'd
rather move off long-term data of the souped-up MFM drive or increase the
backup frequency.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

1291. MONITOR WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 12:59:24 UTC
From: g.berner@magnet.at
Message-ID: <19394559.758027@magnet.at>
Source record: 26963

Hallo Leute,

ich suche einen Atari B/W Monitor SM124.
Nachricht an g.berner@magnet.at
oder anrufen unter 5264008 (9.00 bis 18.00 Uhr)
Danke

Gerd Berner

1292. Problems with Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 14:36:50 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <YjS1w2a00YUp03NYUu@andrew.cmu.edu>
Source record: 26956

I am having problems with getting access to a hard drive and was hoping that somebody has seen this problem before. The basic system is a Mega ST, SLM804, 50M HD with an Advantage ST host adapter (I assume the drive is SCSI, but I might be wrong about this), and a megafile 20. I've pretty much isolated this problem to the 50M HD. If I try to boot the system with only the 50M plugged in, it doesn't read the hard drive and loads up with the standard desktop without any disk drive icons (This is TOS 1.2, so I can't install any if it doesn't give me any to begin with). If I try to boot without the drive plugged in, I get the drive A and B icons so I can try to run the ICD boot software, but as soon as I plug in the HD again, the computer can no longer access the floppy drive. If I just try to boot off of the megafile, things seem to work fine.
The only thing I can think of that would cause this problem would be a problem with the host adapter. This entire setup has been working fine for several years, so it shouldn't be a bad connection. Both computers have been somewhat flakey over time, so it could be something wrong with both computers, but that seems unlikely.

Thanks,
David Watson
dw4g+@andrew.cmu.edu

1293. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 15:23:59 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3l99mf$3re@aggedor.rmit.EDU.AU>
Source record: 26980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: I'm please to announce that Speed of Light 3.7 is now available.

: Since I can't seem to get into atari.archive.umich.edu (or msdos), I am
: thinking about posting it uuencoded to comp.sys.atari.st. Any objections?

: If you have a favorite ftp site, please let me know and I will try to
: upload it there as well.

: Cheers to all,

: Stuart

: --
: Here is a list of changes in version 3.7 from version 3.5:

: Changes in version 3.7 from 3.5
: ================================

: -=> "New" now works when using Selectric Fileselector or wildcards. The
: first file replaces the current one, and all the others are added to the end
: of the image list. If you are using Selectric, you can also select multiple
: files to load at one time.

: -=> Slideshow feature was added to automatically flip through the images in
: memory. Control direction, wrapping, start image, end image, and display
: time. Hidden drawing supported. And for more power...

: -=> Speed of Light now supports a powerful scripting language for customized
: slideshows. You can write your own Speed of Light Scripts (.SLS) from
: scratch, or simply let SOL write them for you by recording your actions.
: When using slideshow scripts, you can even load and uncompress images in the
: background while viewing the last image!

: -=> Speed of Light can now be run from resolutions with less than 16 colors
: (monochrome too!). The color editor and filtering may not be used, however.
: You can now use SOL from Medium resolution, and still display in Low
: resolution (on STs). Monochrome users can now also use SOL (with dithering, of
: course.)

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: modes.

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: they appear instantly. Great for slideshows.

: -=> Dithering was changed slightly to provide an easier user interface and
: support for future updates.

: -=> Some user interface improvements like tabbed dialog boxes.

: -=> Fixed some bugs in DSP JPEG code from v3.6.

: -=> SOL now loads GIFs with local color maps without complaining.

: -=> Other miscellaneous bugs fixed (you'll be amazed)!

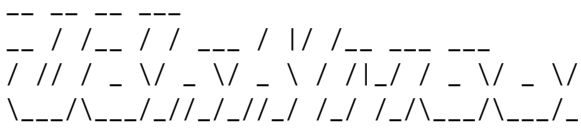
: Changes in version 3.6 from 3.5
: ================================

: -=> Added some DSP support code in the JPEG routine for the Falcon to make
: decoding faster. Greyscale and fixed colormap take 3 times more memory than
: without it, though. Still can use CPU decoding if out of memory or no DSP.

: -=> Bug fixed that made STs and STEs bomb when switching to greyscale.

: -=> Picture information box was added to the bottom of the screen while
: loading to give information about picture size, type, and number of colors.

--



s9205525@otto.bf.rmit.edu.au

1294. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 16:12:49 UTC
From: hentai@eri.erinet.com
Message-ID: <3l9ci1$mbt@eri.erinet.com>
Source record: 26961
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: For those of you with WWW access, you can download Speed of Light version 3.7
: from my Home Page:

: http://www.cs.washington.edu/homes/sdenman/

I tried to ftp your site "ftp cs.washington.edu" and found the homes
subdirectory but there wasn't a sdenman in it. Is your site ftp able?

1295. Re: RLL/MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 18:12:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC3TCHDPUP@galaxy.teuto.de>
Source record: 26964

In <3l83cu$d21@columbia.acc.brad.ac.uk> Paul Davies wrote:

>I formatted an old MFM one with an RLL controller in place and didn't get
>many bad sectors and an extra 10 megs... is this very unstable or can it

I would use it.

Perhaps not with my most important stuff, but some X-tra storage always comes
handy. You could run a check onece in a while, though.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1296. Re: power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 18:33:06 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar28.183306.14825@bradford.ac.uk>
Source record: 26960

On 28 Mar 95 08:29:11 BST, Paul Hills wrote:

: The PC power supply is a rather larger than an ST one, and the
: hole that would need to be cut in the lid of the ST to accomodate it could
: be a little unsightly, IMHO :)

I hope that was a joke :-))

Steve Taylor.

1297. SyQuest: Do they have an InterNet-address?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-28 20:40:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC3WDHAFUP@galaxy.teuto.de>
Source record: 26965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi guys!

I am looking for *SyQuest's* InterNet-address. If there is one, that is.

Please let me know if you have a hint. I have a couple of rather technical questions re. firmware-versions and stuff.

TNX!

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1298. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <D670rr.3z7@cix.compulink.co.uk>
Source record: 26966

from P.A.Booth@bradford.ac.uk <1995Mar27.004440.8451@bradford.ac.uk>
>I've tried every combination of address/SCSI termination known to man,
>and I know think I've bought another dud combination. Does anyone know
>of any reasons (failing a bust hard drive) that could be causing this?
>
>The fujitsu is a 340 meg full height drive if that's any help.
>
>Any help would _really_ be appreciated..

Make _sure_ you have turned parity _off_ on the drive !!!
I would assume you have an early ICD adaptor that doesn't support parity
your friends adscii+ obviously does as the drive works on it.
termination should be used only on the last drive in the scsi chain.

Further which driver software are you using I think ICD version 6.0.6
was the last free update available.

On my Fujitsu parity is disabled by pins 9-10 being open circuit
NOTE MY DRIVE COULD BE DIFFERENT TO YOURS however I'll put a bet on it
being some part of the jumpers in connector CNH1 .

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

1299. MIDINET for drive sharing...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: alan@browns.co.uk
Message-ID: <796481337snz@browns.co.uk>
Source record: 26967

In article <795192193snz@browns.co.uk> alan@browns.co.uk "Alan Mathers" tries to say:

> In article <D59Co2.MD7@cix.compulink.co.uk>
> rgivan@cix.compulink.co.uk "Roland Givan" writes:
>
> > In message <794833696.4@cs.york.ac.uk>, jat@unix.york.ac.uk said:
> > > Is it at all possible to share a single hard disk between two Atari
> > > STs? I've heard from people who use the same SCSI disk for computer
> > > and sampler, so I wonder if it's possible with Ataris. Obviously disk
> > > accesses would have to be non-simultaneous, but apart from that....?
> >
> > Yes - but not at the same time.
> >
> > You might be able to hook up some sort of manual switch box - but I just
> > switch the leads around (not while the machines are on of course).
> >
> > If you want to be able to have both machines on at the same time and share it
> > like that - then I don't think its possible. Most Atari SCSI host adaptors
> > can't cope with having another computer on the SCSI bus AFAIK.
> >
> > You could try networking the computers - but there isn't a really good
> > solution to this yet.
> Now, by the sound of it, I am using a similar setup to John with separate
> sampler ST and sequencer ST. I was intending on getting MIDINET from System
> Solutions - using parallel ports as the connections.
> Are you saying that this will not provide a satisfactory 'network' for accessing
> one drive between 2 computers or hadn't you heard of MIDINET??
> >
> > Roland.
> >
> > @ciX
> >
> >
> Midinet is supposed to connect via serial parallel or MIDI and connect several
> ataris for around 50 quid. If anyone can shed more light on midinet I would be
> very grateful as it MAY solve many problems.
>

but fails.

I'll try again:
CAN SOMEONE HELP??
Thanx
--

Alan Mathers

1300. Atari to Mac, PC, or UNIX Disk Conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: mikelee@vnet.net
Message-ID: <3lc3hp$1ld@ralph.vnet.net>
Source record: 26968

I need a application to mount an Atari disk on a MAC, PC, or UNIX
platform. If one does exist please let me know the ftp site where I can
find it.
Thanks in advance,

*^^*
* Michael D. Lee *
* mikelee@vnet.net *
* The Process Recording Studios, Inc. *
* http://xpost.vnet.net/~process/ *
* process@xpost.vnet.net *
* *
^^

1301. Ether-Net Support on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: s007jew@alpha.wright.edu
Message-ID: <3lc7iv$q0i@mercury.wright.edu>
Source record: 26969

Is there any ether net support for the falcon? I have access to a cheap 386 with SCSI and I want to use it as a file-server for my notebook. It would be nice to put my Atari Hard drives in there also to cut down on cabling. I have seen lan stuff for atari but as far as i know it's not compatible with anything. I would prefer to go with ether-net since my docking station has an ether port built in.
Thanks, John.

1302. GNU CC FOR ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: jaccom@ambrosia.knoware.nl
Message-ID: <D67uuw.Aru@knoware.nl>
Source record: 26970

Now I know this is blasphemy but has anyone ported the GNU C-compiler for ATARI-ST Objects to a PC platform? I still have an MEGA-2 but no HD for it. Developping software is out of the question thus!

So If anyone has. Please let me know.

Thanks

Jacco van Muiswinkel
jaccom@ambrosia.knoware.nl

1303. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D67sCF.CEt@beaver.cs.washington.edu>
Source record: 26971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OH NO! (hentai@eri.erinet.com) wrote:
: Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: : For those of you with WWW access, you can download Speed of Light version 3.7
: : from my Home Page:

: : http://www.cs.washington.edu/homes/sdenman/

: I tried to ftp your site "ftp cs.washington.edu" and found the homes
: subdirectory but there wasn't a sdenman in it. Is your site ftp able?

No, it's not. I'll post a list of all the ftp sites that I uploaded
SOL 3.7 to soon.

-Stuart

1304. Re: serial leads

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC4RAFCUUP@galaxy.teuto.de>
Source record: 26972

In <3l8ve1$mcd@btmpjg.god.bel.alcatel.be> Chris Gray wrote:

>> I was thinking of building a *long* serial lead ;-), probably about 10
>> metres long so I could have the modem on one side of the room and my ST at
>It may be a silly question, but why not use a telephone cable extension
>instead? Would be a lot cheaper...

And probably a little more reliable, too.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1305. Mega STe Ram?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: jmax@panix.com
Message-ID: <3lcgkl$6si@panix.com>
Source record: 26973

What kind of SIMM's are needed to upgrade the memory in a Mega STe? I have 2.5megs now.

Thanks in advance.

jmax@panix.com

1306. Re: upgrading 520s

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D67ICp.J1A@freenet.carleton.ca>
Source record: 26974

You could probably take the memory out of one and put it in the other but it is not advisable - you would have to unsolder the memory and resolder it in the other computer. Unless you were EXTREMELY careful, you could count on the removed memory getting overheated and/or zapped by static electricity somewhere along the way.

An easier route for memory chips would be to buy or acquire an old XT motherboard with socketed memory (640K). You can get these things for next to nothing (or even free) where I live and the memory chips can be used in your ST.

Files on how to do the upgrade can be found on the GEMini CD-ROM and, most likely, on BBS's around the globe.

P.S. This hardest thing about this type of upgrade is making sure you don't zap the memory. Be VERY careful when handling the chips and the motherboard.

Randy Kwak

1307. Re: 520 upgrade blues

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D67IMw.J9p@freenet.carleton.ca>
Source record: 26975

You can try this because it worked for me:

Clean and reseat your Video Shifter chip and your GLUE chip (taking special precautions against static electricity discharge). If this doesn't help, you could try "piggy-backing" a good 68000 chip over the existing one to see whether the situation improves.

Nine times out of ten, though, it's the GLUE chip and oxidation of connecting pins.

You could also try reseating the other square Atari chips.

Hope this helps.

Randy Kwak

1308. Icd H/a / Harddrive Prob

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_7994ce0b@Fido.DE>
Source record: 26976

Hello Paul, you wrote:

> I've tried every combination of address/SCSI termination known to man,
> and I know think I've bought another dud combination. Does anyone know
> of any reasons (failing a bust hard drive) that could be causing this?
> The fujitsu is a 340 meg full height drive if that's any help.
> Any help would _really_ be appreciated..
> TIA.
> Paul.

I don't have the same hhd as you have, but I think, the disfunction cause will be NOT the SCSI-adresses, but either the parity-check (must be switched OFF for ICD-Adaptor) or the SCSI-resistor-arrays. So try to find out, what's the jumper to disable parity-checking or/and plug in resistor-arrays. I had some problems with a quantum 540MB hhd in a Atari TT, even the floppy-drive didn't work anymore, when I had built in the quantum. Then I had the idea after some hours to plug in the R-arrays and now the TT is working.

I hope I could help you with these hints.

Greeting from germany

Joachim

---
* Kivi (unregistered) 1.21 *
I have a saddle too, Jean-Luc.... ^D Beverly

1309. Can I Run Falcon Without

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_7994ce0c@Fido.DE>
Source record: 26977

Hello Dick, you wrote:

> I have a Falcon with 14meg and no harddrive.Can I run it without it's
> fan
> in my music studio or if i cut open the case to let it breathe would
> the
> machine $uffer with out forced air movement.any body
> have any experience with this please e-mail me advice.

A friend of mine has a Falcon with 16MB without HDD built in. This Falcon has NO fan, and it works! I don't know, if your Falcon willl work alright without fan, it may depend of the age of the Falcon (different layouts and chipsets).

Greetings from germany

Joachim

---
* Kivi (unregistered) 1.21 *
Riker's trombone backfires, creating a new universe.

1310. Floppy Drive Problem (st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_7994ce0d@Fido.DE>
Source record: 26978

You wrote:
>
> OK, here's the problem I'm still having. I've got one good floppy
> drive, but
> it's external, and therefore drive 'b' on my mega 4. That's fine for
> most of
> the things I do on my machine anymore, but the problem is that the dang
> thing
> is now completely ignoring the fact that drive A exists at all, and,
> when it
> things there is no drive a at all, it for some reason assumes there is
> no drive
> B either! In other words, 99% of the time when I boot my drive A light
> never
> even flashes, and, when this happens (when there is no drive activity
> whatsoever), then I also can not access drive B (it tells me to insert
> disk B
> into drive A) either. I've already tried programs such as drivert
> (which does
> absolutely nothing at all on my system, go figure).
>
Longer time ago, I had a similar problem: the reason of such problems
may the floppy-driver built inside the Mega-ST: it may be too weak to
be used with 2 floppydrives. So you have to buffer your signal and then
it should work!

Greetings

Joachim

---
* Kivi (unregistered) 1.21 *
Darn! Still out of tribble tags.

1311. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 00:00:00 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <033_9503300232@centron.com>
Source record: 26979

In a message of 21 Mar 95 tomlin@zippy.spods.dcs.kcl.ac.uk wrote to All :

t> If anone is interested, I've compiled a *working* pl5 kernel for
t> Falcon's & uploaded it to phelim.ph.kcl.ac.uk and to
t> zippy.spods.dcs.kcl.ac.uk in /pub/Authors/tomlin/flinpl5.tgz

Isn't that phlem.ph.kcl.ac.uk?

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

1312. Re: serial leads

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 10:32:54 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar29.103255.213@genrad.co.uk>
Source record: 26981

In article <3l83j3$d21@columbia.acc.brad.ac.uk>, (Paul Davies) writes:

>I was thinking of building a *long* serial lead ;-), probably about 10
>metres long so I could have the modem on one side of the room and my ST at
>the other... what pins would I need to join up on the plugs? I don't
>really want to solder all 25 up because of the hassles of getting 25-core
>cabling, et al...

I think you'll probably have problems with that Paul. Standard
non-differential serial ports on computers aren't much good beyond a couple of
metres in my experience. What you need is a couple of drivers. These convert
the single ended signals to differential, and will drive a hundred metres or
so.
There's no harm in trying a 10 metre lead first though. I'm not
sure how many wires you will need to hook up. It probably depends on the
type of modem you're using, in which case you should look in the manual,
and if necessary, contact the manufacturer.
If you do need a driver, and can't get hold of one from anywhere
else, I can supply you with circuit diagrams if you are capable of making
your own. Good luck.

Paul Hills

1313. Re: power supply for 1040st needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 10:36:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar29.103601.214@genrad.co.uk>
Source record: 26982

In article <1995Mar28.183306.14825@bradford.ac.uk>, (Steve Taylor) writes:

>On 28 Mar 95 08:29:11 BST, Paul Hills wrote:
>
>: The PC power supply is a rather larger than an ST one, and the
>: hole that would need to be cut in the lid of the ST to accomodate it could
>: be a little unsightly, IMHO :)
>
>I hope that was a joke :-))
>
>Steve Taylor.

Yes it was. Hence the smiley. If anyone wants to sue me for
butchering their ST on my recommendation, then they can sod off! :-) :-)

Paul Hills

1314. Re: Linux Installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-29 19:43:44 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D67w4x.56I@cix.compulink.co.uk>
Source record: 26983

In message <5f1_9503270243@centron.com>, Nicholas.Flintham@adlib.centron.com
said:
> > From: smithic@cix.compulink.co.uk ("Ian Smith")
> > Date: Sun, 19 Mar 1995 20:53:38 GMT
> >
> > In message <3kgpfs$d31@styx.uwa.edu.au>,
> > davecook@yarrow.wt.uwa.edu.au said:
> > > That kernel is corrupt :(There is a working one at ftp.cnam.fr
> > > /pub/atari/Linux
> >
> > Doesn't work on my Falcon (HD controller reset loop to infinity .
> > . .). Anyone know any better?
> > Regards,
> > Ian.
> >
> > smithic@cix.compulink.co.uk
> >
> Well a bit more info would be nice :)
> e.g. Exactly how you are starting linux (boot args) which drive you
> are trying to run linux from (scsi/ide?) etc.....
> Anyway Regards

OK, I am using 4MB Falcon with 65MB IDE drive and 68882 FPU. I have not
used bootargs since I first tried pl3 about a year ago. I stopped worrying
about boot res with pl4, which didn't seem to mind. Both versions gave
HD controller reset errors which looped - to infinity?
Aside: I have observed that when I type in -r filesys.new in the dialogue
box, linus reports a command line of "". To make it load I have to type
r filesys.new ie omit the leading -.
Anyway, I was quite optimistic when pl5 was released as it was claimed that
the IDE problem was solved at last. On trying this, I was faced with a
corrupted coloured screen, whatever resolution I tried. I read a posting
to that effect in this group, I think.
Two more patches were then advertised as working, supposedly stripped of
amiga code. Again I was lured, only to find that both restored the HD
controller reset. Again both are happy to deliver me to this condition
regardless of resolution.
I remain linuxless. Hope you can help, TIA,
Ian.

1315. Re: Linux and Xfree

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: ludewig@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3lebtv$2as@rzsun02.rrz.uni-hamburg.de>
Source record: 26891

xiting (xitqu@ucssun1.sdsu.edu) wrote:
: Thomas,
: What devices are you using for acceleration a nd 32-bit RAM on your
: Falcon. The only one we can get in the States is the Mighty Sonic. I am looking
: to get a Speed Resolution Card and am very interested in a stand-alone 32-bit
: RAM card. Do you know anything about the Speed Res or a possible source for a
: RAM card?

Hi Dan,

I have a Mighty Sonic. It was not cheap, but it's very good! With this Card,
my Falcon is even sligtly faster than a TT! (If you don't look at the FPU.
But since the FPU is totally asynchrone, I have one clocked with 40MHz inside
my Falcon. :-))

Back to the Mighty: the problem is, it is not produced any more. :-(((So, if
you can get hold on one, get it!!! The advantage of a Mighty Sonic is, that
there is a "real" 68030 on it with all its adress and data pins. So you can
adress more than 16MBytes RAM, and the Data bus can be 32 Bit wide. That's
the reason why the Mighty really accellerates the Falcon. Only clocking the
CPU higher doesn't bring much performance.

AFAIK, there are one or two firms here in germany planning to produce a
RAM card. But they are not on the market so far. These RAM cards are
intended for the Falcon Graphic cards now available (there are at least 2
different (?) solutions). It seems that the NOVA Graphic Card for Falcon runs
nicely together with the Mighty Sonic. About other combinations of Hardware
I don't know. If you need some information about special combinations, I could
ask in the german Maus-Netz, there are many people with many different
hardware configurations.

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

1316. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3lf7qp$hs3@nyheter.chalmers.se>
Source record: 26892
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.ULT.3.91.950330071201.10163G-100000@mars>,
Jens Andreasen <jens-and@dsv.su.se> wrote:
>
>
>
>> Timothy Miller (millert@csee.usf.edu) wrote:
>> : And on a related note, if I DO get this to work, will what I'm doing
>> : there work with the Pexec? Since Pfork actually suspends the parent
>> : process,---<snip>-------
>
> Fork starts up a child process. If your machine is *multitasking*
>(MiNT) then the parent process will continue to run...
>
With Pfork it won't! The parent process will be suspended until the child is
completed. With Pexec you can start a child process that will run parallell
with the parent. The blocking Pfork call of MiNT is a problem...

--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that
Tweety can fly. But ostriches are a special type of bird that can't fly; if I
tell you that Tweety is an ostrich, you will change your mind and conclude that
he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

1317. Spectre & system 7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3lf9al$fde@agate.berkeley.edu>
Source record: 26893

Is it possible to run system 7 under spectre 3.1 operating with a 50mhz 68030 on a Mega?

tkk@uclink2.berkeley.edu

1318. printer DA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: jahronch@koptss03.delcoelect.com
Message-ID: <3lf17f$2kn@kocrsv08.delcoelect.com>
Source record: 26894

Does anyone know whether there is a desk accessory that re-directs printing to a file?

atari 1040ST

J H

1319. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FC5PDHVDUP@dksoft.ping.dk>
Source record: 26895

In <D670rr.3z7@cix.compulink.co.uk> "Robert Culverston" wrote:

>Make _sure_ you have turned parity _off_ on the drive !!!
>I would assume you have an early ICD adaptor that doesn't support parity
>your friends adscii+ obviously does as the drive works on it.
>termination should be used only on the last drive in the scsi chain.

Adscsi+ doesn't use parity, it ignores it totally.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1320. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: gerco@cs.vu.nl
Message-ID: <D68y8x.4oH@cs.vu.nl>
Source record: 26985
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Jens Andreasen <jens-and@dsv.su.se> writes:

> > Timothy Miller (millert@csee.usf.edu) wrote:
> > : And on a related note, if I DO get this to work, will what I'm doing
> > : there work with the Pexec? Since Pfork actually suspends the parent
> > : process,---<snip>-------

> Fork starts up a child process. If your machine is *multitasking*
> (MiNT) then the parent process will continue to run...

Well, last time I looked at the MiNT source the parent process was
really suspended. This is one of the places MiNT differs from UNIX.
And as such a place to work at with ports...

Gerco.

--
----------------------------------v----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

1321. Re: Linux and Xfree

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: xitqu@ucssun1.sdsu.edu
Message-ID: <3lddg2$sea@gondor.sdsu.edu>
Source record: 26986

Thomas Ludewig (ludewig@PROBLEM_WITH_INEWS_DOMAIN_FILE) wrote:
: Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: : In message <3krvbe$mhq@macondo.dmu.ac.uk>, se2ap@dmu.ac.uk said:

: : > I have a 4MB falcon and 170 mb ide HD.

: : Also I've heard that Linux/68 has a lot of troubles with Falcon IDE drives.
: : The figure of about 40Mb is reasonable though if you have X installed.

: Hi,
: this is not quite right: the Falcon has no problems at all with IDE drives -
: the Falcon has Problems with SCSI drives. So the above mentioned config
: should run with no problems. But in my experience X on a unaccelerated
: Falcon is very slow. And with only 4 MByte RAM and constantly swapping it's
: a nice demo, but not for working. On a TT with 32 MHz and enough TT-RAM
: maybe it's a different thing.

: I have a Falcon also, but with 32MHz CPU and 16MByte TT-Ram. Unfortunately,
: there is a kernel bug in the current distributions that prevents Falcon users
: from using their TT-RAM :-(((. But I hope there will be a fix soon :-)

: Greetings,
: Thomas

Thomas,

What devices are you using for acceleration a nd 32-bit RAM on your
Falcon. The only one we can get in the States is the Mighty Sonic. I am looking
to get a Speed Resolution Card and am very interested in a stand-alone 32-bit
RAM card. Do you know anything about the Speed Res or a possible source for a
RAM card?

Thanks,
Dan phillips
D.PHILLIPS@genie.geis.com
or xitqu@rohan.sdsu.edu

And no, I still haven't gotten the hang of posting in the newsgroups! :^)

1322. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar30.122925.217@genrad.co.uk>
Source record: 26987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <D5ryM6.Gu8@sdf.saomai.org>, (Evan Langlois) writes:

] Is it true that the 56001 DSP can execute 3 threads of execution
] simultaneously? I heard that the DSP has an average instruction
] execution time of 1 cycle - does this take into consideration the
] 3 execution threads, or can I actually get 3 instructions per cycle
] by using 3 different execution threads?

It is true that the 56001 can execute three instructions at one
time, but there are many restrictions to this, and I would certainly not
say it can execute three 'threads' at once.
The 56001 has three memory areas - Program space, X memory, and
Y memory. Data can be moved in each of these three spaces, or from register
to register in one cycle. This is where the three instructions per cycle
thing comes from. However, it is quite rare that a program will be in a
situation where it can move three items of data at a time, although if
you are programming in assembler it is worth rearranging your program to
try to do this as often as possible. The first restriction, therefore, is
that at least two of the three parallel instructions *must* be MOVE types,
and so one line of assembly could look like this:

```
add X1,A, X:(R0)+,X0 Y:Y1,(R4)+
```

where an instruction is executed in parallel with an X memory
move and a Y memory move.
The second restriction is that the instruction in the example above
is one which allows parallel moves with it. Many of the 56001's instructions
do not. In general, it is the MOVE and arithmetic instructions that do allow
parallel moves.
Note that the 56001 instruction set is nowhere near as versatile as
the 68000's. It is harder to write in 56001 assembler. Each instruction
has many restrictions as to which registers it can be used with for example.
There are far fewer addressing modes, and of course all the maths is done
in fixed point, not integer, which can make some applications harder.
Remember it is designed for one purpose - very fast signal processing, and
that is what it is good at.

As for average instruction execution times, most instructions do
take one cycle, but some take two. For example:

```
move R0,R1 takes one cycle, but
move #$123456,X1 takes two because the instruction opcode takes
```

one cycle to load, then the immediate operand takes another.
Thus the *average* instruction execution time will be slightly more
than 1 cycle per instruction. Exactly what it will be depends on the program

that is running. Branch instructions can also take more than one cycle, but loops can be implemented which do take just one cycle per instruction, even with the branch at the end.
This doesn't take into account the parallel move instructions, so, theoretically, the 56001 could average three instructions per cycle if your program never branched, and two out of every three instructions you wanted were moves in separate memories! Unlikely I'm sure you'll agree. It depends whether you call the parallel moves 'instructions' really.
Note also that the cycle time of the 56001 is half the clock period. Thus the 56001 in the Falcon, clocked at 32MHz, can execute 16 million lines of code per second.

] Does anyone have a neural net simulator? Preferably in 56001 Assembler,
] or maybe C. There is an application I want to experiment with and I'm
] wondering if the Atari Falcon will be fast enough for it.

I don't know a great deal about neural nets, and I don't know if a 56001 assembly language implementation of one has been written, but from what I do know, I would imagine that it would be much easier to implement on a 'normal' microprocessor. I can't see that a DSP would be any better at it. However, saying that, it would certainly be capable of it. It is, after all, a very fast processor, but if speed is not quite so important, you'd be better off programming the 68030, or writing in C, for this particular application.

Hope this gives you some guidance.
Paul Hills

1323. Internet Adress of ATARI Corp?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: alth@stud.uni-sb.de
Message-ID: <3le4uj$ci7@hades.rz.uni-sb.de>
Source record: 26988

```
i'm searching for some Internet adresses:

ATARI Corperation
Quantum Harddisks
Jack Tramiel
Eric Idle
Eric Smith
John Cleese
Toshiba INC
Motorola CORP

thank's
```

1324. Re: MIDINET for drive sharing...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: pwal@lfi.uni-hannover.de
Message-ID: <1995Mar30.124446.3892@newsserver.rrzn.uni-hannover.de>
Source record: 26989

> I'll try again:
> CAN SOMEONE HELP??

Does anybody know the LACOM adaptor? It is a ACSI<->SCSI host adaptor, that has an internal and an external SCSI-bus. It was mainly designed to connect a ST and a sampler to the same SCSI-device. I have this adaptor and it works (ST on one side, PC with Adaptec on the other).

But there are two problems:

1. As the LACOM scedules the SCSI-commands to avoid bus collisions, but does this only with disk commands, I had to disable this sceduling (by shortening the bidirevtional driversbetween internal/external SCSI), when I wanted to use a streamer.
This sceduling is necessary, because in an ACSI system, the ST is allways the bus initiator, so if the ST wants to access the bus, he doesn`t look, if it is already occupied. In SCSI, every device can be the initiator.

2. If you want to use the same partition with two computers permanently, there has to be a way, to tell computer two, that computer one has changed say the FAT, abd that the buffered FAT in computer two is no longer valid. So ther has something like "media change" to be generated to keep cache coherence ...

So this adaptor might be a solution to your problem, if you don`t want to use the partition with two computers _all_ the time.

Hope this helps ...

Phil

1325. Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <3lejqt$ha7@pacifier.com>
Source record: 26990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stuart,

I just obtained the latest Speed of Light 3.7, and am a registered user.

Some time ago, I wrote a utility titled "RUNLOW" that allows you to run Low Resolution programs from medium resolution. It was originally inspired by SOL's Low Resolution requirements on standard ST's. It has worked great for all versions up to 3.5.

However, something has changed in 3.7 that prevents RUNLOW from operating correctly. As many ST users use RUNLOW to launch Speed of Light, I would like to devise a solution to this problem...

Therefore, I was wondering if you could tell me any system variables, memory addresses, OS calls, etc. that the new version uses but the old version does not?

Version 3.7 doesn't come up with proper color scheme, and doesn't display pictures properly when used with RUNLOW.

Any assistance would be appreciated.

I personally went back to 3.5, because switching to Low Resolution is too much of a hassle for frequent use...

By the way, I like the addition of .IMG file support. .GEM support would be a nice addition for future versions!

Thanks,

Anthony Watson
Mountain Software

___ Mountain Reader II - #Author 1

1326. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-30 05:18:26 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330071201.10163G-100000@mars>
Source record: 26984
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

> Timothy Miller (millert@csee.usf.edu) wrote:
> : And on a related note, if I DO get this to work, will what I'm doing
> : there work with the Pexec? Since Pfork actually suspends the parent
> : process,---<snip>-------

Fork starts up a child process. If your machine is *multitasking*
(MiNT) then the parent process will continue to run...

/Jens M Andreasen

1327. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-31 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lgoek$pjc@btmpjg.god.bel.alcatel.be>
Source record: 26896
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

I think the 56001 can also only make one external memory reference per
cycle, so one of your two MOVE instructions would have to be on-chip,
e.g. between a register and on-chip RAM/ROM. Or am I deluded?
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1328. HP DJ540 Driver required

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-31 00:00:00 UTC
From: tpearson@newsserver.trl.oz.au
Message-ID: <3lgc5k$mbt@newsserver.trl.OZ.AU>
Source record: 26897

Can anyone tell me where I can get a driver for a HP Deskjet 540 and Pagestream? An FTP site would be nice.

TIA.
Trevor.

1329. Re: RLL/MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-31 00:00:00 UTC
From: eems@nlr.nl
Message-ID: <3lgjej$qc7@liberator.et.tudelft.nl>
Source record: 26898

Paul Davies (P.R.Davies@bradford.ac.uk) wrote:

: How (un)stable is an MFM drive that's used with an RLL controller?
: I formatted an old MFM one with an RLL controller in place and didn't get
: many bad sectors and an extra 10 megs... is this very unstable or can it
: be used?

That depends on the quality of the MFM drive. A RLL drive is nothing more
than a high quality MFM drive anyway.
--
Pieter
eems@nlr.nl

Geek Code 2.1 : GCS/S d-- H s+++;+++ g+ p0 !au a- w+ v C++ UO+ P? L 3 E- N+ K-
W---(--)(!) M+ !V -po+ Y+ t+ 5+@ !j R+++ G''''(''') tv+ b+ D- B? e+>++ u(+) h-
f r-- n- y?

1330. Re: MIDINET for drive sharing...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-31 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3lgjr7$40l@prime.mdata.fi>
Source record: 26899

```
>> > In message <794833696.4@cs.york.ac.uk>, jat@unix.york.ac.uk said:
>> > > Is it at all possible to share a single hard disk between two Atari
>> > > STs? I've heard from people who use the same SCSI disk for computer
>> > > and sampler, so I wonder if it's possible with Ataris. Obviously disk
>> > > accesses would have to be non-simultaneous, but apart from that....?
>> >
>> Midinet is supposed to connect via serial parallel or MIDI and connect several
>> ataris for around 50 quid. If anyone can shed more light on midinet I would be
>> very grateful as it MAY solve many problems.
>
>but fails.
>
>I'll try again:
>CAN SOMEONE HELP??

You'll need DUET100.LZH (there's a separate english manual also available)
and two MIDI-cables. With DUET you can network via MIDI, Serial, Modem and
LAN-ports. And it's shareware!
I think I found it from ftp src.doc.ic.ac.uk (cd pub/packages/atari/umich/)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra ( Playin' the Bass! )
-----------------------------------------------------------------------
AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
-----------------------------------------------------------------------
```

1331. TTL Moniterm on a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-31 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D6B9DA.53p@news.hawaii.edu>
Source record: 26900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A Moniterm (Viking) 19" mono monitor just became available to me - I understand it accepts a digital/TTL signal, and I was wondering if there might be any way to coax this into working on a Falcon. Is there any type of analog to digital IC that could be fashioned so as to convert the VGA/Falcon signal into something that the Moniter can understand?

Please - this 12" monochrome is killing me!!!!!!!!!
Help!

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

1332. Re: Swap partition for Linux: How??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-31 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Mar31.142153.7166@alder.cc.kcl.ac.uk>
Source record: 26901

```
>
> RE: SWAP PARTITION FOR LINUX: HOW??
>
>
> Reply to: Mathieu Lanouette
> 19 Mar 1995 00:38:32 GMT
> STEP
> Newsgroups:
> comp.sys.atari.st.tech
> Reply to newsgroup(s)
> References:
> <3kbmkg$90n@archive.ny.jpmorgan.com>
>Piers Sherwood (psherwoo@jpmorgan.com) wrote:
>: Hello Linux/68k'ers...
>
>
>: Browsing through the documentation revealed my error: a swap
>: partition must be of a type not recognised by GEMDOS, such as
>: LNX or SWP or something. Now I come to the embarrassing part:
>: I have no idea how to do this.
>
Try reading the file /pub/Authors/tomlin/instal.fal at
zippy.spods.dcs.kcl.ac.uk. I say how to make a swap *file* instead of a
partition :-)

ATB
Keith
```

1333. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-03-31 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lgmup$pjc@btmpjg.god.bel.alcatel.be>
Source record: 26902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Doesn't seem to like ScreenBlaster resolutions > 640x480.
Is that a known limitation or am I reporting a bug?

'Part from that, first impressions very positive.

--------------------------------------------------------------------------

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

--------------------------------------------------------------------------
```

1334. Power LED on Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-01 00:00:00 UTC
From: cfuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <3lkj63$jdf@solaris.cc.vt.edu>
Source record: 26903

Taking apart my Mega STe to give it a thorough dusting, I noticed
that the power LED cable (which hasn't been working) had come unplugged.
Does anybody know where the power LED indicator plugs into on the Mega?
I've searched the board for a outlet and can't find one. Thanks!

--
Chris Fuhrman || "Give me the liberty to know,
cfuhrman@vt.edu || to utter, and to argue freely
Asst. Administrator -> acm.vt.edu || according to conscience, above
http://csugrad.cs.vt.edu/~cfuhrman || all liberties." -John Milton

1335. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-01 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D6DJtz.EDs@beaver.cs.washington.edu>
Source record: 26904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Gray (cgra@se.bel.alcbel.be) wrote:

: Doesn't seem to like ScreenBlaster resolutions > 640x480.
: Is that a known limitation or am I reporting a bug?

Well, maybe it doesn't like "flicker mode." Try turning it off. It works great in 800x600x256 with Falcon Screen on my Falcon. What EXACTLY does it do? Do the dialogs look right?

: 'Part from that, first impressions very positive.

Thanks!

-Stuart Denman
http://www.cs.washington.edu/homes/sdenman/

1336. Re: for sale / trade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-01 00:00:00 UTC
From: dave@llondel.demon.co.uk
Message-ID: <796788632snx@llondel.demon.co.uk>
Source record: 26905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.m68k

In article <egbert.4.0016188D@euronet.nl>
egbert@euronet.nl (Egbert_Jan_van_den_Bussche) writes:
>Hello all!
>I have several MC68882/33 in PLCC housing (leads around all four sides,
>slightly bent under), but I need a pin grid version (with all pins on the
>bottom of the housing) for my PAK/3-030 project. Anybody interested in a
>swap?? I'm quite willing to swap two PLCC's for one ceramic pin grid version
>of the same speed!
>
If you don't need low profile, you can buy adapters which will convert
PLCC to PGA. If the number of pins is small enough, a standard PLCC
socket will usually map directly onto the PGA equivalent.

Dave
--

****
* G4WRW @ GB7WRW.#41.GBR.EU AX25 * *
* dave@llondel.demon.co.uk Internet * Stop the World! I want to get off! *
* g4wrw@g4wrw.ampr.org Amprnet * *
****

1337. Atari Works

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-02 00:00:00 UTC
From: aa860@cfn.cs.dal.ca
Message-ID: <D6Dy5r.319@cs.dal.ca>
Source record: 26906

I have just bought Atariworks but am mystified by its instructions for defining a report in the database. The manual says that after establishing a page setup I will see margins and page breaks in my window, and I don't.
It also Implies that report definitions get saved but doesn't say how to recall them, or if there can be several and if so how to recall different ones. Any help would be greatly appreciated as the interaction of the database and the word processor was the feature I was looking for, but plain database management seems like an essential first step!

--

1338. MSTe Power LED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-02 00:00:00 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3ll7fe$6tr@news.xmission.com>
Source record: 26907

[No readable article body recovered]

1339. Re: MSTe Power LED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-02 00:00:00 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3ll8pb$8dn@news.xmission.com>
Source record: 26908

Leech!@#$ (jfergie@xmission.xmission.com) wrote:

Oops. Ok, now I can answer the question. The LED plug for the power light on a Mega STe is located in between the scsi controller and the back of the case. There is 2 pins closer to the back and then 3 pins closer to the controller. Just plug it on the 2. and if you don't have a internal Harddrive, then it's right in the back between the monitor port and the ext. floppy drive port.

1340. FOLDER DATES...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-02 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3lm22o$3vl@golem.wcc.govt.nz>
Source record: 26909

HELP....!!

I need to change the Folder Dates, I do know that the OS
calls don't allow this but is thier a program that can do it...

Thanks....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1341. Looking for Golden Image mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-02 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ln3bj$ih8@hasle.oslonett.no>
Source record: 26910

Does anyone know where I can get hold of the Golden Image mouse (prefferably somewhere in Europe)?
I've been looking for it several places where they've had it before, but nobody seems to have it anymore.
Thanks.

Hallvard

--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****

1342. Spectre and UVK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-02 00:00:00 UTC
From: lasse.carlsson@lc-studio.ct.se
Message-ID: <ftn_2.203.203.6_2f7eff82_Lasse.Carlsson@lc-studio.ct.se>
Source record: 26911

TO:All

Another try:

Question 1: I uses a Mega-4, Spectre 128 and a laser SLM804. Ev'rything worked fine.

Then I bought a SM194 (19' monoscreen with a card. Now the laserprinter

won't work. It produces paper with any print on the paper.

Any suggestion? It must be a "soft problem", eh?

Question 2: Where can I buy Ultimate Virus Killer? Somewhere i Scancinavia,

German or England? Phonenumber, please.

lasse.c@lc-studio.ct.se

(UUCP Dialup connection)

1343. Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-02 00:00:00 UTC
From: lasse.carlsson@lc-studio.ct.se
Message-ID: <ftn_2.203.203.6_2f7f0037_Lasse.Carlsson@lc-studio.ct.se>
Source record: 26912

To:All

I'm new here. Can anyone answer in two lines what Linux is...?

lasse.c@lc-studio.ct.se

(UUCP Dialup connection)

1344. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: jason@jbaker.async.csuohio.edu
Message-ID: <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>
Source record: 26913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

>>>>> "Chris" == Chris Gray <cgra@se.bel.alcbel.be> writes:
In article <3lgoek$pjc@btmpjg.god.bel.alcatel.be> cgra@se.bel.alcbel.be (Chris Gray) writes:

Chris> I think the 56001 can also only make one external memory
Chris> reference per cycle, so one of your two MOVE instructions
Chris> would have to be on-chip, e.g. between a register and
Chris> on-chip RAM/ROM. Or am I deluded? --

I was under the impression that the 56001 had 3 busses to
external memory. I thought that NeXT's had 3 16k word busses for
their 56k's. The 21xx in my pc works as described above. If the 56k
treats external memory the same way, would someone tell me before $800
falls from the sky and I buy a used falcon.

Jason

1345. Getting Linux to boot from ext2 partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: asx@bix.com
Message-ID: <3lnt8s$qef@news2.delphi.com>
Source record: 26914

I got a hold of the latest release of the boot program and the kernel for Atari Linux and I've been successful in extracting the usr.tar.gz and root.tar.gz files onto my Quantum LPS240S drive with 200Mb for root, 30 for swap and 10 for temp stuff.

I can boot up from the ramdisk image fine and use the system from then on. I modified my fstab as follows:
/dev/sdb1 / ext2 defaults
/proc /proc proc defaults
/dev/sdb2 none swap swap

I also extracted X11r6 and placed the drivers, etc. in the right place. I also modified my inittab file to read:
tty1 --- etc. all others have been disabled.

What happens is that I get all the way to the NET: prompt (at which the boot process enters inetd and proceeds) after which I end up with the login proompt and the end of the line. I can type stuff here but it produces nothing my garbage (if I press the CTRL, ALT keys) and echoes the rest.

I would appreciate if someone could post their fstab, inittab, and whatever else is relevent with explanation (breif?) so we can get our systems up and running.

Thank you.

I have a TT030 with TOS 3.06 2+4MB RAM, One Quantum 540S (my TOS and boot drive) and a Quantum LPS240S as exclusive Linux drive (formatted using the ramdisk image tools.)

1346. Re: Internet Adress of ATARI Corp?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3lo7g1$oga@sunrise.pg.gda.pl>
Source record: 26915

Alexander Thomann (alth@stud.uni-sb.de) wrote:

: i'm searching for some Internet adresses:

: ATARI Corperation
: Quantum Harddisks
: Jack Tramiel
: Eric Idle
: Eric Smith
: John Cleese
: Toshiba INC
: Motorola CORP

: thank's

And I need adress of Jeremy Hughes (GDOS?)

Banan.

Thank's too.

1347. Speed of Light 3.7 RELEASE B

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D6G76L.FEJ@beaver.cs.washington.edu>
Source record: 26916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

That's right folks! There is yet another release of SOL 3.7, release B.

This fixes another serious bug that prevents a select few registered users from registering with their old keycodes. Release B works fine with these, but older versions would reject a very few of the keycodes accidentally.

So, you can get release B from my WWW Home page:

http://www.cs.washington.edu/homes/sdenman/

or from some ftp sites, but it probably won't be out yet. I'll post a small list later on.

If I could have everyone's help to replace all those old versions with this new release B, that would be great! Somebody could upload it to a bunch of ftp sites, and Genie, Compuserve, CIX, etc.

Please also Email me if you would like a uuencoded copy mailed to you.

Sorry about all these bugs, I'm just glad I can fix them so quickly.

-Stuart Denman
sdenman@cs.washington.edu

1348. Re: for sale / trade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr3.090130.224@genrad.co.uk>
Source record: 26917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.m68k

In article <egbert.4.0016188D@euronet.nl>, egbert@euronet.nl (Egbert_Jan_van_den_Bussche) writes:

>I have several MC68882/33 in PLCC housing (leads around all four sides,
>slightly bent under), but I need a pin grid version (with all pins on the
>bottom of the housing) for my PAK/3-030 project. Anybody interested in a
>swap?? I'm quite willing to swap two PLCC's for one ceramic pin grid version
>of the same speed!

You may have already considered this, in which case just ignore
me, but can't you get a PLCC socket which has pins in PGA form? RS
components in the UK sells them. They are easier to get hold of than
the surface mount type sockets.
Paul Hills

1349. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D6GMrC.2p3@bri.hp.com>
Source record: 26918

Hi people,

Has anyone any experiences with the Overscan Hardware mod for the Atari ST?

I see Compo sells a kit for about 50 ukpounds, but have also heard of a PD solution. Which is more compatible with most GEM applications (or for that matter X11 under Mint?) or do they both do exactly the same job?

BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator board.

Beric..

1350. WTB: 1040ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3lo41k$8m3@dockmaster.phantom.com>
Source record: 26919

Okay, this may be in the wrong newdgroup, but I need to buy a power supply (internal) for an original 1040ST. If you have one, let me know.

1351. Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <796915602.1@cs.york.ac.uk>
Source record: 26920

How do I get a permanent overscan on my STe?
Presumably, since it is possible to perform in software, with the correct timing, then it should be possible to add hardware timing circuits to make the correct alterations.

Thanks in advance

Stu

1352. SM124 Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <796915725.2@cs.york.ac.uk>
Source record: 26921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Wanted: SM124 monitor. Preferably YORK area.

Stu

1353. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDDQEJAFUP@galaxy.teuto.de>
Source record: 26922

In <FC5PDHVDUP@dksoft.ping.dk> Kim Andersen wrote:

>In <D670rr.3z7@cix.compulink.co.uk> "Robert Culverston" wrote:
>>your friends adscii+ obviously does as the drive works on it.
>>termination should be used only on the last drive in the scsi chain.

And the first one, btw.

>Adscsi+ doesn't use parity, it ignores it totally.

Err, come again?

The very early ICD's didn't support parity. But the more recent ones do.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1354. More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <3lonlo$76b@nntp.hut.fi>
Source record: 26923

Is it possible? I have the - vague - impression that both the TT and the Falcon have something called ST-RAM, size 4MBytes. Is this the maximum that a MegaST4 can handle?

Thank you in advance,
--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.
http://picea.hut.fi/staff/sakari.html

1355. Video Out am 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: g.berner@magnet.at
Message-ID: <72417245.33028906@magnet.at>
Source record: 26924

Hallo

ich hab ein kleines Problem mit meinem 1040STf. Um dieses Problem zu losen
brauchte ich die genaue Pin-Belegung vom Video Out des 1040ST.
Antworten bitte direkt an mich (g.berner@magnet.at), da ich mich nicht allzu
oft
in diesem Folder hier befinde.
Herzliches Dankeschon im voraus,

G.Berner

1356. RE: Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0304951924470001@ngalm099.gal.nt.com>
Source record: 26925

There is a file on a.a.u.e which is a do-it-yourself overscan modification
for the ST models before the STE.

The file contains all the information, pictures & software needed.
I think it's called OVERSCAN3.

There is a commercial version called AUTOSWITCH-OVERSCAN which used to be
available, not sure if it is anymore.

The basic hardware trick is to change the timing on the Display Enable
(DE) line to allow more memory to be addressed. A small software patch
sets the resolution.

For STM's only a bit of track cutting & soldering is required.
STFM's need a small transistor circuit (cheap) to produce the correct pulses.

How about somebody who has done this commenting on how effective it is?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1357. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3lpt76lNNr7e@duncan.cs.utk.edu>
Source record: 26926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

1358. Re: serial leads

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <796937988snz@bigbox.demon.co.uk>
Source record: 26927

In article <1995Mar29.103255.213@genrad.co.uk>
hillsp@genrad.co.uk "Paul Hills" writes:

> In article <3l83j3$d21@columbia.acc.brad.ac.uk>, (Paul Davies) writes:
>
> >I was thinking of building a *long* serial lead ;-), probably about 10
> >metres long so I could have the modem on one side of the room and my ST at
> >the other... what pins would I need to join up on the plugs? I don't
> >really want to solder all 25 up because of the hassles of getting 25-core
> >cabling, et al...
>
> I think you'll probably have problems with that Paul. Standard
> non-differential serial ports on computers aren't much good beyond a couple of
> metres in my experience. What you need is a couple of drivers. These convert

Nonsense! I have had a serial cable going across my room, along the landing,
down the stairs, through the hall and halfway across the study :-) I must
confess that I didn't use it for long but it worked while I was using it.
Surely if 5V centronics can go 5 metres (allegedly) then 12V serial can do
at least 10m?
#include <std.disclaimer>

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1359. Re: TTL Moniterm on a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FDDTAGUU@ttgk.textlitho.nl>
Source record: 26928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D6B9DA.53p@news.hawaii.edu> John Perez wrote :

>A Moniterm (Viking) 19" mono monitor just became available to me - I
>understand it accepts a digital/TTL signal, and I was wondering if there
>might be any way to coax this into working on a Falcon. Is there any type
>of analog to digital IC that could be fashioned so as to convert the
>VGA/Falcon signal into something that the Moniter can understand?
>
> Please - this 12" monochrome is killing me!!!!!!!!!
> Help!

Well, I'm using a Moniterm Viking too, but then again I have a TT... Too bad, the Falcon can not create the high frequencies which this monitor needs (71 Hz vertical refresh and about 70 kHz line frequency) The dot clock frequency is more than 100 MHz (!) and finally the video signal has to be ECL level (two wires a '+' and a '-')

But I suggest you try selling this monitor to a TT user (Linux and X-Windows is great on this tube !!) and buy a good VGA monitor (15" or better 17"). With Blowup you can do high resolution and have color too.

Gert

--

-- --
Atari TT-Point
-- --

1360. Re: Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-03 00:00:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FDEADFVY@ttgk.textlitho.nl>
Source record: 26929

In <ftn_2.203.203.6_2f7f0037_Lasse.Carlsson@lc-studio.ct.se> Lasse Carlsson wrote :

>To:All
>
>I'm new here. Can anyone answer in two lines what Linux is...?

THE FUTURE
FOR ATARI FALCON/TT ???

Gert

--

-- --
Atari TT-Point
-- --

1361. SC 1224 for sale (Germany)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: gerald@rz.ruhr-uni-bochum.de
Message-ID: <gerald.46.796995641@rz.ruhr-uni-bochum.de>
Source record: 26841

Hi!

I have a color monitor SC 1224 for sale.
It's been used very few times.

I don't really know the actual prices for out-of-date hardware ;-)
so I start with 200DM (US$150) OR BEST OFFER.
(i.e. price is highly negotiable...)

Please reply to

Gerald.Struck@rz.ruhr-uni-bochum.de

1362. _H_E_L_P_!!_

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: jrc1@axprl1.rl.ac.uk
Message-ID: <3lr5h4$g3n@mordred.cc.jyu.fi>
Source record: 26842

SICK FALCON030, WHERE ARE MY FILES??

It was a sunny Saturday morning, I switched my FALCON on like I've done 1000 times before, and to my horror, it crashed {4 bombs} while booting up. (Please read on, it gets worse!)

I tried warm starting several times, but it crashed {4 bombs} each time. I tried cold starting several times, it did the memory test ok but then crashed {4 bombs} each time.

So I booting from floppy (i.e. without the harddrive). I tried AHDI several times, but each time I got the following:

```
Loading...
-----------------
Atari Hard Disk Driver
AHDI 6.06 June. 2 1993
-----------------
Doing programmed I/O for IDE:
IDE devices:
Unit 0 - <<<<<<crap>>>>>>
SCSI devices:
Unit 0 - Not responding
-----------------
NOT bootloaded
```

Where I've put "<<<<<<crap>>>>>>", there always used to be a 6 digit code, but now there's a line of strange characters.

As well as AHDI, I also tried HINSTALL, which wouldn't let me install or remove. But the system info (time/date/chipset/etc) all looked ok. It read files from floppy ok, and executed code (from floppy) ok.

Next I tried to reset the NVRAM, (it seemed like a good idea at the time!). It did something, because AHDI then *did* work (started harddrive). The FATs and directories look in tact at this point, though I didn't do a complete test.

Then I tried rebooting, and it's now totally buggered since the reboot! It powers up, the ATARI symbol is buggered, but it memory tests ok, but it neither boots harddrive nor boots floppy {2 bombs}.

HELP!! Can anyone suggect what might be wrong? Has anyone got any details about the NVRAM, or details about the _exact_ sequence of events on powering a FALCON up? What does "Doing programmed I/O for IDE" mean and do? How much is it going to cost to repair, and what's the chance of saving the harddrive?

And help would be appreciated! If anyone would like a UUencoded, postscript summary of the above message, please Email me (at jrc1@axprl1.rl.ac.uk).

Thanks for your time,
James

1363. Re: FOLDER DATES...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: rousseau@cnam.fr
Message-ID: <3lrlk8$8ku@sheckley.cnam.fr>
Source record: 26843

In article <3lm22o$3vl@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>HELP....!!
>
>
>I need to change the Folder Dates, I do know that the OS
>calls don't allow this but is thier a program that can do it...

You can use my program Zorg to do that but it will not be as easy as
a shell command.

get it on ftp.cnam.fr:/pub/Atari/Disk/zorg_194.lzh

Ludovic Rousseau ftp-admin of ftp.cnam.fr:/pub/Atari
Ludovic.Rousseau@cnam.fr
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

1364. Re: Getting Linux to boot from ext2 partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: labrou_j@torion.epita.fr
Message-ID: <3ls1bb$kft@boson.epita.fr>
Source record: 26844

In article <3lqq8v$b55@info.estec.esa.nl>, Ton van Overbeek <tvoverbe@wk.estec.esa.nl>
writes:
|> I had the same problem when starting with Linux.
|> The problem is that a keyboard translation table is loaded which is
|> totally useless on an Atari. I guess it came from an Amiga.
|> Boot your ramdisk image and mount your /dev/sdb1 somwhere, i.e. on /mnt.
|> Look through the /etc/rc* files (the startup files executed at boot time)
|> and try to find the setup for the keyboard translation tables.
|> Disable that and it should work. I am typing this at work and do not have
|> my Linux TT at hand, so I hope this info is correct.
|> Good luck with Linux-68k
|>
I had the same problem, so I copy the ramdisk /etc /bin /sbin on the hd
because I don't know the file to copy.
After I put in the rc file the line
loadkeys /etc/fr-latin.map besause I am french

--
Mail labrou_j@epita.fr

1365. Re: Power LED on Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: mrz5149@grace.isc.rit.edu
Message-ID: <mrz5149-0404951249470001@p22-ld41w1.isc.rit.edu>
Source record: 26845

In article <3lkj63$jdf@solaris.cc.vt.edu>,
cfuhrman@cray-ymp.acm.stuorg.vt.edu (Chris Fuhrman) wrote:

> Taking apart my Mega STe to give it a thorough dusting, I noticed
> that the power LED cable (which hasn't been working) had come unplugged.
> Does anybody know where the power LED indicator plugs into on the Mega?
> I've searched the board for a outlet and can't find one. Thanks!

If I remember correctly, I think it's back by the hard-drive bay.
I could be wrong. Haven't toyed with the inside of my Mega STe in a while.

Hope this helps!

--

Michael Zucca - mrz5149@grace.isc.rit.edu - Rochester Institute Of Technology
"It must have a natural cause." "It must have a supernatural cause."
^ Let these two asses be set to grind corn ^

1366. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDEOCJVAUP@dksoft.ping.dk>
Source record: 26846

In <FDDQEJAFUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> And the first one, btw.
HM>
HM> >Adscsi+ doesn't use parity, it ignores it totally.
HM>
HM> Err, come again?
HM>
HM> The very early ICD's didn't support parity. But the more recent ones do.
HM>

I'm not sure what you mean with early, but mine is from 1990, (i think), and
it ignores parity.
I'm not aware of any change with this on newer ICD Adscsi+ adaptores, so
you may be right on this one. I just know ICD chose to skip the Adscsi+
a few years after i bought mine. (and a very stupid choice from ICD in my
opinion).

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1367. Re: More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3lr5cc$du0$5@mhade.production.compuserve.com>
Source record: 26847

Re: Max RAM for an ST...

The maximum amount of memory an ST computer can address is normally 4 Megabytes.

This is caused by the design specs of the Memory Management Unit chip, which doesn't have enough pins to address any more memory than that.

If you try to access memory above the 4 Mbyte limit, the MMU generates a buss error and crashes the system.

There have been various attempts to get around the limit with addon hardware, there may even be something available from Germany... but the general answer is that 4 Megs is the limit.

BobR

1368. Re: More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FDEXAHVE@ttgk.textlitho.nl>
Source record: 26848

In <3lonlo$76b@nntp.hut.fi> Sakari Aaltonen wrote :

>Is it possible? I have the - vague - impression that both the TT and
>the Falcon have something called ST-RAM, size 4MBytes. Is this the
>maximum that a MegaST4 can handle?

Normally yes, but with TOS 2.06 you can put in extra RAM and tell the
operating system about it. It can then be used like TT ram on a TT.
The TT's MMU chip can handle up to 8 (16?) Mb of ST ram but this is hardly
ever used, TT ram is much faster as it is not shared between the screen and
the processor.

>Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
>sakaria@vipunen.hut.fi | Boggles *my* mind, it does.

Linux is also available for TT and Falcon !!

Gert

--

-- --
Atari TT-Point
-- --

1369. Re: Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D6I3IM.JD1@sci.kun.nl>
Source record: 26930

In <D6GMrC.2p3@bri.hp.com> bericd@bri.hp.com (Beric Dunn) writes:

>Hi people,

> Has anyone any experiences with the Overscan Hardware mod for the
> Atari ST?

I have one in my old ST.

> I see Compo sells a kit for about 50 ukpounds, but have also heard of
> a PD solution. Which is more compatible with most GEM applications
> (or for that matter X11 under Mint?) or do they both do exactly the
> same job?

Well, the Compo one is an `autoswitch' OverScan. Apart from having
nicer software and presumably a more reliable mod, you can make a list
of `unclean' software (like Tempus) that dislikes having a
non-standard screen size. Whenever you run a program from that list,
Overscan automagically disables itself until the program exits. Works
great. There are a lot of other options installable in the config
file too.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1370. Speed of Light 3.7 RELEASE B

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: sdenman@lynx.cs.washington.edu
Message-ID: <D6I2GB.Cut@beaver.cs.washington.edu>
Source record: 26931
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

April 3, 1995

Speed of Light Image Processor version 3.7 release B
(spolt37b.zip) has been uploaded to the following ftp sites:

atari.archive.umich.edu /atari/Graphics
ftp.uni-regensburg.de
HENSA in the UK (148.88.8.84)
ftp.cnam.fr
unix1.hials.no

It can also be found on my WWW Home Page:
http://www.cs.washington.edu/homes/sdenman/
you can also Email me and I will be happy to mail a uuencoded copy to you.

Feel free to upload this original shareware ZIP file to other sites
and online services of your choice.

-Stuart Denman
Email: sdenman@cs.washington.edu
WWW: http://www.cs.washington.edu/homes/sdenman/

1371. Setting text colours on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3lr1ia$8l@wimbledon.dcs.hull.ac.uk>
Source record: 26932

Hi,
can anyone out there please help me?

I need to know the differences between setting the colour of the text
on an ST, and a Falcon.

The usual 27,"b" and 27,"c" for setting the background, and foreground
colours appears to have NO effect on the Falcons text colours.

Even when I run my program using Backwards, the colours are still
wrong!

Any help/suggestions would be greatly appreciated, but it would greatly
help if I could get an answer today!!!

THANKS
Glenn

1372. GhostScript for Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Apr4.112942.7221@alder.cc.kcl.ac.uk>
Source record: 26933

Yes folks, here it is!

GhostScript for Linux/68k is available at zippy.spods.dcs.kcl.ac.uk in
/pub/linux/linux-68k/gs.tgz.

BTW, you need to be running X to use it :-)

ATB
Keith

1373. Cubase Audio Modifications?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D6HI82.C9y@news.hawaii.edu>
Source record: 26934

If there is anyone out there that has Cubase Audio Falcon, I would greatly appreciate if you could scan or photocopy the appendix regarding audio modifications to the Falcon (removing bass boost, lowering mic input to line level). I am currently debating whether to modify my Falcon and purchase Cubase (since Atari indicates that the modifications are only necessary for Cubase compatibility). I need to have my technical personnel have a look at the appendix in order to find out how much it will cost to make the modifications. Please E-mail me if you think that you can help, and I'll get my address to you (or you can e-mail the modification instructions in UUencoded form).

Thanks,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

1374. Re: printer DA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3lq9a7$ms8@golem.wcc.govt.nz>
Source record: 26935

In article <3lf17f$2kn@kocrsv08.delcoelect.com>, jahronch@koptss03.delcoelect.com (Jim Hronchek) writes:
>
> Does anyone know whether there is a desk accessory that re-directs
>printing to a file?

There is a TSR called ICCA , I Can Copy Anything...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1375. Re: Atari to Mac, PC, or UNIX Disk Conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3lqopq$jpj@hpscit.sc.hp.com>
Source record: 26936

Michael D. Lee (mikelee@vnet.net) wrote:
: I need a application to mount an Atari disk on a MAC, PC, or UNIX
: platform. If one does exist please let me know the ftp site where I can
: find it.

Ataris read and write DOS format. Just make sure that you have at least
TOS 1.04 in your Atari (which has improved DOS compatibility). You can
read those disks directly in just about any Mac or PC nowadays. On
UNIX systems, use some DOS filesystem tools.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

1376. Re: Getting Linux to boot from ext2 partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: Ton van Overbeek <tvoverbe@wk.estec.esa.nl>
Message-ID: <3lqq8v$b55@info.estec.esa.nl>
Source record: 26937

I had the same problem when starting with Linux.
The problem is that a keyboard translation table is loaded which is
totally useless on an Atari. I guess it came from an Amiga.
Boot your ramdisk image and mount your /dev/sdb1 somwhere, i.e. on /mnt.
Look through the /etc/rc* files (the startup files executed at boot time)
and try to find the setup for the keyboard translation tables.
Disable that and it should work. I am typing this at work and do not have
my Linux TT at hand, so I hope this info is correct.
Good luck with Linux-68k

1377. Re: RLL/MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3lqoli$jpj@hpscit.sc.hp.com>
Source record: 26938

Eems , J.P. van der (eems@nlr.nl) wrote:
: That depends on the quality of the MFM drive. A RLL drive is nothing more
: than a high quality MFM drive anyway.

Depends on how you define "high quality". RLL also requires the drive
electronics to run at higher frequencies, so an RLL drive might have
completely different electronic parts (of *different*, but not necessarily
higher quality) in it. So yes, there is a risk in such a configuration,
but I would give it a try anyway.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

1378. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lr9rf$25d@btmpjg.god.bel.alcatel.be>
Source record: 26939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

SFAIK the 56k has only one _external_ memory bus, and hence can only fetch one external word at a time. p554mve@mpirbn.mpifr-bonn.mpg.de (Michael Elst) explained it to me like this:

\begin{quotation}
In comp.dsp you write:
>(all addresses off the top of my head, on-chip ROM/RAM omitted for
>simplicity). My question is: does this imply that the DSP will only
>be able to reference one of X, Y and P per instruction cycle?

No. Independent of address mapping you will find that external memory can only be accessed serially (there's just one bus anyway). If an instruction accesses several memory spaces then _one_ access can happen on the external bus without any penalty, multiple external accesses will need extra cycles (and there's a fixed priority in which pending accesses are finished, I think that's X and then Y and then P).
\end{quotation}

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1379. Instal.fal update.....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-04 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Apr4.131549.7224@alder.cc.kcl.ac.uk>
Source record: 26940

According to our ftp logs here at zippy, quite a few people have downloaded my 'instal.fal' text. Thanks to all the people who have sent me comments and suggestions, this file has now been updated and is available in /pub/Authors/tomlin at zippy.spods.dcs.kcl.ac.uk.

Please send me some email if you use this documen :-)

ATB
Keith

1380. Re: Floppy drive problem (still!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu4f7$qt3@mailer.fsu.edu>
Source record: 26849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:

> So, I was hoping so hardware-knowledgable person out there might tell me
> exactly which wires to ground or put to 5volt (or to 12 volt in the case of the
> power cable of course) in order to simply suggest ever so nicely to my ST that
> drive A is in fact connected but that there is no disk in it. That is, if I
> just remove the friggin' drive and run some jumpers to tell the st "Here is
> Drive A, it exsts, but there is no disk in it" (that way it won't try to
> access drive A on bootup until hell freezes over, which is what it does now).

I can't help you there, but I do know that it is very easy to install a
switch that allows one to switch between internal or external drive A.
Basically, you cut and cross-connect two pins on the Yamaha sound chip.
You can install a small switch to allow you to select which order you want the
drives to appear, or just hardwire it. Full instructions are on
atari.archive.umich.edu, probably in /Misc. Let me know if you have trouble
finding them.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1381. Re: SyQuest: Do they have an InterNet-address?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu50n$qt3@mailer.fsu.edu>
Source record: 26850
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
> Hi guys!
>
> I am looking for *SyQuest's* InterNet-address. If there is one, that is.
>
> Please let me know if you have a hint. I have a couple of rather technical
> questions re. firmware-versions and stuff.

Hendrik, my email to you bounces. I don't have a Syquest email address, nor
do I know if one exists, but I'd be happy to call up their tech support and
ask your questions for you. Email me with an address I can reply to!

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1382. SCSI disks and ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: rjansen@rc1.vub.ac.be
Message-ID: <3lu48e$9eq@rc1.vub.ac.be>
Source record: 26851

```
--
Hi,
I'm trying to do a friend a favor which has no internet access,
here goes :
We have:
-1 40 Mb SCSI drive (a Quantum 40 S)
-1 ATARI with SCSI port on it (25 pins D connector type).
-1 guy which knows a lot about electronics and nothing about Atari (That's me)

The question is:
What do we need to run the harddisk on the atari
regarding Software (OS version, Type of OS, Diskinit tools ) ?????
(never mind the cables terminators and powersupply,
these are no mystery to me)
In short, how do I go about setting up the Atari
to have a bootable system on the SCSI disk ?

Please reply via email.

Thanks in advance.

Sinceraly

Robert

-------------------------
Robert Jansen
Computer Center VUB/ULB
Brussels
Belgium (Europe)
VUBnet

email: rjansen@vnet3.vub.ac.be
Tel: +32-2-650.37.29
Secr: +32-2-650.37.38
Fax: +32-2-650.37.40
-------------------------
```

1383. MintOS PATH variable

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3luchr$fr2@ccshst05.cs.uoguelph.ca>
Source record: 26852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, I have (fairly successfully) installed MiNTOS 1.4, and am using tcsh 6.03 pl3 and the GNU file utilities. I have the file utilities installed in a directory in my /usr/bin directory for ease of maintenance. The problem is, I can't figure out where the PATH environment variable is set. I can set it easily enough from the tcsh command line, but I'd like it to be set automatically to include /usr/bin/fileutils-3.9. I've looked all over the place, in all the csh.* files and rc.* files, and there's no indication of where the PATH (or any of the other variables) are set. I don't thing mint.cnf does the trick either.

Note that I'm logging in as root, and my home directory is completely empty.

THeo

1384. Re: Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3lue8v$e81@golem.wcc.govt.nz>
Source record: 26853

In article <D6GMrC.2p3@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:
>Hi people,
>
> Has anyone any experiences with the Overscan Hardware mod for the
> Atari ST?
>
> I see Compo sells a kit for about 50 ukpounds, but have also heard of
> a PD solution. Which is more compatible with most GEM applications
> (or for that matter X11 under Mint?) or do they both do exactly the
> same job?

The ST Overscan was selling for 35 pounds, this is the one to buy,
their early version is the PD one, but I would not recomend it at all...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1385. Re: WTB: 1040ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3luee6$e81@golem.wcc.govt.nz>
Source record: 26854

In article <3lo41k$8m3@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>
>Okay, this may be in the wrong newdgroup, but I need to buy a power
>supply (internal) for an original 1040ST. If you have one, let me know.
>

Why not just fix it, they are very simple to fix...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1386. Re: Atari to Mac, PC, or UNIX Disk Conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: JayCee@midmarsh.demon.co.uk
Message-ID: <743826073wnr@midmarsh.demon.co.uk>
Source record: 26855

In article: <3lqopq$jpj@hpscit.sc.hp.com> clausb@hpbbn.bbn.hp.com (Claus Brod) writes:

> : I need a application to mount an Atari disk on a MAC, PC, or UNIX
>
> Ataris read and write DOS format. Just make sure that you have at least
> TOS 1.04 in your Atari (which has improved DOS compatibility).

There is a DOS utility (ST2DOS) which can make standard size ST DD floppies readable from DOS and leaves them still readable on the ST. I found this very useful in converting some old PD graphics disks which were not DOS compatible.

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1387. Re: serial leads

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3luuvo$a71$3@mhade.production.compuserve.com>
Source record: 26856

The serial port drivers on the Atari ST are standard serial drivers, so there shouldn't be any problem driving a fairly long cable. I don't know what the absolute maximum length would be, but 10 meters shouldn't be a problem.

As for the number of wires needed, a full 25 wire cable is seldom, if ever, needed. The bare minimum is three wires, on pins 2, 3 and 7, which provides Transmit, Receive and Ground.

For hardware handshaking, more connections are needed, depending on the protocol desired. It should be possible to buy a ready-made IBM compatible 10 meter serial cable already set up for RTS/CTS handshaking fairly cheaply.

BobR

1388. Overscan-for ST*E*

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3lv33r$abu@sinsen.oslonett.no>
Source record: 26857

there's been some postings about the overscan modification,
but will it work with my STE/tos 2.06?

--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****

1389. SM124 to VGA conversion.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: huebler@newschool.edu
Message-ID: <1995Apr5.235427.2460@ns.gdbnet.ad.jp>
Source record: 26858

Does anyone know if there is a way to convert an Atari SM124 monitor into a VGA monitor so that it can be connected to a PC? Thanks for your help.

Friedrich Huebler
huebler@newschool.edu

1390. Re: Spectre and UVK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3luem5$e81@golem.wcc.govt.nz>
Source record: 26859

In article <ftn_2.203.203.6_2f7eff82_Lasse.Carlsson@lc-studio.ct.se>,
lasse.carlsson@lc-studio.ct.se (Lasse Carlsson) writes:
>TO:All

>Another try:

>Question 1: I uses a Mega-4, Spectre 128 and a laser SLM804. Ev'rything
>worked fine.

>Then I bought a SM194 (19' monoscreen with a card. Now the laserprinter

>won't work. It produces paper with any print on the paper.

>Any suggestion? It must be a "soft problem", eh?

Have you replaced the memory Buss driver chips as recomended in the Spectre hand
book...

This is one thought that comes to mind....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1391. WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6KwDK.EwB@watserv3.uwaterloo.ca>
Source record: 26860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

With all the fuss about WEB browsers, etc. I think I'll tackle the job
of writing one (well, when I get more of my thesis finished). The thing
is I don't want to rewrite all the networking stuff avaialable under
MiNT/MintNet like SLIP,PPP interfaces and the approriate daemons and
even the 'chat' program. This stuff already works (and very well I might add)

So what this amounts too is a WEB browser that only runs under some GEM
system over Mint - ie MultiTOS (and Geneva as soon as Dan gets the Mint
compatibility out there). I don't have Magic - does anyone know if
Magic runs over Mint? I would like to write something accessible to
all Atari users - is it reasonable to expect most Atari users have
one of these OS's to use? GDOS would also be a requirement as there
is again no need to re-invent the wheel. I think most Atari owners
have access to GDOS and some fonts.

After showing people Chimera under Mint-X at TAF's ACE '95 show it is
obvious to me that there is an incredible amount of interest for a WEB
browser - most Atari owners I talked to had reasonable systems (ie 4meg
of RAM and a decent hard disk). Most, howver, would rather not set up
an X-windows system.

Let me know what you all think... when I have some time I will start
developing a strategy for coding. I would like to write something
that's relatively efficient so 8Mhz ST owners can enjoy browsing the
WEB and 48Mhz TT owners (like myself) can show off how much faster
our WEB browser is than those on other home platforms. (hey calamus wins
hands down for DP speed compared to anything on any platform).

Sam

1392. Re: RLL/MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3lttos$7ge@hpscit.sc.hp.com>
Source record: 26861

Jaap van Duijn (jaapd@and.nl) wrote:
: NO NO, a RLL drive doesn't use higher frequencies than mfm.

At the interface level to the computer, higher frequencies are actually used (or else an RLL drive wouldn't be any faster), and that's why I was tempted to issue a (unnecessary, as it turns out) warning.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>--

1393. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <136436@cup.portal.com>
Source record: 26862

>In <FDDQEJAFUP@galaxy.teuto.de> Hendrik Mylius wrote:
>
>HM> And the first one, btw.
>HM>
>HM> >Adscsi+ doesn't use parity, it ignores it totally.
>HM>
>HM> Err, come again?
>HM>
>HM> The very early ICD's didn't support parity. But the more recent ones do.
>HM>
>
>I'm not sure what you mean with early, but mine is from 1990, (i think), and
>it ignores parity.
>
>| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|

There are 3 possible cases here:

1) Does not support parity.
2) Generates, but does not check parity.
3) Fully supports parity.

The original ICD's, Atari's, and others did not support parity at all (1).
These would not work at all with a drive that had parity enabled.

Later ICD's (I think the Adscsi+ is one), generated but did not check
parity (2). These will work with a drive with or without parity enabled.

No one has built any Host Adapters for the ST that fully support parity (3).
These would ONLY work with drives with parity enabled.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

1394. HDDriver and me

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-05 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FDFGAJUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 26863

What are the benefits of HDDriver? I got the program with my
Outside (the virtual memory program), and to be quite honest, besides
the fact that it supplies XHDI, what else about it is so great?

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1395. Re: Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: shanee@rabbit.abg.sub.org
Message-ID: <1FUYBFI@rabbit.abg.sub.org>
Source record: 26864

Lasse Carlsson (lasse.carlsson@lc-studio.ct.se) wrote:

: I'm new here. Can anyone answer in two lines what Linux is...?

Linux ist an UNIX Derivat for PC, Linux-68k is the same for the 68030 with
FPU. Amiga and Atari are supportet, MAC's not (I think so).

--

Gruss, Andy

Berge von unten, Kirchen von aussen und Kneipen von innen ...

shanee@rabbit.abg.sub.org Zirbelnusstown

1396. Strange harddisk problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: Petteri Tammisto <tammisto@pori.tut.fi>
Message-ID: <Pine.SOL.3.91.950406101413.20752A-100000@frodo>
Source record: 26865

I have one big problem with a Seagate ST251 harddisk. It sort of forgets
that it=B4s been formatted.

I have replaced the Seagate ST225 inside my SH204 with a Seagate ST251.
I can format the new drive, can access the drive normally and everything
works just fine. At least as long as I don=B4t switch it off.

When I switch it off for a few minutes and then back on it doesn=B4t work
anymore. I have tried formatting it after a few minutes when the drive
is warm, I have formatted it when it=B4s cold, I have used ICD=B4s and Atar=
is
formatting software but nothing makes any difference. When I turn it off an=
d
then back on it doesn=B4t work.

To make this more interesting I tested the harddisk with a ms-dos machine
and it works perfectly. I can turn it off and on and it still works...

What is going on? Can I use my ST251 as a harddisk with my ST or should=20
I think some other uses for it?

Thanks in advance for any help.

Petteri Tammisto <> Tampere University of Technology, Pori University Unit
email: tammisto@pori.tut.fi <> www: http://www.pori.tut.fi/~tammisto/html/

1397. Re: SCSI disks and ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3m0cal$rf8@btmpjg.god.bel.alcatel.be>
Source record: 26866

Sorry but that's not a SCSI port, it's an ACSI one (a sort of not-quite-SCSI thing that made sense at the time). You'll need an adapter of some kind; if you can afford to spend 4000..5000 BEF then you'll be up in no time.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1398. Re: Internet Adress of ATARI Corp?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: stkocz@ci3ux.ci.pwr.wroc.pl
Message-ID: <3m0cen$ka5@sun1000.ci.pwr.wroc.pl>
Source record: 26867

I would enjoy these addresses too...

--
****
* Sebastian Tkocz Technical University of Wroclaw, Poland *
* stkocz@asic.ict.pwr.wroc.pl or stkocz@ci3ux.ci.pwr.wroc.pl *
****

1399. Re: serial leads

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr6.090705.233@genrad.co.uk>
Source record: 26868

In article <796937988snz@bigbox.demon.co.uk>, (Ben Bell) writes:

] In article <1995Mar29.103255.213@genrad.co.uk>
] hillsp@genrad.co.uk "Paul Hills" writes:
]
]> I think you'll probably have problems with that Paul. Standard
]> non-differential serial ports on computers aren't much good beyond a couple of
]> metres in my experience. What you need is a couple of drivers. These convert
]
] Nonsense! I have had a serial cable going across my room, along the landing,
] down the stairs, through the hall and halfway across the study :-) I must
] confess that I didn't use it for long but it worked while I was using it.
] Surely if 5V centronics can go 5 metres (allegedly) then 12V serial can do
] at least 10m?

I admit that my experience was based on using a PC to control a
Hewlett Packard XY plotter, in an (electrically) noisy factory environment.
I found that with a long cable, I couldn't have a baud rate much above 300
(start file plotting...cup of tea...go home...sleep...come back...still
plotting!).
It is possible that the Atari has a better serial port, which can
drive longer cables at higher voltages and currents (clone PCs tend to swing
only +/- 8 volts or so - at least the five types I have dealt with do).

Your comments on centronics and serial lines are a little over
simplified. The voltage of the protocol is not really relevant as long as
it is greater than typical noise voltages on the line. Centronics is a
synchronous parallel standard, that is the data is set up on the lines, and
a strobe latches it into the buffer the other end. Computer serial lines
are asynchronous which means they go at roughly the baud rate specified, and
the receiver (knowing the required rate) guesses where each bit is based on
when the previous start and stop bits are.

The distance the signal can reliably be driven depends on the current
capability of the sender, the capacitance (proportional to length) of the
lead, the characteristics of the receiver's port, the frequency of the
signal being sent, the amount of external noise, the characteristics of
the cable itself, and several other parameters.
In my original posting, I warned that he might have trouble, but
also suggested he give it a go. I'm glad that your setup with extremely
long leads worked fine, but to say my comments were nonsense based upon one
single test is a little premature, and simplistic.

To anyone trying a long, or weird, comms link, bear in mind there are
a whole multitude of problems that can occur. I've been dealing with high
speed (>1Mbaud) and low speed serial comms for years and it still hardly

ever works first time!. However, if you're not sure, give it a try, there's nothing to lose!"

Paul Hills

1400. SCSI Host adaptors?? (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3m0it8$al8@mailer.york.ac.uk>
Source record: 26869
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've recently acquired a bare SCSI hard drive, now I need a host adapter!
Where's the best/cheapest place to get them? Alternatively does anyone
have an old one that I could have cheaply?!

The system that I want to use my HD with is an old 520STFM, TOS1.02.

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
||mail: jat5@unix.york.ac.uk |||Flex music, York, UK.||h
|| jat@ohm.york.ac.uk ||| "home of the hits"||a
|| web: http://www.york.ac.uk/~jat5/ ||| (01904) 610745 ||k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

1401. Re: Atari to Mac, PC, or UNIX Disk Conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D6MGtM.Isz@cix.compulink.co.uk>
Source record: 26870

>: I need a application to mount an Atari disk on a MAC, PC, or UNIX
>: platform. If one does exist please let me know the ftp site where I can
>: find it.
>
>Ataris read and write DOS format. Just make sure that you have at least
>TOS 1.04 in your Atari (which has improved DOS compatibility). You can
>read those disks directly in just about any Mac or PC nowadays. On
>UNIX systems, use some DOS filesystem tools.

For a floppy disk this is OK, but not for a harddisk which is
incompatible with all other formats AFAIK

Phil.

1402. floppy died, need replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: dkelly@sip.unisys.com
Message-ID: <3m1ipm$kn9@bb6k35.BB.Unisys.Com>
Source record: 26871

I'm not the 1040ST owner, just his brother.

The floppy has died and after looking around he had little luck finding a replacement. The original drive was a teac. So he called teac and they directed him to buy a teac floppy standard on the pc and set it for 720KB and that it should work.

Have you had any experience doing this and if so, where you successful? Any tips, directions or warnings would be appreciated.

An email response would be great.

1403. Re: Quantum 105 HD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3lvcf8$gdd@iconz.co.nz>
Source record: 26872

Jim Gain (jim.gain@primetime.org) wrote:
: If the drive is not accessed for awhile (seems to vary--> 15 to 25 mins) it
: locks up or goes to sleep... and message: Data on the disk in drive ___ may
: be damaged comes up. The data is all there but a cold boot is required to
: reaccess prgs & files. I also made the mistake it seems of copying from one
: disk partition to another (icon to icon) and now can't even see the files on
: drive F... though they are there as the space is used.

Sounds to me like it could be this `Stiction' thing I have heard of.
Quantum drives are apparently affected by it. What you need to fix the
stiction is DC No Stiction. This just sits in teh background,moving the
heads every so often.

You should find DC No Stiction at any umich or mirrors. Try something
like Utilities/DC/dcnostic.lzh.

Hope that helps,
Mario Becroft (mbecroft@iconz.co.nz)

1404. Re: RLL/MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: edwijohn@perth.DIALix.oz.au
Message-ID: <3lvems$ml4$1@perth.DIALix.oz.au>
Source record: 26873

Eems , J.P. van der (eems@nlr.nl) wrote:
: Paul Davies (P.R.Davies@bradford.ac.uk) wrote:

: : How (un)stable is an MFM drive that's used with an RLL controller?
: : I formatted an old MFM one with an RLL controller in place and didn't get
: : many bad sectors and an extra 10 megs... is this very unstable or can it
: : be used?

: That depends on the quality of the MFM drive. A RLL drive is nothing more
: than a high quality MFM drive anyway.
: --
: Pieter
: eems@nlr.nl

: Geek Code 2.1 : GCS/S d-- H s+++;+++ g+ p0 !au a- w+ v C++ UO+ P? L 3 E- N+ K-
: W---(--)(!) M+ !V -po+ Y+ t+ 5+@ !j R+++ G''''(''') tv+ b+ D- B? e+>++ u(+) h-
: f r-- n- y?
--
==========
= EDWIN JOHNSTON, edwijohn@perth.dialix.au.oz =
= Proudly using an ATARI computer for hassel free access to Internet =
==========

1405. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDGVBIANUP@galaxy.teuto.de>
Source record: 26874

In <136436@cup.portal.com> R_Tim_Coslet@cup.portal.com wrote:

>>HM> >Adscsi+ doesn't use parity, it ignores it totally.
>>I'm not sure what you mean with early, but mine is from 1990, (i think), and
>>it ignores parity.
>There are 3 possible cases here:
>1) Does not support parity.

That's probabyly what Kim meant with "ignoring". Although ingnorance isn't the
case here at all. If the adaptor "ignores" parity, it should work. But it
doesn't.

>2) Generates, but does not check parity.
>Later ICD's (I think the Adscsi+ is one), generated but did not check
>parity (2). These will work with a drive with or without parity enabled.

Yep.

>No one has built any Host Adapters for the ST that fully support parity (3).
>These would ONLY work with drives with parity enabled.

Hmm, haven't heard this defintiton before. Sure about 'dis?

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1406. Re: Setting text colours on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <3m25a5$469@bronze.coil.com>
Source record: 26875

In article <3lr1ia$8l@wimbledon.dcs.hull.ac.uk>,
G.R.Keen <G.R.Keen@dcs.hull.ac.uk> wrote:

> The usual 27,"b" and 27,"c" for setting the background, and foreground
>colours appears to have NO effect on the Falcons text colours.

I encountered the same problem with my Falcon when I was programming. The best explanation I could come up with was that those escape codes invoked Line-A exceptions on the ST, which are now no longer supported on the Falcon. Everyone else I talked to seemed to think that that was a reasonable answer, so I'm pretty sure that's it.

The best course of action I can suggest is either writing your own /dev/con driver for MiNT (or just a TSR to intercept Bconout(2) calls for normal TOS), or if you're programming (and not just trying to make fancy text documents), use a vst_color for setting the text color, and use v_gtext for printing the text to the screen. The latter approach is best, as it insures compatibility for all machines, operating systems, etc.

>Glenn

Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin
--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin

1407. NetBSD/Atari - volunteers/testers wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-06 00:00:00 UTC
From: leo@ahwau.ahold.nl
Message-ID: <D6n0Jn.Cu1@ahwau.ahold.nl>
Source record: 26876

Hello,

About a week ago, my port of NetBSD for the atari was released on
sun-lamp.cs.berkely.edu. Until now, it runs on only 2 TT's. What I am
searching for are extra test sites (2 is too little to catch those little
differences between the hardware revisions). If you like to try NetBSD and
are not afraid to run into a few problems, and help me solving them,
please contact me by e-mail.
It would also be nice to have someone with a Falcon. As far as I know
the hardware is simular enough to work.
If you like to try it before reacting, take a look at the directory
"pub/NetBSD/arch/atari" on sun-lamp or the mirror site: "ftp.luth.se".
The latter is far more easy to reach from europe.

Leo.

1408. ST GEM relocation info and symbol table.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D6o25D.A1t@bath.ac.uk>
Source record: 26877

I am writing a 68000 assembler. I thought it would be nice to include amongst the output file formats, the ST GEM output. However, everything looks fine, except for the relocation information and symbol tables information. Do I need them in creating a GEM executable? If so, could someone please email the structure of these (down the the bytes and bits, and what they represent.)

Thanks

1409. Re: floppy died, need replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.123.0009419E@ti.com>
Source record: 26878

In article <3m1ipm$kn9@bb6k35.BB.Unisys.Com> dkelly@sip.unisys.com (Dennis Wm. Kelly) writes:

>The floppy has died and after looking around he
>had little luck finding a replacement. The original
>drive was a teac. So he called teac and they directed
>him to buy a teac floppy standard on the pc and set it
>for 720KB and that it should work.

>Have you had any experience doing this and if so,
>where you successful? Any tips, directions or warnings
>would be appreciated.

I have replaced the original FDD on my ST with one of the newer PC FDD. There was no problem, just plug in the power and the ribbon cables. I cannot remember the make of the replacement drive but it's one that I picked off the shelf from a PC shop.

There are some text files that explains FDD replacements, they are be found on aaue or other anon ftp sites, if you want to know more. I just replaced the FDD without reading any of those, but I know they are there.

Apparently some FDD have some jumpers on them, and you should try some combination of them if it don't work. Also see that you plug in the ribbon cable in right way.

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

1410. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDHQBJURUP@dksoft.ping.dk>
Source record: 26879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D6KwDK.EwB@watserv3.uwaterloo.ca> Samy Mesbah wrote:

>Let me know what you all think... when I have some time I will start
>developing a strategy for coding. I would like to write something
>that's relatively efficient so 8Mhz ST owners can enjoy browsing the
>WEB and 48Mhz TT owners (like myself) can show off how much faster
>our WEB browser is than those on other home platforms. (hey calamus wins
>hands down for DP speed compared to anything on any platform).
>

I think it's a very VERY! good idea. It's about time someone start code
on a program which doesn't need Mint or X windows, as i feel many people
are having many problems with these programs.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1411. Re: Setting text colours on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.95Apr7164340@vega.dcs.exeter.ac.uk>
Source record: 26880

In article <3lr1ia$8l@wimbledon.dcs.hull.ac.uk> "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
writes:

> The usual 27,"b" and 27,"c" for setting the background, and foreground
> colours appears to have NO effect on the Falcons text colours.

Atari left these and others out of the vt52 emulation on the falcon030.
There is a patch program called DBCONFIX which will repair this, making the
Falcon's vt52 compatible with the STs. SHould be on most FTP sites or I can
email it to you.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

1412. VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FDHSAAUQUp@elrond.Simplex.NL>
Source record: 26881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Since some time I regularly get the message

STOP! The system is out of memory.

After this message I can carry on mostly, but windows that were
open are closed and not everything works any more.

I suspect there is a VIRUS in my system somewhere.

Is there anybody with the same experience or just knowledge
about this subject?
Please, come out and speak up!!

Henk

(BTW: I have a Mega 4 ST and TOS 2.06)

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

1413. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr7.122615.235@genrad.co.uk>
Source record: 26882
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>, (jason) writes:

] In article <3lgoek$pjc@btmpjg.god.bel.alcatel.be> (Chris Gray) writes:
] Chris> I think the 56001 can also only make one external memory
] Chris> reference per cycle, so one of your two MOVE instructions
] Chris> would have to be on-chip, e.g. between a register and
] Chris> on-chip RAM/ROM. Or am I deluded? --
]
] I was under the impression that the 56001 had 3 busses to
] external memory. I thought that NeXT's had 3 16k word busses for
] their 56k's. The 21xx in my pc works as described above. If the 56k
] treats external memory the same way, would someone tell me before $800
] falls from the sky and I buy a used falcon.

The 56001 is capable of three external memory transfers per cycle,
one to X memory, one to Y memory, and one to Program memory. The Falcon
has three memory areas to support these (although they do overlap a bit).
The confusion may have arisen because each memory block (X, Y, or
P) can obviously only have one access per cycle.
Go ahead and spend your $800 (that's a bit much for a USED Falcon
isn't it?)

Paul Hills

1414. FS: MegaSTE & other stuff...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3m4ev8$jfs@ucunix.san.uc.edu>
Source record: 26883

For sale the following items:

1.....Mega STE[16Mhz] 4 Meg of Ram w/BeetleMouse and Joystick $499.00
2.....Canon BJ-10ex Inkjet printer[360x360 dpi] $249.00
3.....Nova VME Plus 16.7 Million colors [32 Mhz] $349.00
4.....Atari SM147 14" Mono Monitor[almost new] $100.00
5.....Zoom VFDX {Voice/Fax/Modem} 2400bps/9600Fax{basically New} $ 89.00
6.....Migraph HandScanner with OCr jr and Touchup $110.00

Alll this Items are in box with Manual and everything, and of course they
all are in excellent condition. You pay shipping.

If you are interested e-mail me at mayolc@ucunix.san.uc.edu

1415. IDE drive in STE-anyone done it?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3m4bp8$mv9@hasle.oslonett.no>
Source record: 26884

Has anyone installed an IDE hard disk in an STE before?
I'm working on a project to do just so, and I'd like some tips
and help along the way.
Anyone?
Thanks

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1416. FOR SALE: 68000 programming book

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3m2f88$clo@news1.halcyon.com>
Source record: 26885
Cross-posted to: comp.sys.m68k,comp.sys.amiga.programmer,comp.sys.atari.st.tech

I have the following book for sale:

Mastering the 68000 Microprocesor by Phillip R. Robinson. 1985, softcover, 219 pages. A good introduction to the 68000 architecture and instruction set. Very good condition (no dog-eared pages, etc.).

Asking price: $8 (EIGHT BUCKS!) + free shipping

James Hague
junkster@halcyon.com

1417. Printing under Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: Patrick Merheb <i1a13a@iut-nantes.univ-nantes.fr>
Message-ID: <3m2rsc$tq@caro.dsic.emn.fr>
Source record: 26886

Hi netsurfers !
Could someone be kind enough to tell me where could I get a BJ-110 e
driver for Papyrus office ?
Please Tell me !

Pat.

1418. Re: More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3m2kki$jbr@gumby.cc.wmich.edu>
Source record: 26887

In article <3lr5cc$du0$5@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>
> If you try to access memory above the 4 Mbyte limit, the MMU generates a
> buss error and crashes the system.
>
> There have been various attempts to get around the limit with addon hardware,
> there may even be something available from Germany... but the general answer
> is that 4 Megs is the limit.

Are we forgetting the XtraRam+8 board from Marpet, that takes a Mega4
(with TOS 2.06) to 8 or 12 megs? Tomas at CodeHead Tech has reported
on GEnie that he is happy with his unit.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1419. Re: Strange harddisk problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-07 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3m2ru0$ggr@hpscit.sc.hp.com>
Source record: 26888

Petteri Tammisto (tammisto@pori.tut.fi) wrote:
: I have one big problem with a Seagate ST251 harddisk. It sort of forgets
: that it=B4s been formatted.

: I have replaced the Seagate ST225 inside my SH204 with a Seagate ST251.
: I can format the new drive, can access the drive normally and everything
: works just fine. At least as long as I don=B4t switch it off.

The SH204's controller, the Adaptec 4000A, stores the drive specs
somewhere on the first track of the drive. This is done when formatting
the drive, and at bootup time, the controller reads this information
from the drive. If for some reason the geometrical data are not
written to the first track or cannot be read properly, it will have
the effect which you have seen.

So now you have to find out whether the data was not written at all
or maybe there is a read error on the first track where these special
data reside (or, maybe, the drive has problems finding the first track
at bootup time). Did you get any error messages from your formatting
software?

If you happen to have some low-level tools which can send SCSI/ACSI
commands, try to send a MODE SELECT command to the drive containing
the drive geometry data. Look out for error messages from the drive.
If you're not sure what I'm talking about here, try to get hold of
the Adaptec 4000A OEM manual to find out more.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

1420. PCB software for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3m6u5n$9l1@sinsen.oslonett.no>
Source record: 26741

I'm looking for software that enables me to design PCBs (Printed circuit
boards) with my STE. I mean the traces on the boards themselves, not the
schematic circuits.
Is there software like that available in PD or shareware form?
If not, what commercial programs are there, and how much do they cost?
I only know of "Circu it!" by Maxon computer and "Scooter PCB".
As far as I know these programs are pretty complex, but all I need is
make some pretty simple circuits, but I need to have the correct distances
between ICs etc. so using a drawing program won't do- any ideas?

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1421. Atari STE/ST systems and peripheral for sale in Canada

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <3m77bh$stf@tribune.usask.ca>
Source record: 26742

[No readable article body recovered]

1422. Re: More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3m4tik$l2k$1@mhadg.production.compuserve.com>
Source record: 26743

>> There have been various attempts to get around the limit with addon hardware,
>> there may even be something available from Germany... but the general answer
>> is that 4 Megs is the limit.

>Are we forgetting the XtraRam+8 board from Marpet, that takes a Mega4
>(with TOS 2.06) to 8 or 12 megs? Tomas at CodeHead Tech has reported
>on GEnie that he is happy with his unit.

As I said, there are various attempts to get around the limit with addon
hardware, and there may even be something available from Germany (or elsewhere)
but the general answer is that 4 Megs is the limit...

For the averages ST user, (I doubt Tomas is average) there is
virtually no way to extend the memory easily or inexpensively, if at all.

BobR

1423. Re: _H_E_L_P_!!_

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3m53gr$enb@sphinx.Gsu.EDU>
Source record: 26744

James/Professor/bcc (jrc1@axprl1.rl.ac.uk) wrote:
: SICK FALCON030, WHERE ARE MY FILES??

: It was a sunny Saturday morning, I switched my FALCON on like I've done
: 1000 times before, and to my horror, it crashed {4 bombs} while booting
: up. (Please read on, it gets worse!)

: I tried warm starting several times, but it crashed {4 bombs} each time.
: I tried cold starting several times, it did the memory test ok but then
: crashed {4 bombs} each time.

I suspect the Conner 80 Mb drive, if you have one. Mine had a similar problem... It was a contact problem inside the hard disk, and more specifically in one strange connector (a piece of plastic on which the wires were glued - I don't know the proper English name for that =-(..) Something you can bend and twist and everything. You can try to use some contact spray on it, cleaning the contact areas. But I recommend purchasing a new, BIGGER and FASTER IDE drive, instead. A 3.5" one CAN be fitted inside with an adapter cable and some patience. If you purchase a Seagate 420 Mb model, you have to remember this: this model is fast and cheap (1700 kb/s) - but it has a nasty habit of shutting itself off after a certain period of non-use. With kind help of some people here, I wrote a tiny program that prevents this. I can't upload it anywhere right now, but if anyone uses this drive in their Falcons, experiencing sleepiness problems, I may be able to help.

TH

1424. Re: HDDriver and me

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3m53t6$enb@sphinx.Gsu.EDU>
Source record: 26745

Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
: What are the benefits of HDDriver? I got the program with my
: Outside (the virtual memory program), and to be quite honest, besides
: the fact that it supplies XHDI, what else about it is so great?

I wouldn't call it great, but it's at least as good as AHDI and offers some extra features with it. In Falcon, some IDE drives are faster with HDDriver than with AHDI (a special hi-speed mode). I've heard there are some bugs in the version that comes with Outside 3.2 - and the one with 3.3 should be better..

TH

1425. Re: ICD h/a / harddrive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDIUBIUXUP@dksoft.ping.dk>
Source record: 26746

In <FDGVBIANUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> That's probabyly what Kim meant with "ignoring". Although ingnorance isn't the
HM> case here at all. If the adaptor "ignores" parity, it should work. But it
HM> doesn't.

Yep, thats what i meant. It works fine here with both my adscsi+ adaptores.
No matter if i jump the drive to use parity or not, i have no problems.

Greets
Kim

--

```
/-------------------------------------------------------------------------\
-/-----------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-----------------------------------------------------------------------/-
\-------------------------------------------------------------------------/
```

1426. Variety of Atari Hardware for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: FCarp@ix.netcom.com
Message-ID: <3m6lc0$pi3@ixnews3.ix.netcom.com>
Source record: 26889

A friend of mine has ST's, megas, monitors, sysquest drive, etc for
Atari's that he would like to sale. He's located in California.
Contact Eugene Bienko, 310 534-3984
He's also on AOL Ebienko@aol.com

1427. Re: MintOS PATH variable

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-08 00:00:00 UTC
From: marbud@u14003.skm14.svskt.se
Message-ID: <1995Apr8.181023.23397@rsv.svskt.se>
Source record: 26890
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3luchr$fr2@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) says:
>
>OK, I have (fairly successfully) installed MiNTOS 1.4, and am using tcsh
>6.03 pl3 and the GNU file utilities. I have the file utilities installed
>in a directory in my /usr/bin directory for ease of maintenance. The
>problem is, I can't figure out where the PATH environment variable is
>set. I can set it easily enough from the tcsh command line, but I'd like
>it to be set automatically to include /usr/bin/fileutils-3.9. I've looked
>all over the place, in all the csh.* files and rc.* files, and there's
>no indication of where the PATH (or any of the other variables) are set.
>I don't thing mint.cnf does the trick either.
>
>Note that I'm logging in as root, and my home directory is completely empty.
>

look in /etc/csh.login.

Martin

1428. HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: mcwilliams@wmich.edu
Message-ID: <1995Apr9.003135.30198@wmichgw>
Source record: 26747

Ok, you technical minded ST owners, I was using a 1040st for the longest time in a home studio and have recently purchased a used Mega 2 with 4 megs of memory. I have the following problems/questions:

1) Can putting the monitor between two speakers (they're about 4 1/2 feet apart) harm the monitor? I've noticed a bend develope on the edge of the screen image but am not sure if it's related to the placement of the monitor.

2) The 1040st and 1040STE don't have fans. Can't I disable the fan on the Mega? If not, what's the difference between the machines? Would putting the cpu in a sound proof enclosure harm it in any way?

3) Simply turning the monitor, and especially the computer on, adds line noise to the mix. I've tried using an outlet strip that filters noise but it doesn't seem to do any good. Is there any other way to eliminate this problem?

Thanks,

Brian

1429. MiNT help on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6r6u4.AEz@cunews.carleton.ca>
Source record: 26748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just set up a minix partition for mint (compiled for hardware
scrolling on the Falcon:) and am trying to use tcsh (605).
Could some kind soul out there tell me what I have to do to get tcsh
to read a .tcshrc file?

If you don't feel like explaining it to me I would be very happy to have
your partition file Iisting and mint.cnf etc. files.

It also seems that the install program from the Mint Distribution kit
does not work on my Falcon: wheneve I try to read a *.sys file from a floppy
I get some GEM window telling me : a file with that name already exists or
the file is set to read-only.

any help would be greatly appreciated

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1430. 1040STf memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: obarak@uclink2.berkeley.edu
Message-ID: <3m7v94$fuv@agate.berkeley.edu>
Source record: 26749

I apologize if I am reiterating something that may already be in a FAQ somewhere. I desperately need to add more RAM to my measly 1 meg. Can someone post some advice, post the FAQ, or post the address for the FAQ.

Thanks,
Chris

1431. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3m7von$mg3@usenet.INS.CWRU.Edu>
Source record: 26750
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section

============================

Version : 0.04

Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail
me info of:

+Name

+Country

+Phone numbers

+Speed (Min /Max)

+Ratios

+Parity ( n of bits ; Even/Odd/None ; bit of stop )

+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank s the people who have
contributed to this list).

```
Canada (+ 1)

-----------

Grand Central Galaxy

403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps

604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)

-------------

DK-Soft

43 71 70 75 19.2 kbps ??? ???

France (+33)

----------
```

ACE

1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil

1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs

1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy

21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone

4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Wild Box

2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand

56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE

73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City

8 760 40 67 28.8 kbps no ratios ???

Jabberwocky

31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer

303 92083 28.8 kbps no ratios 8-N-1

MidiNet

40 160655 28.8 Kbps Membership 8-N-1

(Free for Foreigners)

STraight

31 363973 28.8 Kbps no ratios 8-N-1

DataLine

87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???

0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon

1454 881095 28.8 no ratios 8-N-1

The Falcon's Realm

1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag

216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county

609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity

313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City

503 289 9429 28.8 Kbps ??? ???

The Rebel

702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:

This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

1432. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FDJMCIALUP@zaphot.augusta.de>
Source record: 26751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FDHSAAUQUp@elrond.Simplex.NL> Henk van der Griendt wrote:

>Since some time I regularly get the message
>
>
>STOP! The system is out of memory.
>
>
>After this message I can carry on mostly, but windows that were
>open are closed and not everything works any more.
[...]

This is NOT a message from the operating system!
Sometimes it can happen, that the GEMDOS pool is full. But in this
case you get the message

*** OUT OF INTERNAL MEMORY:
*** USE FOLDR100.PRG TO GET MORE.
*** SYSTEM HALTED ***

And nothing else! If your problem is caused by a virus - wich programs
do you use? Did you compare file-sizes and -dates from your original
disks with the current programs you are using?

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

1433. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Apr9.131403.994@pyromania.apana.org.au>
Source record: 26752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yes! Yes! Yes! oh pleeeeeze.

I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

1434. Re: SCSI Host adaptors?? (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: awright@stamford.win-uk.net
Message-ID: <25@stamford.win-uk.net>
Source record: 26753
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3m0it8$al8@mailer.york.ac.uk>, john.. (jat5@york.ac.uk) writes:
>
>I've recently acquired a bare SCSI hard drive, now I need a host adapter!
>Where's the best/cheapest place to get them? Alternatively does anyone
>have an old one that I could have cheaply?!

Cheapest will be System Solutions in the Uk. Their Translator isn't
bad. Next best is the ICD Link for which you can shop around (look
out for Atari World - it's full of ads <g>).

Avoid the Gasteiner one - the build quality is suspect, not to
mention the apalling software.

Regards
Andrew

1435. MiNTNet on tape?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <512@cnserv.dungeon.com>
Source record: 26754

Can anyone post me a complete MiNT/MiNTNet setup on DC600A tapes?
I'd love to see this working in place of the NOS stuff I've got running now
but simply havn't go the time to set it up. Can anyone help?

--
ATB,
Karl.

1436. Mega 2 woes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: digiacom@panix.com
Message-ID: <3m92ae$khk@panix.com>
Source record: 26755

I recently received a Mega 2 motherboard from a friend who had no use for it, since it doesn't work. He tried to upgrade the total memory to 4 megs. The layout of the motherboard looks like a Mega 4 except its missing the two extra banks of ram chips. He added the necessary sockets and capacitors for this addition. But upon further examination, a trace on the motherboard is broken and is lifting up.

Can I possibly get this Mega 2 working again? or should I just use the ICs for spare parts?

Any detailed help or suggestions would be appreciated...Thanks

1437. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: Hrafnkell Freyr Hl��versson <freyr@diku.dk>
Message-ID: <3m98r1$dd3@odin.diku.dk>
Source record: 26756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

henk@elrond.Simplex.NL (Henk van der Griendt) wrote:
>
> Since some time I regularly get the message
>
>
> STOP! The system is out of memory.
>
>
> After this message I can carry on mostly, but windows that were
> open are closed and not everything works any more.
>
> I suspect there is a VIRUS in my system somewhere.
>
> Is there anybody with the same experience or just knowledge
> about this subject?
> Please, come out and speak up!!
>
> Henk
>
> (BTW: I have a Mega 4 ST and TOS 2.06)
>
>
> --
> Henk van der Griendt, Student Library Sciences
> Dordrecht Email: henk@elrond.Simplex.NL or
> The Netherlands griendt@Simplex.NL
>
>
>
>
You need to give more information than that!

1. What are you doing, when you get the message? What program are you
using? -It could be true, that you really ARE out of memory. Even though
your computer has 4 megs, some BIG programs can run out of it.

2. Have you checked your disks for viruses with a virus-killer?

3. Have you checked the memory? -It _could_ be a fault within your
RAM-chips...

4.... etc. etc.

-With regards...
Hrafnkell Freyr Hlodversson

1438. Berkeley Host Adapter.....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <68499-797453557@mindlink.bc.ca>
Source record: 26757

I need the pin-outs for a Berkeley Host adapter, the card I have is from Berkeley Microsystems, model BMS-100. It has a 20 pin connector on it for connecting to the DMA port on the back of the ST.

If anyone has this information I would really appreciate it if you could Email me this.

Thanks,

Ben.

Internet : vanmil@mindlink.bc.ca

1439. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.797454614@news.cwi.nl>
Source record: 26758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

johnmoon@pyromania.apana.org.au (John Moon) writes:

>Yes! Yes! Yes! oh pleeeeeze.

>I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......

Mayba ya dont mind gettina Mac, doya?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1440. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6s2IA.K16@watserv3.uwaterloo.ca>
Source record: 26759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D6r6u4.AEz@cunews.carleton.ca>,
Jack Kitowicz <jack@aurora.carleton.ca> wrote:
>I have just set up a minix partition for mint (compiled for hardware
>scrolling on the Falcon:) and am trying to use tcsh (605).
>Could some kind soul out there tell me what I have to do to get tcsh
>to read a .tcshrc file?
If you're not using MintOS for logging in, it is a good idea to set the
HOME variable in your mint.cnf file. Tcsh (the version I use anyway) will
look for both cshrc.csh and tcshrc.csh in that directory.

Sam

1441. Spectre GCR FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-09 00:00:00 UTC
From: jthaler@hollywood.cinenet.net
Message-ID: <jthaler-0904951310390001@ppp2.cinenet.net>
Source record: 26760

Emulates MacPlus, running at 40% faster speed! ROM installed, includes software and manual. Works with ST, STe and STacy. Very cool unit, especially for the low price of $150 +shipping. Leave me e-mail at jthaler@hollywood.cinenet.net

1442. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D6tvnD.9rw@cix.compulink.co.uk>
Source record: 26761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <D6r6u4.AEz@cunews.carleton.ca>, jack@aurora.carleton.ca said:
> I have just set up a minix partition for mint (compiled for hardware
> scrolling on the Falcon:) and am trying to use tcsh (605). Could some
> kind soul out there tell me what I have to do to get tcsh to read
> a .tcshrc file?
I'm no expert, and this is probably overkill, but it works for bash.
set up a HOME environment variable pointing to the .rc file
Set up an ENV " " "
Regards,
Ian.
N

1443. Re: More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3mbjo9$f4u@pepsi.eng.umd.edu>
Source record: 26762

In article <3m4tik$l2k$1@mhadg.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>>> There have been various attempts to get around the limit with addon hardware,
>>> there may even be something available from Germany... but the general answer
>>> is that 4 Megs is the limit.
>
>>Are we forgetting the XtraRam+8 board from Marpet, that takes a Mega4
>>(with TOS 2.06) to 8 or 12 megs? Tomas at CodeHead Tech has reported
>>on GEnie that he is happy with his unit.
>
>As I said, there are various attempts to get around the limit with addon
>hardware, and there may even be something available from Germany (or elsewhere)
>but the general answer is that 4 Megs is the limit...
>
>For the averages ST user, (I doubt Tomas is average) there is
>virtually no way to extend the memory easily or inexpensively, if at all.
>
>BobR

Actually, the Marpet board seems very easy to install on a MegaST4
(this is the model we are talking about, right?). It just plugs into the
proprietory megabus slot. You need to have TOS 2.06 though.

It was also relatively inexpensive (around $90) and takes regular
SIMMs. I am very interested in this product but I have heard
conflicting stories about how well it works. Some people have
reported very nice things about it and others have reported
experiencing problems.

But for owners of regular STs (520, 1040, STe etc.) there doesn't seem
to be any good way of expanding memory beyond 4 megs.

--Gerry

1444. Re: HDDriver and me

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDKTFJAMUP@galaxy.teuto.de>
Source record: 26763

In <FDFGAJUQUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

> What are the benefits of HDDriver? I got the program with my

It still is supported.

>the fact that it supplies XHDI, what else about it is so great?

Versions 4 and above give you *background* DMA with MagiC3. And HDDRIVER can handle SCSI-arbitration as well.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1445. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3mc26e$hhr@news.rim.or.jp>
Source record: 26764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D6r6u4.AEz@cunews.carleton.ca>,
Jack Kitowicz <jack@aurora.carleton.ca> wrote:
>It also seems that the install program from the Mint Distribution kit
>does not work on my Falcon: wheneve I try to read a *.sys file from a floppy
>I get some GEM window telling me : a file with that name already exists or
>the file is set to read-only.
>

I had a same problem. Does anyone successed running INSTALL.PRG on Falcon?
Possibly with the Backward programme?

Takashi Watanabe

1446. xinit problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950410154901.78447A-100000@srv1.freenet.calgary.ab.ca>
Source record: 26765

```
When I try to run xinit, I get the following:

Couldn't open RGB_DB '/usr/lib/X11/rgb'

Creating TCPc socket: file not found

Fatal server error:
Cannot establish tcp listening socket
giving up.

xinit: file not found (errno 33): unable to connect to X server
xinit: file not found (errno 33): Server error

Has anyone else had this problem? Is there a good way to create the
socket file?

...
Conan Ford
ford@freenet.calgary.ab.ca
...
```

1447. Re: PCB software for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.797508686@txfs1.hfb.se>
Source record: 26766

In <3m6u5n$9l1@sinsen.oslonett.no> hallvart@oslonett.no (Hallvard Tangeraas) writes:

>I'm looking for software that enables me to design PCBs (Printed circuit
>boards) with my STE. I mean the traces on the boards themselves, not the
>schematic circuits.
>Is there software like that available in PD or shareware form?
>If not, what commercial programs are there, and how much do they cost?
>I only know of "Circu it!" by Maxon computer and "Scooter PCB".
>As far as I know these programs are pretty complex, but all I need is
>make some pretty simple circuits, but I need to have the correct distances
>between ICs etc. so using a drawing program won't do- any ideas?

PCB-layout is a quite good program... atleast the version I have 1.22.

It does what you want, let you "draw" a PCB-layout. The strong part of
PCB-layout is the output... it can print on Lasers, nedle-printers and
plotters, and it can export the layout to a .IMG file. Also it can
generate data for a NC-drill... very, very nice!

The minus side of PCB-layout is that it has fixed sizes of the holes and
pads, and ONLY 3 different pads... also it only have 3 FIXED linewidth,
NOT good. AND it ONLY have a resoloution of 1/20" for the grid (minimum
distance between pads) a IC has 1/10" between the pins... This is not so
big disadvantage, for many things 1/20" is enough... BUT for some not...
you can ONLY have one line BETWEEN two pins of a IC.

//Robert
--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

1448. Re: IDE drive in STE-anyone done it?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3maq00$d2c@sunrise.pg.gda.pl>
Source record: 26767

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: Has anyone installed an IDE hard disk in an STE before?
: I'm working on a project to do just so, and I'd like some tips
: and help along the way.
: Anyone?
: Thanks

There are few people in Poland, who made it. They do it by
cartridge port (...). So it is possible. I can look around
if You are interested in details.

Banan.

1449. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3maqet$fgh@linet02.li.net>
Source record: 26768
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Add to the list...

THE MACHINE BBS
1-516-764-5748

24 Hrs / 300-14.4K bd / No fees

-= Lou =-
```

1450. Atari ST Midi software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-10 00:00:00 UTC
From: mercury30@aol.com
Message-ID: <3mah55$2i9@newsbf02.news.aol.com>
Source record: 26769

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also a top of the line MIDI sequencing program is also included in this bundle. $45 shipped to you. A great MIDI package! Email Mercury30@aol.com

1451. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: denari@hajs03.hannover.geoquest.slb.com
Message-ID: <denari-1104951005490001@gma055.hannover.geoquest.slb.com>
Source record: 26770
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st

In article <1995Apr9.005624.30199@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) wrote:

S > Ok, you technical minded ST owners, I was using a 1040st for the
S > longest time in a home studio and have recently purchased a used Mega 2 with
S > 4 megs of memory. I have the following problems/questions:
Is it a Mega or a MegaSTE. Does it have an internal hard disk??
S >
S > 1) Can putting the monitor between two speakers (they're about 4 1/2
S > feet apart) harm the monitor? I've noticed a bend develope on the edge of
S > the screen image but am not sure if it's related to the placement of the
S > monitor.
If the loudspeakers are close enough, their magnetic field will affect the
monitor. Have you noticed the bend with the monitor placed somwhere else??
S >
S > 2) The 1040st and 1040STE don't have fans. Can't I disable the fan
S > on the Mega? If not, what's the difference between the machines? Would
S > putting the cpu in a sound proof enclosure harm it in any way?
If its a Mega, it has no internal disk, then you can "MAYBE" disable the
fan. The best solution is a soundproof box, however, they usually come
with a fan as well!!! (wery silent, but still a fan)
S >
S > 3) Simply turning the monitor, and especially the computer on, adds
S > line noise to the mix. I've tried using an outlet strip that filters noise
S > but it doesn't seem to do any good. Is there any other way to
eliminate this
S > problem?
I have experineced the same, but it does not come from the monitor, it is
from the midi interface of the Atari. Port 1 is not standard and I believe
it has something to do with grounding
S >
S > Thanks,
S >
S > Brian
S >
S >
S >

--
Martin Denari
denari@hajs03.hannover.geoquest.slb.com

1452. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6utHC.F07@cunews.carleton.ca>
Source record: 26771
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To get a working Mint setup on my Falcon I used the SETUP program from
the MDK and did the rest by extracting and copying files to their directories
myself.
It is still kind of basic but I've abandoned it for now since I now have
Linux installed....(I wanted mint to access the minix partitions)

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1453. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950411105832.24714G-100000@mars>
Source record: 26772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 9 Apr 1995, John Moon wrote:

>
> Yes! Yes! Yes! oh pleeeeeze.
>
> I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......
>

I agree with the above statement. And NO, I don't wanna hafta get a Mac
neither, don't wanna hafta..

/Jens M Andreasen

1454. WTB: Atari ST SCSI Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: jat@unix.york.ac.uk
Message-ID: <797595017.1@cs.york.ac.uk>
Source record: 26773
Cross-posted to: uk.forsale,comp.sys.atari.st,comp.sys.atari.st.tech

I'd like a AHDI->SCSI Host adaptor please. I have a SCSI drive, a nice box with power supply, now all I need is a host adaptor.

Alternatively, where is the cheapest place to buy them from (in the UK)?

(I have a 1040STFM, TOS1.02)

Please E-Mail any replies to either of the addresses below - typing 'r' now won't work!

Thanks,

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||Flex music, York, UK. |h
| jat@ohm.york.ac.uk ||| "home of the hits" |a
| web: http://www.york.ac.uk/~jat5/ ||| (01904) xxxxxx |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

1455. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: sturm@ost1.ping.de
Message-ID: <FDKVDCWUUp@ost1.ping.de>
Source record: 26774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > I have just set up a minix partition for mint (compiled for hardware
> > scrolling on the Falcon:) and am trying to use tcsh (605). Could some
> > kind soul out there tell me what I have to do to get tcsh to read
> > a .tcshrc file?
>I'm no expert, and this is probably overkill, but it works for bash.
>set up a HOME environment variable pointing to the .rc file
>Set up an ENV " " "

I don't know if this helps (maybe), but you should be using the
MiNTOS-package anyway, if you don't do by now. You will be able to
manage real home-directories, in any of which you may put a
.tcshrc-file, which will definitely be read if the appropriate user
loggs in. Also, a specially-named file in /etc is read as a
system-wide pre-definition. I can't remember the name now, but it is
mentioned in the tcsh-man-pages.

Oliver

--

Oliver Sturm sturm@ost1.ping.de

1456. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.126.000BDA32@ti.com>
Source record: 26775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FDHSAAUQUp@elrond.Simplex.NL> Henk van der Griendt wrote:
>>Since some time I regularly get the message
>>
>>
>>STOP! The system is out of memory.
>>
>>
>>After this message I can carry on mostly, but windows that were
>>open are closed and not everything works any more.

I think you have your DESKTOP.INF or NEWDESK.INF too large. Try reducing the size of it. It is the environment memory that is overflow, that's why your opened windows are closed, there was no space left to keep that info in the memory.

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

1457. Re: More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <3meqfg$1cq@news.rhrz.uni-bonn.de>
Source record: 26776

In article <3m4tik$l2k$1@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> >> There have been various attempts to get around the limit with addon hardware,
|> >> there may even be something available from Germany... but the general answer
|> >> is that 4 Megs is the limit.

A few years ago, there has been quite a lot of discussion on this subject
in this group. I try to summarize the most important results from memory:

Technically, the memory acces is controlled by an interaction of glue and mmu.
The glue chip resolves the full 16 MB (24 bit) address space of the 68000. It
needs to be able to do this in order to access the peripherals of te system.
When the glue chip does not get a reply on an access to a given address within a
very short time (1 or 2 bus cycles (or so)) it issues a timeout and the system
issues a bus error.

The mmu's address space is limited to 4 MB (probably in order to get the chip
cheap and to save address lines and memory access logic on the system board). If
it sees an address above 4 MB, it simply ignores the two highest bits and aliases
the address into its 4 MB space.

So if You manage to add RAM above 4 MB, say, by cloning the well
documented circuitry of the st, You won't be able to notice it because of the mmu.
A solution to extend the st memory above 4 MB has to extend the mmu somehow in
order to avoid the adress aliasing. Due to the timing properties of the st, this
is not easy.

|>
|> >Are we forgetting the XtraRam+8 board from Marpet, that takes a Mega4
|> >(with TOS 2.06) to 8 or 12 megs? Tomas at CodeHead Tech has reported
|> >on GEnie that he is happy with his unit.
|>
|> As I said, there are various attempts to get around the limit with addon
|> hardware, and there may even be something available from Germany (or elsewhere)

A german company named GeSoft sold a board to extend an st up to 12 MB. It
was very expensive --- nowadays an entry level 486 is chaeper.

I hope i succeded to demonstrate the technical effort needed to extend the st
above 4 MB

M. Ritzert

--

1458. Atari STE/ST systems and peripheral for sale in Canada

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-11 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <3mevg8$i0b@tribune.usask.ca>
Source record: 26777

Please email me for more info. Thanks.

1459. Linux and Graphics cards

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3mgck5$fig@agate.berkeley.edu>
Source record: 26778

Does or will the Linux on the Atari support graphics cards, say, for use in X11R6?

1460. Re: SCSI Host adaptors?? (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: JeremyB@ORAC.pec.co.nz
Message-ID: <JEREMYB.95Apr12132634@ORAC.pec.co.nz>
Source record: 26779
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <25@stamford.win-uk.net> (Andrew Wright) writes:

> In article <3m0it8$al8@mailer.york.ac.uk>, john.. (jat5@york.ac.uk) writes:
> >
> >I've recently acquired a bare SCSI hard drive, now I need a host adapter!
> >Where's the best/cheapest place to get them? Alternatively does anyone
> >have an old one that I could have cheaply?!
>
> Cheapest will be System Solutions in the Uk. Their Translator isn't
> bad. Next best is the ICD Link for which you can shop around (look
> out for Atari World - it's full of ads <g>).
>
> Avoid the Gasteiner one - the build quality is suspect, not to
> mention the apalling software.
>
I would like to get a SCSI interface, perhaps an AdSCSI micro for my
Mega ST2. What should I be paying for this ? Could someone respond by
email please or post here. Thanks
--
/--\
Jeremy Bowen	"I am entitled to my own opinion." ...Vila
Email: JeremyB@pec.co.nz	"Yes, but it's your constant assumption that
P.E.C.(NZ)Ltd, Marton	everyone else is also that's so annoying"..Avon
Tel: + 64 6 327 8189	from Blake's 7
\--/

1461. Re: Internet Adress of ATARI Corp?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: flatul8@wco.com
Message-ID: <3mfdp0$1fp@news.wco.com>
Source record: 26780

Alexander Thomann (alth@stud.uni-sb.de) wrote:

: i'm searching for some Internet adresses:

: John Cleese

: thank's

I don't think toshiba has one. If you fund out John Cleese's, could you
tell me, though. My friend here thinks some (he thinks sam) tramiel's

Ian

1462. Sony MPF520-1 disk drv circuit WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3mf6ap$bgr@hasle.oslonett.no>
Source record: 26781

I'm *still* looking for a circuit diagram for the Sony MPF 520-1
disk drive (high density). Can somebody help me, or lead me in the
right direction?

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1463. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.797699561@news.cwi.nl>
Source record: 26782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jens Andreasen <jens-and@dsv.su.se> writes:

>On Sun, 9 Apr 1995, John Moon wrote:

>> Yes! Yes! Yes! oh pleeeeeze.
>>
>> I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......

>I agree with the above statement. And NO, I don't wanna hafta get a Mac
>neither, don't wanna hafta..

As we get older and everything around us gets more and more modern
there will always be a time that we are gonna hafta getta whateva we
need to keep ourselves going, if you see what I mean (probably not).
Clearly that is not going to be an Atari!? (I do think it is good to
resist the temptation as long as possible, but really, even a
hyper-upgraded TT nowadays is getting slightly old-fashioned, isn't it?)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1464. Jumpers/compatibility of HD drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D6xG7H.vt@freenet.carleton.ca>
Source record: 26783

I have a supposed High Density Disk drive that I would like to replace a single sided 520 STFM internal drive with, to use in 720 k mode. The drive is labeled as: Sanyo E20N5 1426, and as ERGO MD-21-DS350-B1, S/N1H038406.

A friend of mine tried it in his 1040, and it would read the directory of the disks, but it would not let him access/copy or read any of the files.

The drive may in fact be toast, but I have no real way of knowing. Could the step rate be set incorectly, or possible the HD detect jumpered incorrectly?

Thanks!

--
"Pick a card, any card at all... except THAT one!"
Mark Montreuil (613) 990-4833 (voice)
Magician
As seen on YTV's "Take Part"

1465. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FDMRBAUZUp@elrond.Simplex.NL>
Source record: 26784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <wongck.126.000BDA32@ti.com> William Wong wrote :

>In <FDHSAAUQUp@elrond.Simplex.NL> Henk van der Griendt wrote:
>>>Since some time I regularly get the message
>>>
>>>
>>>STOP! The system is out of memory.
>>>
>>>
>>>After this message I can carry on mostly, but windows that were
>>>open are closed and not everything works any more.
>
>
>I think you have your DESKTOP.INF or NEWDESK.INF too large. Try reducing the
>size of it. It is the environment memory that is overflow, that's why your
>opened windows are closed, there was no space left to keep that info in the
>memory.
>
>William
>

Thanks, William,

You are probably right. I'll try that. The problems started indeed after
I added an icon on the desktop.

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

1466. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3mh9qm$q0p@prime.mdata.fi>
Source record: 26785
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D6KwDK.EwB@watserv3.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>of writing one (well, when I get more of my thesis finished). The thing
>is I don't want to rewrite all the networking stuff avaialable under
>MiNT/MintNet like SLIP,PPP interfaces and the approriate daemons and
>even the 'chat' program. This stuff already works (and very well I might add)

I'd hate to install Mint just for a WWW-browser. Isn't there any
workaround for getting a stand-alone (just click it on the desktop)
browser? Please!

>Magic runs over Mint? I would like to write something accessible to
>all Atari users - is it reasonable to expect most Atari users have
>one of these OS's to use?

No.

>GDOS would also be a requirement as there is again no need to
>re-invent the wheel. I think most Atari owners
>have access to GDOS and some fonts.

Yes, but IMHO the fonts should be supplied with the browser (Speedo/
Truetype & GDOS). Otherwise the screens could become a mess due some
odd kernings and line-widths.

>Let me know what you all think... when I have some time I will start
>developing a strategy for coding. I would like to write something
>that's relatively efficient so 8Mhz ST owners can enjoy browsing the
>WEB and 48Mhz TT owners (like myself) can show off how much faster
>our WEB browser is than those on other home platforms. (hey calamus wins
>hands down for DP speed compared to anything on any platform).

I think you should aim for an independent product (no extras except
GDOS needed). I'm a sort of an Atari "power user", but still not willing
to use any hard-disk space for Mint, or spend hours installing Linux.
Plug&Pray is what is needed. Don't make the product suffer fro too
complicated installation. Good luck!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/

```
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
-----------------------------------------------------------------------
```

1467. FALCON 030 4/x WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1204951214170001@tecnation.com>
Source record: 26786

Please contact us at the address below:

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
555 Bryant Street #257
Palo Alto, CA 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

1468. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-12 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6xuv0.A6K@watserv3.uwaterloo.ca>
Source record: 26787
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <avg.797699561@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>Jens Andreasen <jens-and@dsv.su.se> writes:
>
>>On Sun, 9 Apr 1995, John Moon wrote:
>
>>> Yes! Yes! Yes! oh pleeeeeze.
>>>
>>> I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......
>
>>I agree with the above statement. And NO, I don't wanna hafta get a Mac
>>neither, don't wanna hafta..
>
>As we get older and everything around us gets more and more modern
>there will always be a time that we are gonna hafta getta whateva we
>need to keep ourselves going, if you see what I mean (probably not).
>Clearly that is not going to be an Atari!? (I do think it is good to
>resist the temptation as long as possible, but really, even a
>hyper-upgraded TT nowadays is getting slightly old-fashioned, isn't it?)
>
I have to disagree somewhat - the computer you _need_ is one that
satisfies the requirements of what you have to do. If you're saying
that PCs are getting more modern - think again. The basic layout
and hardware is still one of the worst computer architectures possible.
Sure when the 386 came out they had the means to change it but, unfortunately,
the software standards had already been put in place and they stuck with
the PC-AT type architecture. PCs are still nowhere near using the capabilities
of their high end CPUs - the other thing is that software has been
written so grossly inefficient for a long time now that some PC programs
are actually unbearable to use, even on a 486/66!

Macs are a little further ahead in the game, but the new system software
is a real dog. You can also predict what Win9x will run like if it
ever makes it to market. Unix type OS's are definitely the way to
go - that allows platforms with the latest and greatest technology
to be 'compatible' with standard software and still use all of the
bells and whistles on the new technology.

The real advantage the high end Ataris (like 48Mhz TT's with TT-RAM) have
is that much of the software is designed to be bearable (and quite useable)
on an 8Mhz ST - needless to say software flies on a TT. Have you seen
Calamus on a TT? It was way ahead of its time. The major disadvantage
is a lack of 'compatible' software - this is somewhat moot when things
like AtariWorks and Papyrus Gold come out and support RTF. You don't
need to run WP or WORD (besides you need a REALLY high end PC to run

these without tossing it out the window!)

I would eventally want a Unix-based workstation with the future things I plan to dabble in but for now I have no need for a PC - my TT does everything I need it to do. Besides now on my TT I can run Atari,Mac, and Unix (including X windows) software. Needless to say there is a lot of stuff out there but most people only regularly use a few key packages.

Sam

1469. News to email gateway

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: det@mailgate.compd.com
Message-ID: <797803126snx@mailgate.compd.com>
Source record: 26788

Hi
Can anyone tell me if there is a news to email/digest gateway for
this news group. If so what is the address and procedure for subscribing
Please email me on my address: det@mailgate.compd.com as I don't have
access to this news group. Thankyou.

Dave.

--
Std. disclaimer..... My own opinions are not those of my employer
+---+
| David Twist Post Design Services Hardware Support |
| Computing Devices Company Ltd, Castleham Road |
| St. Leonards On Sea, East Sussex, UK TN38 9NJ |
| Tel: 44-(0)1424-853481 Fax: 44-(0)1424-851520 |
+---+

1470. ST Fan question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D6zFA9.4E1@midway.uchicago.edu>
Source record: 26789
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi there!
I have a Mega 4 and an ICD FA-ST hard disk drive box, which I use for music applications, and frankly, the combined noise their fans is getting on my nerves. The question is: how unsafe is it to disconnect the fans? The more annoying one is the one on the hard drive, but it seems to me that nothing there gets warm at all; I am somewhat less sure about the computer itself. Has anyone tried this? Thanks un advance for any tips.

Gustavo

1471. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDNQEJBQUP@galaxy.teuto.de>
Source record: 26790
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1995Apr9.003135.30198@wmichgw> Brian McWilliams wrote:

>longest time in a home studio and have recently purchased a used Mega 2 with
>4 megs of memory. I have the following problems/questions:

> 1) Can putting the monitor between two speakers (they're about 4 1/2
>feet apart) harm the monitor? I've noticed a bend develope on the edge of

IMO, the distance is sufficient to not influence the monitor.

> 2) The 1040st and 1040STE don't have fans. Can't I disable the fan

HMM, Mega 2 with 4 megs? Are there any other modifications installed in that
machine?

You can easily reduce the noise of the fan, if you cut out the plastic cover
in front of it. Use a sharp knife.

> 3) Simply turning the monitor, and especially the computer on, adds
>line noise to the mix. I've tried using an outlet strip that filters noise

Try to move 'em as far apart as possible. Play around with the way you've
plugged the different machines to the mains.

Is the shielding of your cables done correctly? Perhaps wrap some metal-foil
around the sensitive cables.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1472. re: test msg

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1106rcain@nest.demon.co.uk>
Source record: 26791

On 12 Apr 95 Daron wrote::

DB> Please respond if you read this.

What? Again?

Roger
rcain@nest.demon.co.uk

--

1473. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.194024.23650@bradford.ac.uk>
Source record: 26792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 12 Apr 1995 19:31:34 GMT, Pekka Saarinen wrote:

: >Magic runs over Mint? I would like to write something accessible to
: >all Atari users - is it reasonable to expect most Atari users have
: >one of these OS's to use?

: No.

But having said that, I am in favour of compulsory ownership of MagiC :-)
Since I first tried it many months ago, I have NEVER booted without it
(except for colour games). It revolutionizes the way you work, and cures
all the bugs and speed deficiencies present in (almost?) every TOS.

Just My Opinion!

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1474. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.194252.23707@bradford.ac.uk>
Source record: 26793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 12 Apr 95 18:35:22 MET, Henk van der Griendt wrote:
: >
: >I think you have your DESKTOP.INF or NEWDESK.INF too large. Try reducing the
: >size of it. It is the environment memory that is overflow, that's why your
: >opened windows are closed, there was no space left to keep that info in the
: >memory.

: You are probably right. I'll try that. The problems started indeed after
: I added an icon on the desktop.

If it turns out that your DESKTOP.INF or NEWDESK.INF file is too large for
the buffer, the buffer size can be increased. You need a program called
SHBUF (Shell Buffer), and also GEMRAM or ROMSPEED. If you use WinX you
will already have one of these latter 2 installed.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1475. Re: News to email gateway

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.194426.23808@bradford.ac.uk>
Source record: 26794

On Thu, 13 Apr 1995 12:01:52 +0000, David Twist wrote:

: Can anyone tell me if there is a news to email/digest gateway for
: this news group. If so what is the address and procedure for subscribing
: Please email me on my address: det@mailgate.compd.com as I don't have
: access to this news group. Thankyou.

Funny... it looks to me like you have access to this newsgroup :-S

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1476. STalker 3.03

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3mjouh$eu4@news.nevada.edu>
Source record: 26795

Yesterday I upgraded from STalker 3.02 to 3.03. (Thanks, Gribnif!!)
(I'm using STeno version 2.00 along with it.)

Now, however, the "Paste to STeno" utility doesn't work. Is this
"normal," or do I need to do something else besides copy the upgraded
files (STALKER.PRG and STALKER.RSC) to my D:\COMM\STALKER directory?

(The "Copy to clipboard" utility still works as it did with version
3.02.)

Thanks!

- John J. Amsler
1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040 or a used TT?

1477. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3mjpbs$eu4@news.nevada.edu>
Source record: 26796

John Moon (johnmoon@pyromania.apana.org.au) wrote:

: Yes! Yes! Yes! oh pleeeeeze.

: I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont
: wanna.......

John:

You and me {1} both!!!! But, if I do get a PC, I'm sure as heck going to get a GEMulator 4.0!! It would be ridiculous simply to throw away all the TOS software in which I've invested so much money and which still functions fine!

{1} Or is it "You and I?" Darn, I knew that rule 25 or so years ago! ;)

- John J. Amsler
1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040 or a used TT?

1478. Re: Atari to Mac, PC, or UNIX Disk Conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-13 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Apr13.073320.23336@rhrk.uni-kl.de>
Source record: 26797

phodgkins@cix.compulink.co.uk ("Phil Hodgkins") writes:

>For a floppy disk this is OK, but not for a harddisk which is
>incompatible with all other formats AFAIK

But as long as a harddisk has been formatted under DOS or on the Atari with SCSITOOL and a special option and if each partition is less than 32 MB the drive can be acccessed under DOS as well as under TOS. Most TOS harddisk drivers recognize DOS compatible formats. Partitions greater than 32 MB are not possible because TOS and DOS are not compatible any more when using big partitions.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1479. drive chip

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: natasha112@aol.com
Message-ID: <3mllqv$n3h@newsbf02.news.aol.com>
Source record: 26798

i have a 1040st and need a new drive contoller chip. is there any to be found? i hope someone can help me out on this.

1480. Mega STE for SALE!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3mktpl$ncp@borg.svpal.org>
Source record: 26799

I have the following Atari Computer for Sale:

Hardware:

Atari Mega STE 4
4 MB RAM
50 MB internal hard drive
Magnavox ICM135 14" Stereo Color Monitor
External DS(720K) Floppy Drive
Supra 2400 Baud external Modem
Beetle Mouse
Atari standard Mouse
Wico Joystick
3 2600 Joysticks

Software:

Pagestream
WordWriter
Word Flair II with FSM GDOS
Diamond Back II
various other utilities (Warp 9, look it, etc...)
plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)

****
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

Shipping can be arranged. I would prefer US sales, payment
must be in US funds.

I am asking $800 or best offer for the whole package. Please
send me EMAIL at dogman@svpal.org if interested of if you have
an offer.

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

1481. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3mktoolNNgtc@duncan.cs.utk.edu>
Source record: 26800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

1482. Re: Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr14.134924.6877@bradford.ac.uk>
Source record: 26801

On 4 Apr 95 18:10:36 MET, Ralf von Gunten wrote:
: > Has anyone any experiences with the Overscan Hardware mod for the
: > Atari ST?

Yes - a bad one... I simply could not get it to work!

: Yes I do since a lot of time when the 1st version appeared in the german
: STMagazin (around 1989, if I remember). The mounting requires quite a lot of
: soldering experience, but only one logic gate.

There is really not a lot of soldering needed... IIRC you just send the
Composite video signal to the Display Enable line on the Video Shifter chip...

The one gate you mention (an AND gate) is only for ST's which do not yet
have Composite Video capability, which mist then be made my ANDing
together Hsync and Vsync...

: work. Unfortunately, you cannot switch from one to the other mode without
: rebooting, so the Auto-Overscan harware is well worth the price.

If you bootup with the overscan switch ON, then you can change at will
between overscan and non-overscan. Problems occur if you bootup with
overscan OFF, as there is not enough memory allocated for the bigger screen...

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1483. HDDriver and me

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <797865318.1@mettav.exnet>
Source record: 26802

It was none other than Leslie Hartmier who did write on 05 Apr 95 that ....
LH> What are the benefits of HDDriver? I got the program with my
LH> Outside (the virtual memory program), and to be quite honest,
LH> besides the fact that it supplies XHDI, what else about it is so
LH> great?

Easy to set up ,works better than any of the other drivers on the Falcon for sure. IT certainly copes better with the SCSI lockout problems with BlowUP res in hi colour (to the extent that it doesn't happen on my system anymore).It is cheaper than ICDpro (not of course a really major issue for most but worth a mention)

Most important however .. It is being supported !!! New versions are to support MagiC3's background DMA for example.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1484. Re^2: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f8ea3ec_Jesper.Kock@kockens.ct.se>
Source record: 26803

To: contacts@mits.mdata.fi

Hello android Saarinen! The 12.04.95 you talked about "WWW browser (maybe I'll write one)",and my reply is:
> I'd hate to install Mint just for a WWW-browser. Isn't there any
> workaround for getting a stand-alone (just click it on the desktop)
> browser? Please!

Isn't the Codehead one going to be a standard "click on the desktop" browser? I think a read that in an area someware!

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

1485. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504141703.AA03741@ilmen.lanl.gov>
Source record: 26804

In a previous article, amsler@nevada.edu (JOHN AMSLER) wrote:

> {1} Or is it "You and I?" Darn, I knew that rule 25 or so years ago! ;)

Neither... it's "us'ns."

Least it was in the hillbilly country where I was "borned" at. :)

-Hutch- @ Fair Dinkum Tech

1486. _H_E_L_P_!!_

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-14 00:00:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.823.4073@primetime.org>
Source record: 26805

TP> If you purchase a Seagate 420 Mb model, you have to remember
TP> this: this model is fast and cheap (1700 kb/s) - but it has a
TP> nasty habit of shutting itself off after a certain period of
TP> non-use.

Hmmnnn... I have a Quantum 105 MB that does something similiar. Trying to access the drive after 15 to 25 minutes or so... it can't and gives a "Data may be Damaged" alert. Of course the data is still there... but a cold boot is necessary to reaccess the drive.

TP> With kind help of some people here, I wrote a tiny program
TP> that prevents this.

Gee... you wouldn't want to write a small program for my sleepy Quantum, now... would you???!!! :-)

... CAUTION! Do Not Look Into Laser With Remaining Eye.
___ Mountain Reader II - #00000066

Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757

1487. Subject Matter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: internet@wis.win.net
Message-ID: <673@wis.win.net>
Source record: 26806

```
Newsgroup Description:

This newsgroup discusses technical aspects of Atari ST hardware and software.
```

1488. FREE HARDWARE !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <04151995.170507@empyr.dircon.co.uk>
Source record: 26807

OK, I lied, but if this is the only way I can get anyone to answer my posts, then so be it ! :-)

Either there is an 'Ignore Kevan' campaign going on or *nobody* in this group can answer the following questions... I have posted these about three times so far and had _not one_ reply !!

PLEASE - if you know, can you tell me.....

1) If it is possible to connect a monitor with Analog / TTL / Video in inputs to my ST ? If so, can you tell me the pinouts I need for the cable ?

2) What are the rough percentages of hard drives out there that have permanently enabled parity ? I may buy one 'blind' so to speak from an auction and want to know what chance I have of getting one that won't work due to parity probs.

3) Why won't Calamus work on an STe ? Is there a patch available ?

4) I've forgotten what number 4 was now, it's been so long since anyone answered any of my posts :-(.....

5) Will you answer this...PLEASE ?

Many thanks to all who even just *read* this !

Cheers,

Kev.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

1489. Re: PCB software for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: bkamen@ibm.net
Message-ID: <3mp8th$18nm@news-s01.ny.us.ibm.net>
Source record: 26808

In <3m6u5n$9l1@sinsen.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
>I'm looking for software that enables me to design PCBs (Printed circuit
>boards) with my STE. I mean the traces on the boards themselves, not the
>schematic circuits.
>Is there software like that available in PD or shareware form?
>If not, what commercial programs are there, and how much do they cost?
>I only know of "Circu it!" by Maxon computer and "Scooter PCB".
>As far as I know these programs are pretty complex, but all I need is
>make some pretty simple circuits, but I need to have the correct distances
>between ICs etc. so using a drawing program won't do- any ideas?
>
>Hallvard
>--
> ** Hallvard Tangeraas, Oslo, Norway **
>[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
> ************************************
> Norway, Norvege, Noruega, Norwegen, Norge

Well, I have Platon from VHF computer... they have it in english and german...
(not sure about what else) for simple stuff, you want the cheaper starter program.
(2.01 I believe, I have that.. when I ordered they sent the old and new since I
paid for the newer bigger one..)

2.01 will let you do what you want... nothing nice like schematic capture...

email me at bkamen@genie.geis.com or
mwegner@dial.illinois.net (work address)
and I can get you the Inet address of VHF ...

(i believe it's info@vhf.stgt.org... but I'm not sure and a message from you would
remind me to check it for sure...)

talk to ya later!

1490. WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: asx@bix.com
Message-ID: <3mpl1t$a5p@news2.delphi.com>
Source record: 26809

Go ahead! I too would like a WW browser (GEM-based).

The most stable platform we have is GEM and MultiTOS and SpeedoGDOS. I'm struggling to get Linux running smoothly and trying to get Mintos installed; having a straight GEM or MultiTOS would be easy for users to get a hold at.

1491. SST accellerator card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: hadvisor@wis.win.net
Message-ID: <688@wis.win.net>
Source record: 26810

Re: SST accellerator card

> I have an opportunity to buy a used 50mhz SST board, but does anyone know
> if this board will work with Linux with TOS2.6 or can I use TOS 3.6 with
> this board?

I think Linux only works with PC's doesn't it?

The High Advisor <hadvisor@wis.win.net>

1492. Re: STalker 3.03

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3mptm3$shp@cxc1.cl.msu.edu>
Source record: 26811

amsler@nevada.edu (JOHN AMSLER) writes:

>Yesterday I upgraded from STalker 3.02 to 3.03. (Thanks, Gribnif!!)
>(I'm using STeno version 2.00 along with it.)

There's a newer patch that will take STalker to v3.04...

>Now, however, the "Paste to STeno" utility doesn't work. Is this
>"normal," or do I need to do something else besides copy the upgraded
>files (STALKER.PRG and STALKER.RSC) to my D:\COMM\STALKER directory?

I've been using STalker v3.02 for quite some time, and using EdHak (now
EditPlus...) instead of STeno. STalker v3.04 breaks the connection to
EditPlus same as you noted above. I sent e-mail to Dan Wilga about it,
who replied that I must not have to SETTINGS>PREFERENCES>Atari Clipboard
setting properly configured, but no amount of tinkering fixed it...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1493. SST accellerator card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3mniu4$sfp@agate.berkeley.edu>
Source record: 26812

I have an opportunity to buy a used 50mhz SST board, but does anyone know if this board will work with Linux with TOS2.6 or can I use TOS 3.6 with this board?

Thanks,
Tae

1494. Jumpers/compatibility of HD drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-15 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8fd2b0_Tom.Thomason@fpc.ct.se>
Source record: 26813

To: ai066@FreeNet.Carleton.CA

From: tom_thomason@fpc.ct.se

On 12 Apr 95, Mark Montreuil shot this through the ether to All ...

MM> I have a supposed High Density Disk drive that I would like to replace
MM> a single sided 520 STFM internal drive with, to use in 720 k mode. The
MM> drive is labeled as: Sanyo E20N5 1426, and as ERGO MD-21-DS350-B1,
MM> S/N1H038406.
MM> A friend of mine tried it in his 1040, and it would read the directory
MM> of the disks, but it would not let him access/copy or read any of the
MM> files.
MM> The drive may in fact be toast, but I have no real way of knowing.
MM> Could the step rate be set incorectly, or possible the HD detect
MM> jumpered incorrectly?

You may need a new AJAX controller chip in order to read and write to an
HD drive. These aren't too expensive. You might contact Brad Koda at Best
Electronics in San Jose. The 'phone number is 408-243 6950.

Keep on truckin',
Tom

(UUCP Dialup connection)

1495. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3mqc47$l5s@noc1.portland.net>
Source record: 26814

In article <1995Apr9.003135.30198@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) says:
>
>
> Ok, you technical minded ST owners, I was using a 1040st for the
>longest time in a home studio and have recently purchased a used Mega 2 with
>4 megs of memory. I have the following problems/questions:

You are noticing the magnetic pull from your speakers, they are too close.
You can magnetize the computer monitor if your speakers aren't shielded
(which is a factory process as far as I know). If you have magnetized your
monitor already, I have demagnetized mine in the past with a cassette tape head
demagnetizer (available at Radio Shack). Turn on the demagger (with all tapes,
disks and other magnetic media miles away. Move the device in circles close to
the monitor and make larger cirles as you move away from the monitor. The purpose being
to randomize the magnetic field. If you are uncomfortable with this, a repair
shop should be able to help. Lesson: Keep speakers (and other magnets) away from computer
monitors unless they are magnetically shielded.

>
> 1) Can putting the monitor between two speakers (they're about 4 1/2
>feet apart) harm the monitor? I've noticed a bend develope on the edge of
>the screen image but am not sure if it's related to the placement of the
>monitor.

I don't know.

>
> 2) The 1040st and 1040STE don't have fans. Can't I disable the fan
>on the Mega? If not, what's the difference between the machines? Would
>putting the cpu in a sound proof enclosure harm it in any way?
>
> 3) Simply turning the monitor, and especially the computer on, adds
>line noise to the mix. I've tried using an outlet strip that filters noise
>but it doesn't seem to do any good. Is there any other way to eliminate this
>problem?

Some noise can come into your system from the RF that any T.V., monitor or computer
transmits. Proximity is the culprit. I have also found that lifting the grounds on
on Atari monitors can remove some noise from the AC, though this may not be proper
installation electrically.

Hope this helps,

Regards,

Michael McInnis

1496. MacMint - want to build new version.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: ssartori@cnj.digex.net
Message-ID: <ssartori-1604951734320001@summit.digex.net>
Source record: 26815
Cross-posted to: comp.sys.mac.apps,comp.sys.mac.programmer.help,comp.sys.atari.st.tech

Now that MacLinux seems to be dead in the water, I've been fooling around with MacMint. I've got version 0.95 up and running no problem on my C610 but I'd like to try and build version 1.08. The helpful install script(s) say that in addition to a couple of files in the MacMint distribution I need a couple of items from (and I quote) "the MPW environment". I don't own MPW but comments in the install script point me to the following locations:

dts/mac/tools/mpw/3.2.interfaces/cincludes-mpw3-2.hqx
dts/mac/tools/mpw/3.2.libraries/libraries.hqx

My problem is that, since Apple has reorganized their server(s) I can't find these files. Anybody know where to look?? Anyone successfully built v1.08??

Any help much appreciated....

steve

1497. Re: FREE HARDWARE !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <3mr0mk$81l@cmcl2.NYU.EDU>
Source record: 26816

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:

It's your lucky day. this is the first time I've been on the ST groups
since I decided to do the mac thing. :) Ah, i'm a traitor. :)

: OK, I lied, but if this is the only way I can get anyone to answer my
: posts, then so be it ! :-)

: Either there is an 'Ignore Kevan' campaign going on or *nobody* in this
: group can answer the following questions... I have posted these about
: three times so far and had _not one_ reply !!

@set me=ignore kevan:on
Or @ignore kevan=on
: *PLEASE* - if you know, can you tell me.....

: 1) If it is possible to connect a monitor with Analog / TTL / Video in
: inputs to my ST ? If so, can you tell me the pinouts I need for the
: cable ?

All instincts(and educated readings on this topic) indicate that this is
possible through the use of Analog part and the Video-in. Video in is
composite video, which means that as long as you had an RCA-style jack
coming off your ST(rf models or STE), you can do it direct. ST's use
analog RGB, so theoretically, it's possibly, but I have no idea about
the pinouts. TTL is digital signal...and not compatible w/ the ST.

: 2) What are the rough percentages of hard drives out there that have
: permanently enabled parity ? I may buy one 'blind' so to speak from an
: auction and want to know what chance I have of getting one that won't
: work due to parity probs.

Ack... uhm...yeah. Do you have a hard drive already? Uhm...ergh. Hard
drives nowadays are really inexpensive(at least in the States). Buy one
new and avoid the fuss. :)

: 3) Why won't Calamus work on an STe ? Is there a patch available ?

No idea. what version are you using?

: 4) I've forgotten what number 4 was now, it's been so long since anyone
: answered any of my posts :-(.....

Can't help you on this one.

: 5) Will you answer this...PLEASE ?

Okay. This question has been answered. "YES."

Uhm... so yeah, I don't know how things are in the UK, but you might want
to consider getting a new computer... like a 040-based mac or 486-based PC...

but if you don't have the cash, I understand.
Simply hearing you ask these questions means that you're fighting the
realm of incompatibilities. Perhaps the ST is still a viable excuse for
a computer there... but in the States... it's really almost all Mac and
PC... except for the SGI's and Sparcs. :)

Kevin Dolorico "...for the love of the game..."
kwd9152@is2.nyu.edu
Tmaster@j51.com -=NEW SIG & E-mail address=-

1498. Re: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <3mr0p3$81l@cmcl2.NYU.EDU>
Source record: 26817

asx (asx@bix.com) wrote:
: Go ahead! I too would like a WW browser (GEM-based).

: The most stable platform we have is GEM and MultiTOS and SpeedoGDOS. I'm
: struggling to get Linux running smoothly and trying to get Mintos installed;
: having a straight GEM or MultiTOS would be easy for users to get a hold at.

Agreed. I'd still be using the ST if there was some way to access the
WWW on it(not thru LYNX!).

Kevin Dolorico "...for the love of the game..."
kwd9152@is2.nyu.edu
Tmaster@j51.com -=NEW SIG & E-mail address=-

1499. Keyboard connection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <798053123.0@cs.york.ac.uk>
Source record: 26818

Here's a good one...

Does anybody know the keyboard connection protocol for the ST?
(i.e. Which pins do what... how data is transmitted etc.. With this info
I should be able to connect keyboards from other machines, since I am now
modularizing my ST!)

Thanks

Stu

sfc-a@minster.york.ac.uk
sfc101@unix.york.ac.uk
http://www.york.ac.uk/~sfc101/welcome.html

1500. Re: SST accellerator card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3msamv$quv@agate.berkeley.edu>
Source record: 26819

The High Advisor (hadvisor@wis.win.net) wrote:
: Re: SST accellerator card
:
: > I have an opportunity to buy a used 50mhz SST board, but does anyone know
: > if this board will work with Linux with TOS2.6 or can I use TOS 3.6 with
: > this board?

: I think Linux only works with PC's doesn't it?

: The High Advisor <hadvisor@wis.win.net>

PC Linux is ahead in development compared to the Amiga, and the Atari.
But Amiga and Atari Linux ports are at Beta stage. I heard that the Mac
Linux isn't going very far.

Tae

1501. Re: FREE HARDWARE !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D75J55.Esp@cix.compulink.co.uk>
Source record: 26820

In message <04151995.170507@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk said:

> 2) What are the rough percentages of hard drives out there that have
> permanently enabled parity ? I may buy one 'blind' so to speak from

Its mainly newer drives which have this problem. Anything over about 3 years old is almost certainly guarenteed to have a parity jumper. OTOH buying old drives - untested is very risky.

All IMHO and AFAIK of course ;-)

:-)

Roland.

@CiX

1502. SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3ms3k1$2fv@draco.bison.mb.ca>
Source record: 26821

I'm wondering if a Syquest drive would work if I bought one of those SCSI interfaces from ICD for my 1040? Would I need a new version of TOS or anything?

1503. Re: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-16 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <798027954snz@bigbox.demon.co.uk>
Source record: 26822

In article <3mpl1t$a5p@news2.delphi.com> asx@bix.com "asx" writes:

> Go ahead! I too would like a WW browser (GEM-based).
>
> The most stable platform we have is GEM and MultiTOS and SpeedoGDOS. I'm
> struggling to get Linux running smoothly and trying to get Mintos installed;
> having a straight GEM or MultiTOS would be easy for users to get a hold at.
>

It would be nice to get a complete set of net utils under GEM. I once tried
to organise a project to try and address the problem but nothing came of it
in the end.

Being a MiNT freak I am probably biased, but IMHO any stuff like this (GEM
based net utilities) should support MiNT-net (as an optional extra if
necessary), or at least co-exist with it so that people can run the new GEM
based programs and the text based programs together over the same link.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1504. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: rbj@campion.demon.co.uk
Message-ID: <798124976snz@campion.demon.co.uk>
Source record: 26691

In article <N86YBFJI@isys-hh.Hanse.DE>
dk3uz@isys-hh.Hanse.DE "Edmund Ramm" writes:

> rbj@campion.demon.co.uk (Roger Bishop Jones) writes:
>
>
> > [...]
> >Is there any way to read an ST floppy on a PC?
>
> Yes, just push it into the drive. I only got troubles sometimes writing
> to a TOS formatted floppy disc under A-Mess-DOS. If you want to write onto
> the same floppy disc on both machines, format it on the PC.

Well, that's pretty obvious. And I did try putting my ST disc in the PC,
but the PC said it needed formatting.
It didn't occur to me to try a PC disc on the ST.

Provided you don't use a 1.44Mb disc it works!

Thanks a lot. Now all I have to figure out is how to make the midi
file play on the PC somewhere close to how it plays on my ST/Clavinova.
There must be another newsgroup for that one.

Roger Jones <http://www.to.icl.fi/ICLE/rbjpub/rbj.htm>
at home rbj@campion.demon.co.uk

1505. File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: rbj@campion.demon.co.uk
Message-ID: <798110301snz@campion.demon.co.uk>
Source record: 26823

I have an ST1040 running C-Lab Notator (sequencer) and a 486PC.
I would like to transfer Midi files from the Atari to the PC.

Is there any way to read an ST floppy on a PC?

Any other ideas on how to transfer the data across?

All information gratefully received.

Roger Jones <http://www.to.icl.fi/ICLE/rbjpub/rbj.htm>
at home rbj@campion.demon.co.uk

1506. .WMF to .GEM conversion utility?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: JayCee@midmarsh.demon.co.uk
Message-ID: <745226830wnr@midmarsh.demon.co.uk>
Source record: 26824

Anyone know of a utility for the Atari ST which can convert Windows
Metafiles to .GEM format by any chance (or even to .CVG)?

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1507. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <N86YBFJI@isys-hh.Hanse.DE>
Source record: 26825

rbj@campion.demon.co.uk (Roger Bishop Jones) writes:

> [...]
>Is there any way to read an ST floppy on a PC?

Yes, just push it into the drive. I only got troubles sometimes writing
to a TOS formatted floppy disc under A-Mess-DOS. If you want to write onto
the same floppy disc on both machines, format it on the PC.

>Any other ideas on how to transfer the data across?

zmodem, ftp, ...

cu, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@techno.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

1508. Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: bkp3@Ra.MsState.Edu
Message-ID: <3mt0v8$6er@NNTP.MsState.Edu>
Source record: 26826

Can the length of the hard drive cable cause adverse effects?
Mine is very short (2 feet?). I was wanting to stick the HD under my
desk but the cable isn't any where near long enough.
I sort of get tired of hearing the fan hummmmmm.

--
Barry Patterson E-mail: bkp3@ra.msstate.edu
URL: http://www2.msstate.edu/~bkp3/warped.html
That's it.... Have a nice day!

1509. Re: STalker 3.03

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Apr17.101243.37272@ac.dal.ca>
Source record: 26827

In article <3mptm3$shp@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
> amsler@nevada.edu (JOHN AMSLER) writes:
>
>>Yesterday I upgraded from STalker 3.02 to 3.03. (Thanks, Gribnif!!)
>>(I'm using STeno version 2.00 along with it.)
>
> There's a newer patch that will take STalker to v3.04...
>
>
>>Now, however, the "Paste to STeno" utility doesn't work. Is this
>>"normal," or do I need to do something else besides copy the upgraded
>>files (STALKER.PRG and STALKER.RSC) to my D:\COMM\STALKER directory?
>
> I've been using STalker v3.02 for quite some time, and using EdHak (now
> EditPlus...) instead of STeno. STalker v3.04 breaks the connection to
> EditPlus same as you noted above. I sent e-mail to Dan Wilga about it,
> who replied that I must not have to SETTINGS>PREFERENCES>Atari Clipboard
> setting properly configured, but no amount of tinkering fixed it...
> --
> =-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
> |||
> Keep up the fight ||| I love my country
> or lose the right... / | \ but I fear my government

I use STalker 3.04 and STeno 2.11. Paste to STeno works fine for me,
using a ram disk as the Clipboard Drive. I forget what happened when I
was using the Atari Clipboard method; I may not have tested the paste
facility after getting the upgrade patches for STalker & STeno.

John

1510. Re: FREE HARDWARE !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3mtrtg$h36@noc1.portland.net>
Source record: 26828

In article <04151995.170507@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) says:
>

>
>2) What are the rough percentages of hard drives out there that have
> permanently enabled parity ? I may buy one 'blind' so to speak from an
> auction and want to know what chance I have of getting one that won't
> work due to parity probs.
>
I don't know about the drives, but ICD now makes a SCSI to DMA "Link" which doesn't need parity disabled.
ICD can be reached @ (815)-968-2228 in the US, or Toad Computers could help, (800)-448-8623 U.S.

Hope this helps.

Michael
>

1511. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.129.000A272F@ti.com>
Source record: 26829

In article <798110301snz@campion.demon.co.uk> rbj@campion.demon.co.uk (Roger Bishop Jones) writes:
>
>I have an ST1040 running C-Lab Notator (sequencer) and a 486PC.
>I would like to transfer Midi files from the Atari to the PC.
>
>Is there any way to read an ST floppy on a PC?

Format the disk on the 486PC for better compatibility (for the MSDog, ST can read most disk). Remember to format to 720K.

>
>Any other ideas on how to transfer the data across?

There is Ghostlink which connects up ST to PC much like laplink does.

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

1512. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mu4or$g4p@newsbf02.news.aol.com>
Source record: 26830

> I'm wondering if a Syquest drive would work if I bought one of those
SCSI
> interfaces from ICD for my 1040? Would I need a new version of TOS or
> anything?

The SyQuest should work fine. If you have a TOS version older than 1.04,
you'll have to use small partitions (16 megs or less). Other than that, no
problems.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1513. Re: Internet Adress of ATARI Corp?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3mu572$l6@dux.dundee.ac.uk>
Source record: 26831

Atari UK: atari@cix.compulink.co.uk
Atari US: atari@genie.geis.com
Sam Tramiel: 75300.3443@compuserve.com

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1514. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3mud81$2k8@noc1.portland.net>
Source record: 26832

In article <wongck.129.000A272F@ti.com>, wongck@ti.com (William Wong) says:
>
(Deleted text)

>>Any other ideas on how to transfer the data across?(From ibm to ST)
>
>There is Ghostlink which connects up ST to PC much like laplink does.
>
>William

Where can I get Ghostlink???

Thanks

Michael

1515. Re: Keyboard connection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <D76zFv.Ixo@cix.compulink.co.uk>
Source record: 26833

>Does anybody know the keyboard connection protocol for the ST?
>(i.e. Which pins do what... how data is transmitted etc.. With this info
>I should be able to connect keyboards from other machines, since I am now
>modularizing my ST!)

It's a simple two way serial link to the keyboard 5v, 0v, Rx Data,Tx Data
the data rate is 7812.5 Baud - the ST's interface chip is a AY 3 6850 ACIA
here's some data I posted to Cix when I fitted a Mega STe Keyboard to my
ageing Atari 1040STF computer.

Keyboard Connector
on the STFM Keyboard Components Signal Carried

Pin 1 (Pin 10 74LS244) (yellow wire) Ground
Pin 4 (Pin 20 74LS244) 5 Volt Supply
Pin 5 (Pin 12 on KBD CPU) serial line
Pin 6 (Pin 11 on KBD CPU) serial line

The Mega's keyboard socket is a FCC68 Modular connector type 6C6P
and the mating plug costs 45p Maplin code JW41U
Looking at the socket from the back of the keyboard

Top
Pins 1 2 3 4 5 6

Bottom

Pin 1 5 Volts
Pin 2 5 Volts
Pin 3 Serial Data Line (Pin 11 KBD CPU)
Pin 4 Serial Data Line (Pin 12 KBD CPU)
Pin 5 Ground
Pin 6 Ground

To sum up then

STFM Mega Keyboard

Pin 1 Pin 6
Pin 4 Pin 1
Pin 5 Pin 4
Pin 6 Pin 3

Regards
Bob

If you need any other info email me or ask here :-))

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

1516. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: JayCee@midmarsh.demon.co.uk
Message-ID: <667498559wnr@midmarsh.demon.co.uk>
Source record: 26834

In article: <798110301snz@campion.demon.co.uk> rbj@campion.demon.co.uk
(Roger Bishop Jones) writes:
>
>
> I have an ST1040 running C-Lab Notator (sequencer) and a 486PC.
> I would like to transfer Midi files from the Atari to the PC.
>
> Is there any way to read an ST floppy on a PC?

Using something like FCOPY Pro you can format MSDOS readable disks. This is commercial. I don't know whether the Shareware version, FCopy III, can do the same. I thought versions of TOS after 1.2 made PC compatable disks proving you stick to a standard 9 sector 80 tracks?

Also you might try to get hold of a DOS PD utility called ST2DOS which can alter a few bytes on a double density ST floppy to make it readable on the PC and the ST. Not guaranteed to work with all disks but I've found it very useful at times to make some older PD library disks of pics readable on my PC. An Archie search should find a copy easily.

> Any other ideas on how to transfer the data across?

Get hold of a PD utility called ghostlink. It contains a prog for the ST and one for DOS. This will let the ST control all the drives on the PC (floppy, hard and CD) using a null modem cable to connect the serial ports. Very useful for transferring large files in either direction. The PCs drives get added to the fileselector and so you can save direct from an ST prog to the PCs drives, or load stuff from the PC into an ST prog. It cannot do the same for the PC, it does not give the PC access to the STs drives.
If an Archie search fails you can find it on FolkeSTone QBBS (01303 249306 - 24hr, no ratios) as GHOSTLNK.ZIP

I've used this very successfully so can vouch that it works. The PCs drives are set up as icons on the Atari desktop and are controlled from the ST as though they belonged to it. A very neat utility IMHO.

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1517. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.130.000FBF57@ti.com>
Source record: 26835

In article <3mud81$2k8@noc1.portland.net> mmcinnis@biddeford.com (Michael S. McInnis) writes:

>>>Any other ideas on how to transfer the data across?(From ibm to ST)
>>
>>There is Ghostlink which connects up ST to PC much like laplink does.

>Where can I get Ghostlink???

Ghostlink is located in a.a.u.e at the Network/local directory.
or URL at http://web.cnam.fr/Comp/Atari/accueil.html
(This is in french but i find the link faster & easier to connect unlike Hensa)

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

1518. Re: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3muld4$iho@status.gen.nz>
Source record: 26836

Ben Bell (bjb@bigbox.demon.co.uk) wrote:
: In article <3mpl1t$a5p@news2.delphi.com> asx@bix.com "asx" writes:
:
: > Go ahead! I too would like a WW browser (GEM-based).
[...]
:
: It would be nice to get a complete set of net utils under GEM. I once tried
: to organise a project to try and address the problem but nothing came of it
: in the end.
:
: Being a MiNT freak I am probably biased, but IMHO any stuff like this (GEM
: based net utilities) should support MiNT-net (as an optional extra if
: necessary), or at least co-exist with it so that people can run the new GEM
: based programs and the text based programs together over the same link.

I agree that this is a good idea. It's not like MiNTNet is impossible to
set up. Atari have had lots of standards, but nobody sticks to them (ie
GDOS, GEM Clipboard etc.) Then you end up with heaps of programmes each
having it's own networking system, each one having to be configured
seperately, probably having incompatibilities when running together.
Programmers need to stick to a standard, an the standard _is_ MiNTNet.

- Mario Becroft (mbecroft@iconz.co.nz)

1519. Re: STalker 3.03

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: cysco@tyrell.net
Message-ID: <D76zpF.Do2@tyrell.net>
Source record: 26837

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: amsler@nevada.edu (JOHN AMSLER) writes:

: >Yesterday I upgraded from STalker 3.02 to 3.03. (Thanks, Gribnif!!)
: >(I'm using STeno version 2.00 along with it.)
: >Now, however, the "Paste to STeno" utility doesn't work. Is this
: >"normal," or do I need to do something else besides copy the upgraded
: >files (STALKER.PRG and STALKER.RSC) to my D:\COMM\STALKER directory?
: I've been using STalker v3.02 for quite some time, and using EdHak (now
: EditPlus...) instead of STeno. STalker v3.04 breaks the connection to
: EditPlus same as you noted above. I sent e-mail to Dan Wilga about it,
: who replied that I must not have to SETTINGS>PREFERENCES>Atari Clipboard
: setting properly configured, but no amount of tinkering fixed it...

Please explain to me how you have tried to get the Paste to STeno to work.

In order for the Paste to STeno to work, both STeno and STalker need to look in the same place for the data that is being sent. So, if STeno is looking at drive D: for the data, STalker needs to put it there. If STeno is set to look at the Atari Clipboard, then STalker also needs to be set there. Both programs need to be going to the same place. The same it true of EditPlus (or EdHak). STalker needs to know where EditPlus is looking for the data. And STalker also needs to know to tell EditPlus to look for the data.

Jeffrey (STeno & STalker Developer)

1520. re: free hardware !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1156rcain@nest.demon.co.uk>
Source record: 26838

On 17 Apr 95 Roland wrote::

>> 2) What are the rough percentages of hard drives out there that
>> have permanently enabled parity ? I may buy one 'blind' so to speak
>> from
RG>
RG> Its mainly newer drives which have this problem. Anything over about
RG> 3 years old is almost certainly guarenteed to have a parity jumper.
RG> OTOH buying old drives - untested is very risky.

Also any especially made for PC-architecture which run parity enabled as a
matter of course.

Roger
rcain@nest.demon.co.uk

--

1521. re: hard drive cable length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1157rcain@nest.demon.co.uk>
Source record: 26839

On 17 Apr 95 Barry wrote::

BK> Can the length of the hard drive cable cause adverse effects?

Yes. The SCSI standard says cables should be less than 6 metres.

BK> Mine is very short (2 feet?). I was wanting to stick the HD under
BK> my desk but the cable isn't any where near long enough.

But that is not the whole story as many host adapters are not built to SCSI spec. and many cables to not conform to the spec either.

"Under the desk" sounds like less than 6 feet, though, so I guess you will be alright.

If the disc seems temperamental try it both with and without the terminator resistors.

Roger
rcain@nest.demon.co.uk

--

1522. re: scsi port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-17 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1158rcain@nest.demon.co.uk>
Source record: 26840

On 17 Apr 95 Paul wrote::

PL> I'm wondering if a Syquest drive would work if I bought one of those
PL> SCSI interfaces from ICD for my 1040? Would I need a new version of
PL> TOS or anything?

No probs.

If you are running fast drives you should have TOS 1.04 or above (or run
FATSPEED as an AUTO) as earlier TOS were very slow at FAT handling.

Roger
rcain@nest.demon.co.uk

--

1523. Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: sf@wilj.itl.co.uk
Message-ID: <sf.21.002F75CB@wilj.itl.co.uk>
Source record: 26692

HELP !!!!

(1) I am running Geneva on the Falcon. I have NVDI 2.5 installed with Geneva and Neodesk4.

When I run gnva_tos.app (A program like MultiTos's miniwin to run TOS programs in a window) I always get 2 bombs.

I have tried every configuration I can think of even to the extent of disabling NVDI but with no luck....

I tried the software on my STE and it works fine...

Any help appreciated .

(2) Is it true that Geneva will soon be getting MiNT support ?

(3) Is Dan Wilga contactable on the net ?

(5) What happened to number 4 ?

(6) When is MagiC due out on the Falcon ?

(7) Is MagiC MiNT compatible ?

(4) Oh.... There it is.

Thanks in advance,

Steve Found.

1524. Atari FTP list updated!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3n0bkk$877@mserv1.dl.ac.uk>
Source record: 26693

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 18-April-1995
Additions/changes since last list: 8

- ftp.informatik.rwth-aachen.de (Directory change)
- ftp.uni-bremen.de (Replaces wowbagger.pc-labor.uni-bremen.de)
- nibelung.worms.fh-rpl.de (Site removed no Atari section)
- ftp.rz.tu-bs.de (Replaces rzserv3.rz.tu-bs.de)
- ftp.coli.uni-sb.de (Directory change)
- ftp.uni-giessen.de (New site)
- ftp.rz.tu-harburg.de (New site)
- ftp.fu-berlin.de (Replaces pascal.math.fu-berlin.de)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)...../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)...../pub/atari/
email server.............mail-server@cs.tu-berlin.de
ftp.fu-berlin.de..........(160.45.10.6)......./pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/comp/Atari/atari/
ftp.uni-bremen.de.........(134.102.228.2)...../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)......./pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)......./pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)......../pub/atari/
ftp.rz.tu-bs.de..........(134.169.9.44)......./pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)......../pub/comp/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ..../pub/atari/
ftp.uni-giessen.de.......(134.176.2.177)....../pub/atari
ftp.rz.tu-harburg.de.....(134.28.240.5)......./ATARI/

```
UK:
---
micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/
email server.....archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/atari/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
---------
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.............(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
```

to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -

Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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1525. Re: Setting text colours on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: cs93dlh@lyn.dcs.exeter.ac.uk
Message-ID: <D78Frl.2ot@exeter.ac.uk>
Source record: 26694

> > The usual 27,"b" and 27,"c" for setting the background, and foreground
> >colours appears to have NO effect on the Falcons text colours.

> I encountered the same problem with my Falcon when I was programming. The
> best explanation I could come up with was that those escape codes invoked
> Line-A exceptions on the ST, which are now no longer supported on the
> Falcon. Everyone else I talked to seemed to think that that was a
> reasonable answer, so I'm pretty sure that's it.

Basically, those control codes don't exist on the Falcon.

> The best course of action I can suggest is either writing your own
> /dev/con driver for MiNT (or just a TSR to intercept Bconout(2) calls for
> normal TOS), or if you're programming (and not just trying to make fancy

There is an auto program that fixes it, called DB_BCON.PRG. This also fixes
the word-wrap bug and the cursor save/restore bug.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

1526. Re: Setting text colours on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: awood@f030.demon.co.uk
Message-ID: <798213028snz@f030.demon.co.uk>
Source record: 26695

In article <D78FrI.2ot@exeter.ac.uk>
cs93dlh@lyn.dcs.exeter.ac.uk "D.L.Hastings" writes:

<Q> Basically, those control codes don't exist on the Falcon.
<Q>
<Q> There is an auto program that fixes it, called DB_BCON.PRG. This also fixes
<Q> the word-wrap bug and the cursor save/restore bug.

DB-BCON.PRG is for Falcons with TOS 4.1 *only* (it crashes on anything else)

Is there a similar fix for Falcons with TOS 4.4 ? (On which the word-wrap
bug appears to have been fixed)

--
==========
Andrew Wood
awood@f030.demon.co.uk
53-54 CV37 6LN UK
==========

1527. CX77 Touch Tablet on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: Ken.Weber@Microserve.com
Message-ID: <95041846134@microserve.com>
Source record: 26696

Is it possible to modify the old 8-bit CX-77 Touch Tablet to work with the ST? I'm not sure what it's output is. I've tried DC's Joystick mouse and that didn't work. I've seen modifications for old 8-bit trak balls and was wondering if there was a modification for the tablet.

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1528. STFM 4Mb. memory upgrade HELP!.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: nickf@fleet.cadence.com
Message-ID: <NICKF.95Apr18172409@fleet.cadence.com>
Source record: 26697

As there are undoubtedly many of you out there who have upgraded your STFMs to 4Mb. I would be really grateful of some advice.

Some time ago I upgraded my early 520STFM (TOS 1.02?) to 2.5Mb using one of Marpet Developments upgrades. Unfortunately my machine has a surface mounted CO101601 MMU and so it was necessary to connect the expansion board to the MMU by soldering directly onto the ST's motherboard. This upgrade was a success and did not cause any problems.

Recently I decided to replace the 2Mb. expansion card with a 4Mb. card. I decided to get another Marpet Developments card as both use the same connectors.

The installation manual accompanying the upgrade mentions that for the 4Mb. upgrade it is necessary to switch off all internal memory. It says that for my ST model to do this you should cut R61 and R60 nearest the MMU chip and connect them to +5V.

I have tried this, however, when I do so the machine fails to boot (with either the 2Mb. or 4Mb. expansion boards). I rechecked all connections and solder joints but could find no problem. I reconnected R61 and R62 to the MMU and tried the 2Mb. board again. It worked fine.

I am at a complete loss to explain this. Have I missed something? There appears to be nothing wrong with my wiring (because it works OK with the internal memory switched on), however the machine fails to boot when I disconnect it as instructed in the manual.

Any help or suggestions on this matter would be really appreciated. I'd hate to have to give up on my ST after all these years because I was unable to upgrade it to 4Mbs.

Nick.

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel: +44 131 225 3434(ext 112) Fax: +44 131 225 5167

1529. Re: Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3n0uv7$3pl@ccshst05.cs.uoguelph.ca>
Source record: 26698

Steve Found (sf@wilj.itl.co.uk) wrote:

: (1) I am running Geneva on the Falcon. I have NVDI 2.5 installed with Geneva
: and Neodesk4.
: When I run gnva_tos.app (A program like MultiTos's miniwin to run TOS
: programs in a window) I always get 2 bombs.
Can't really help you there, except to suggest that perhaps the program
is corrupted in some way. It works fine on my Mega, even if screen writes
are a little slow.
: (2) Is it true that Geneva will soon be getting MiNT support ?
Yes. No memory protection, though that isn't really a problem.
: (3) Is Dan Wilga contactable on the net ?
Try gribnif@genie.geis.com, if my memory serves.

THeo

1530. Re: Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <3n17cp$e6t@mailer.fsu.edu>
Source record: 26699

Barry K. Patterson (bkp3@Ra.MsState.Edu) wrote:
> Can the length of the hard drive cable cause adverse effects?
> Mine is very short (2 feet?). I was wanting to stick the HD under my
> desk but the cable isn't any where near long enough.
> I sort of get tired of hearing the fan hummmmmm.

I have heard of folks using 3 foot cables (ICD, I think). There is a definite
length limit for DMA cables, but a lot of them are shorter than they need to
be. I think both Atari and Supra used very short cables.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1531. How to hack PC mouse to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: ronald@spartan.ac.BrockU.CA
Message-ID: <1995Apr18.231321.22375@spartan.ac.BrockU.CA>
Source record: 26700

Several years ago I came across a text file describing how to change the wiring on a clone-mouse to work with the ST. Does anyone have this information? With the closure of Atari Canada a couple of years ago and the closure of most ST dealers as well, it has been kind of difficult to get any ST stuff.
Thanks
Ron

--
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"Ultimately it is the yearning to believe that anyone can be brought up to college level that has brought colleges down to everyone's level."
-William A. Henry, _In Defense of Elitism_.

1532. OASIS available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798165982snz@yeadontt.demon.co.uk>
Source record: 26701

This is an announcement for a new package for the Atari range of
computers called OASIS.

As of Tuesday 18/4/95 I have upload OASIS100.ZIP to the following sites

DEMON ftp.demon.co.uk

Posted to the incoming folder in the Atari section of
their FTP site

HENSA micros.hensa.ac.uk

Posted in the incoming/atari-tos folder in the incoming
area of their FTP site

Chameloen BBS (UK 01454-831095)

Uploaded to the Comms area of the bulletin board

OASIS is a GEM based off-line reader replacing the complete set of
AtariNos off-line utilities, the only items retained are the NOS on-line
software and the DEMON.TOS batch file launcher.

There will is no shareware policy on version 1.xx of OASIS, just E-Mail
me if you use it. Comments, likes/dislikes, wish lists for further features
and Bug reports, if any :-), would all be appreciated

Watch This Space !!!!!!
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The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1533. Re: Spectre GCR FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3n0ts0$3nv@news.nevada.edu>
Source record: 26702

Jonas Thaler (jthaler@hollywood.cinenet.net) wrote:
: Emulates MacPlus, running at 40% faster speed! ROM installed, includes
: software and manual. Works with ST, STe and STacy. Very cool unit,
: especially for the low price of $150 +shipping. Leave me e-mail at
: jthaler@hollywood.cinenet.net

Jonas:

I've currently got a MegaSTe, with two SCSI hard drives (120 Mb) each
and one SCSI-2 hard drive (540 Mb). If I were to get a Spectre GCR,
would I have to reformat and/or repartition one of the HDs in order to
load and run Mac software?

Thanks!

- John J. Amsler

1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040 or a used TT?

1534. Re: STalker 3.03

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3n0ucn$3nv@news.nevada.edu>
Source record: 26703

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: amsler@nevada.edu (JOHN AMSLER) writes:

: >Yesterday I upgraded from STalker 3.02 to 3.03. (Thanks, Gribnif!!)
: >(I'm using STeno version 2.00 along with it.)

: There's a newer patch that will take STalker to v3.04...

Hmmm. Will that allow the "Paste to STeno" utility to work correctly?
(Is there a bug in STalker 3.03 in that regard?)

: >Now, however, the "Paste to STeno" utility doesn't work. Is this
: >"normal," or do I need to do something else besides copy the upgraded
: >files (STALKER.PRG and STALKER.RSC) to my D:\COMM\STALKER directory?

: I've been using STalker v3.02 for quite some time, and using EdHak (now
: EditPlus...) instead of STeno. STalker v3.04 breaks the connection to
: EditPlus same as you noted above. I sent e-mail to Dan Wilga about it,
: who replied that I must not have to SETTINGS>PREFERENCES>Atari Clipboard
: setting properly configured, but no amount of tinkering fixed it...

I checked and rechecked and rechecked everything when STalker 3.03 wouldn't
paste to STeno, but I had changed nothing from the way things worked --
and worked fine -- with STalker 3.02.

: --
: =-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=

(I was born and raised in Alpena, MI.)

: |||
: Keep up the fight ||| I love my country
: or lose the right... / | \ but I fear my government

If you don't know your Yeah, I know what you mean!!
rights, you don't have them!

1535. Re: STalker 3.03

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3n0vcj$3nv@news.nevada.edu>
Source record: 26704

Jeffrey Krzystow (cysco@tyrell.net) wrote:
: Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: : amsler@nevada.edu (JOHN AMSLER) writes:

[snip]

: Please explain to me how you have tried to get the Paste to STeno to work.

: In order for the Paste to STeno to work, both STeno and STalker need to look
: in the same place for the data that is being sent. So, if STeno is looking
: at drive D: for the data, STalker needs to put it there. If STeno is set to
: look at the Atari Clipboard, then STalker also needs to be set there. Both
: programs need to be going to the same place. The same it true of EditPlus
: (or EdHak). STalker needs to know where EditPlus is looking for the data.
: And STalker also needs to know to tell EditPlus to look for the data.

: Jeffrey (STeno & STalker Developer)

As was the earlier setup with STalker 3.02, STalker 3.03 and STeno 2.00
are both set to use drive M as the clipboard.

The "Copy to Clipboard" function still works (M:\SCRAP.TXT contains the
blocked text), but the "Paste to STeno" function no longer works -- this
is what's got me baffled.

- John

1536. Re: FREE HARDWARE !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSBBBURUP@dksoft.ping.dk>
Source record: 26705

In <04151995.170507@empyr.dircon.co.uk> Kevan Winch wrote:

>1) If it is possible to connect a monitor with Analog / TTL / Video in
> inputs to my ST ? If so, can you tell me the pinouts I need for the
> cable ?

Nope.. Unless i'm wrong neither analog or TTl is supported, but since
i'm not quite sure what signal a VGA is, then i may be wrong, as you can
connect a VGA with no problems.

>2) What are the rough percentages of hard drives out there that have
> permanently enabled parity ? I may buy one 'blind' so to speak from an
> auction and want to know what chance I have of getting one that won't
> work due to parity probs.

Almost none.. If you need a harddrive for your ST(e) buy one where the
parity can be disabled.

>
>3) Why won't Calamus work on an STe ? Is there a patch available ?

No idea. Works fine here.

>
>
>4) I've forgotten what number 4 was now, it's been so long since anyone
> answered any of my posts :-(.....

Okay then i wont answer.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1537. Re: _H_E_L_P_!!_

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSBBBUUUP@dksoft.ping.dk>
Source record: 26706

In <1e3.823.4073@primetime.org> Jim Gain wrote:

>Hmmnnn... I have a Quantum 105 MB that does something similiar. Trying to
>access the drive after 15 to 25 minutes or so... it can't and gives a "Data
>may be Damaged" alert. Of course the data is still there... but a cold boot
>is necessary to reaccess the drive.
>
>Gee... you wouldn't want to write a small program for my sleepy Quantum,
>now... would you???!!! :-)
>

If you're using ScsiTools there is an option to switch this annoying sleep
off. It is meant to be a Green funktion, but i guess you're driver can't
handle it. It could ofcouse be a bug in your drive, but thats just a guess.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1538. Re: Spectre GCR FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950418230418.24841A-100000@moose.erie.net>
Source record: 26707

On 18 Apr 1995, JOHN AMSLER wrote:

> I've currently got a MegaSTe, with two SCSI hard drives (120 Mb) each
> and one SCSI-2 hard drive (540 Mb). If I were to get a Spectre GCR,
> would I have to reformat and/or repartition one of the HDs in order to
> load and run Mac software?
>

You do not have to re-format. You can specify which partitions
you want Spectre to use and it will write the Mac style FATs and
directories. These partitions will not be seen by GEM once they are set
up for Spectre. It's very easy.

1539. re: stfm 4mb. memory upgrade help!.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1181rcain@nest.demon.co.uk>
Source record: 26708

On 18 Apr 95 Nick wrote::

NF> The installation manual accompanying the upgrade mentions that for
NF> the 4Mb. upgrade it is necessary to switch off all internal memory.

Yes, the ST has two memory banks and for a 4Mb upgrade they are each 2Mb.
Any other store becomes defunct.

NF> It says that for my ST model to do this you should cut R61 and R60
NF> nearest the MMU chip and connect them to +5V.

Ermm.. OK, not sure about this.

NF> I have tried this, however, when I do so the machine fails to boot
NF> (with either the 2Mb. or 4Mb. expansion boards).

This sounds suspiciously as though the ST cannot access RAM bank 0. There
MUST ALWAYS be something in bank 0 - it used to be the 512Kb of your 2.5Mb
configuration.

NF> I rechecked all
NF> connections and solder joints but could find no problem. I
NF> reconnected R61 and R62 to the MMU and tried the 2Mb. board again. It
NF> worked fine.

I have never fitted a Marpet board but would guess that there is some
confusion here over board Rev letters, component numbering and the
instructions for the upgrade.

Can you discover what happened to the old RAS0, CAS0 signals which used to
address the 512Kb. It sounds as though these have gone missing.

NF> I am at a complete loss to explain this. Have I missed something?
NF> There appears to be nothing wrong with my wiring (because it works
NF> OK with the internal memory switched on), however the machine fails
NF> to boot when I disconnect it as instructed in the manual.

Fail to boot = nothing found in bank 0.

NF> Any help or suggestions on this matter would be really
NF> appreciated. I'd hate to have to give up on my ST after all these
NF> years because I was unable to upgrade it to 4Mbs.

No NO, don't give up. You can always send it to Paul Rossiter or other
repair shop to get things sorted if the worst comes to the worst.

BTW - I would be interested in your old Marpet board if you have no other
plans for it.

Roger
rcain@nest.demon.co.uk

--

1540. Re: Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSOADVGUP@dksoft.ping.dk>
Source record: 26709

In <3mt0v8$6er@NNTP.MsState.Edu> Barry K. Patterson wrote:

>Can the length of the hard drive cable cause adverse effects?
>Mine is very short (2 feet?). I was wanting to stick the HD under my
>desk but the cable isn't any where near long enough.
>I sort of get tired of hearing the fan hummmmmm.
>

If you mean the DMA cable, then yes, there is a limit at 80cm. Above this
anything 'bad' can happen. (Mostly timeouts).

If it's a Scsi cable you mean, then normally 2 meters is the maximum length.

It all depence on the buffer in your hardware equipment.

Greets
kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1541. Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_94d64605@Fido.DE>
Source record: 26710

Hi Barry....

> Can the length of the hard drive cable cause adverse effects?
> Mine is very short (2 feet?). I was wanting to stick the HD under my
> desk but the cable isn't any where near long enough.
> I sort of get tired of hearing the fan hummmmmm.

I don't know, which port you are using (SCSI or ACSI)... so it's very
difficult to say, what the problem may be.... If you are using the
ACSI-Port of the Atari, even short cable-distances may cause problems :-(
You should use not self-made cables....

If you're using the SCSI port of TT or a SCSI-Adaptor, longer distances
are possible. Do you have terminated the SCSI-Harddisk quite right? Wrong
terminated HD's won't work quit right......

Greetings from the Black Forest....

Joachim

---
* Kivi (unregistered) 1.21 *
Ensign Walnut approaches Dr. Crusher with caution....

1542. Scsi Port On An Ol' 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_94d64806@Fido.DE>
Source record: 26711

> From: pgl@draco.bison.mb.ca (Paul Linton)
>
> I'm wondering if a Syquest drive would work if I bought one of those
> SCSI
> interfaces from ICD for my 1040? Would I need a new version of TOS or
> anything?
>
>
It should work! But you shold have TOS-version 1.2 or higher for better
HD-prformance (TOS 2.06 would be fine....).

Greetings from the Black Forest....

Joachim

---
* Kivi (unregistered) 1.21 *
Give it to Riker- he'll eat anything!

1543. Free Hardware !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_94d64807@Fido.DE>
Source record: 26712

>
> OK, I lied, but if this is the only way I can get anyone to answer my
> posts, then so be it ! :-)
>
> Either there is an 'Ignore Kevan' campaign going on or *nobody* in this
> group can answer the following questions... I have posted these about
> three times so far and had _not one_ reply !!
>
> *PLEASE* - if you know, can you tell me.....
>
>
> 1) If it is possible to connect a monitor with Analog / TTL / Video in
> inputs to my ST ? If so, can you tell me the pinouts I need for the
> cable ?
>
>
> 2) What are the rough percentages of hard drives out there that have
> permanently enabled parity ? I may buy one 'blind' so to speak from
> an
> auction and want to know what chance I have of getting one that
> won't
> work due to parity probs.
>
> 3) Why won't Calamus work on an STe ? Is there a patch available ?
>
>
> 4) I've forgotten what number 4 was now, it's been so long since anyone
> answered any of my posts :-(.....
>
>
> 5) Will you answer this...PLEASE ?
>
>
> Many thanks to all who even just *read* this !
>
> Cheers,
>
> Kev.
>

1) Normally you can connect such a monitor to the ST. Do you
want to have B/W-mode or color-mode? (different pin's). pse
write again, so I can help you....

2) I don't know the percentage of any model of HD's, but EVERY
good HD's should have a jumper to dis/enable parity-bit!

3) Calamus (which version?) should work on ALL St(e)'s /TT's!
Maybe you have to low MB's in your STE! Calamus SL should have
at least 4 MB......

4) I can't answer to #4 but I have done

5) and answered you!

Greetings from the Black Forest...

Joachim

---
* Kivi (unregistered) 1.21 *
Sir! Romulan warbird decloaki+<<?~=ue- NO CARRIER

1544. File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-18 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9381ee_Tom.Thomason@fpc.ct.se>
Source record: 26713

To: rbj@campion.demon.co.uk

From: tom_thomason@fpc.ct.se

On 17 Apr 95, Roger Bishop Jones shot this through the ether to All ...

RBJ> Is there any way to read an ST floppy on a PC?

ST floppies are _theoretically_ MS-DOS compatible. The safest way of ensuring this compatibility is to format via F-Copy Pro or some similar third party copy/format program.

ATB,
Tom

(UUCP Dialup connection)

1545. re^2: www browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1190dbrewood@nest.demon.co.uk>
Source record: 26591

In a message of 19 Apr 95 Annius Groenink (0) wrote to All :

AG> From: avg@cwi.nl (Annius Groenink)

AG> If MiNTnet is a standard then Ataries are not computers. On any
AG> other platform, something will not become a standard before it has
AG> been well documented, implemented and is acceptable for everyday use.
AG> As long as over 901f the Atari community wouldn't dare to face the
AG> challenge of getting MiNTnet to work, it cannot be a standard.

Agreed, I've tried to set up MiNT 1.12h3 on my Falcon, but it crashes out
all over the place, even with no CPX'x, no ACC's, just running MiNT itself.

I used to have a working system, but lost it in a disk crash. I'd like to
restart again, and th solve the problems, but I've been working on this for
months with no success.

Needless to say it a propper installation kit was made up including
everything needed, than life would be made a lot easier, but I doubt that
this will ever happen.

Daron - dbrewood@nest.demon.co.uk

--

1546. Re: .WMF to .GEM conversion utility?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3n2mcb$bcq@sunrise.pg.gda.pl>
Source record: 26714

John Charles (JayCee@midmarsh.demon.co.uk) wrote:
: Anyone know of a utility for the Atari ST which can convert Windows
: Metafiles to .GEM format by any chance (or even to .CVG)?

: --
: Best Wishes - JayCee@midmarsh.demon.co.uk
: "It must come sometimes to 'jam today'." Alice objected.
: "It's jam every other day. Today isn't any other day." said the Queen

Yes, yes, yes! I'm interested too!

+---+
| Jaroslaw "Banan" Banachowicz |tel. (+ 48 58) 25 39 48 |
| mms02bj@loqi.elka.pg.gda.pl | (+ 48 58) 22 23 55 |
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.
+---+

1547. Canon BJ10e

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3n2mhf$bcq@sunrise.pg.gda.pl>
Source record: 26715

Once again I ask for help.
I need _ANY_ download fonts for BJ10e OR/AND
driver for GDOS for BJ10e OR/AND
GDOS fonts for BJ10e OR/AND
any tips on this subject.

Please, help me!

--
+---+
| Jaroslaw "Banan" Banachowicz |tel. (+ 48 58) 25 39 48 |
| mms02bj@loqi.elka.pg.gda.pl | (+ 48 58) 22 23 55 |
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.
+---+

1548. Re: Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3n2m13$2bc@golem.wcc.govt.nz>
Source record: 26716

In article <3mt0v8$6er@NNTP.MsState.Edu>, bkp3@Ra.MsState.Edu (Barry K. Patterson) writes:
>Can the length of the hard drive cable cause adverse effects?
>Mine is very short (2 feet?). I was wanting to stick the HD under my
>desk but the cable isn't any where near long enough.
>I sort of get tired of hearing the fan hummmmmm.

That depends on the host adapter used, Atari state 18" and ICD uses 36",
the Atari interface was never ever designed for a long cable at all...

I do sugest you change your desk and stick with the 24" cable....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1549. Re: Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: mora@sirius.mop.ibm.com
Message-ID: <3n2o75$ona@monterosa.zurich.ibm.com>
Source record: 26717

bkp3@Ra.MsState.Edu (Barry K. Patterson) writes:

>Can the length of the hard drive cable cause adverse effects?
>Mine is very short (2 feet?). I was wanting to stick the HD under my
>desk but the cable isn't any where near long enough.
>I sort of get tired of hearing the fan hummmmmm.

The CPU-to-HD cable should not be too long. Once I had a weird problem
of intermittent CPU crashing with the video going crazy (stripes
on the screen, awful noise). The reason was a cable too long. A shorter
cable (30 cm vs. 50) solved the problem.

Remember, most of the signals are unbuffered on the ST.
This sloppy engineering is one of the reason why we can't have
normal-length cables (seesh).
--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com **I don't speak for IBM **

1550. Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3n2sgj$1ul@osiris.wu-wien.ac.at>
Source record: 26718

Hi to all!

Someone posted here that a port of NetBSD would be available somewhere in
the US.
I have lost that message.
Could someone repost that message or state ftp site and e-mail adresses?

Thanls in advance,

Alfred

1551. Unable to Contact CodeHead...??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n1sje$re7@golem.wcc.govt.nz>
Source record: 26719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** CODEHEAD ***

I have be trying to contact CodeHead on GEnie, no responce,
is there any ware else that I can try, or have they finaly
closed down..??

Thanks..........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1552. Re: _H_E_L_P_!!_

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3n20gn$bgc@loose.apana.org.au>
Source record: 26720

```
: Try dcnostic.arc. This moves the heads around if there is 5 minutes of
: no HDD activity.

--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| ( _ | |/ |/ / \_/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ \_| |/|_/|_/\_/ |/\/|_/
(| julian@loose.apana.org.au |) |)
```

1553. WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: asx@bix.com
Message-ID: <3n2a7f$r4c@news2.delphi.com>
Source record: 26721

I beg to differ on "MiNTnet" being a standard to be followed.

Standard is TOS/GEM. MultiTOS can also be considered as a standard; it is
also simple to setup: copy mint.prg, mint.cnf and there you go!

NO need to add a minix partition (although I love the speed and features,
I still do not think that I must set aside a partition jsut so I can run
some software.

No.. there is a choice: implementing whatever protocols are necessary
to establish a connection with the many "direct" internet service providers.

I do not have the documentation/specs. on the protocol-- if I did, I would
certainly try to write myself some hack so that I can at least use lynx
until I port and graphical browser (say, Chimera.)

In essence the reason I have my Atari TT is because I can run MultTOS.
If I wanted a unix setup, I would attach my Linux drive and boot up under
Linux-- it works for me, still a few quirks but it is better than some
poor attempt at imitating UNIX under TOS/MiNT.

What I also find disturbing is that some of the files (ls, more, etc.)
vary widely between the various archives.. and they don't all work
uniformly: some work under GEMDOS partions only and others under Minix.

No thanks, I'm sticking to my MultiTOS setup (slow as it is)-- I don't
have to worry about in compatible programs or unstable system. I simply
reboot w/o MultiTOS and work on Calamus.

I like my setup and until I get Linux running completely on my spare
HD and learn the various intricasies of UNIX (and get another computer)
I will continue to use MutliTOS/TOS until this machine either dies or
no longer _SERVES_ my needs.

Sure, I want a faster system but I can't justify spending money on
another system and getting all the development tools for it.

.

1554. re: hard drive cable length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1194rcain@nest.demon.co.uk>
Source record: 26722

On 19 Apr 95 Mickey wrote::

>> Can the length of the hard drive cable cause adverse effects?
>> Mine is very short (2 feet?). I was wanting to stick the HD under
>> my desk but the cable isn't any where near long enough.
>> I sort of get tired of hearing the fan hummmmmm.
MB>
MB> I have heard of folks using 3 foot cables (ICD, I think). There is a
MB> definite
MB> length limit for DMA cables, but a lot of them are shorter than they
MB> need to
MB> be. I think both Atari and Supra used very short cables.

Yes, let's get this clear - the SCSI cable can be quite long. Standard says
up to 6 metres.

The DMA cable is something else! Drivers at the ST end mean that anything
over 18 inches is playing with fire.

Roger
rcain@nest.demon.co.uk

--

1555. Re: More RAM for MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2f96c21e99ad44@discworld.oche.de>
Source record: 26723

Michael Ritzert (mjr@geob7.geo.uni-bonn.de) wrote:

MR>Technically, the memory acces is controlled by an interaction of glue and mmu.
MR>The glue chip resolves the full 16 MB (24 bit) address space of the 68000. It
MR>needs to be able to do this in order to access the peripherals of te system.
MR>When the glue chip does not get a reply on an access to a given address within a
MR>very short time (1 or 2 bus cycles (or so)) it issues a timeout and the system
MR>issues a bus error.

The timeout is a lot longer, I think somewhere around 64 cycles or more -
otherwise it would be impossible to add slow I/O devices to the system.

MR>The mmu's address space is limited to 4 MB (probably in order to get the chip
MR>cheap and to save address lines and memory access logic on the system board). If
MR>it sees an address above 4 MB, it simply ignores the two highest bits and aliases
MR>the address into its 4 MB space.

Only if you change the adress decode logic so that the MMU is addressed above
4MB. And if you have a MMU/GLUE chipset made by IMP, it will not wrap around
into the lowest 4MB, but simply ignore the request!

MR>So if You manage to add RAM above 4 MB, say, by cloning the well
MR>documented circuitry of the st, You won't be able to notice it because of the mmu.
MR>A solution to extend the st memory above 4 MB has to extend the mmu somehow in
MR>order to avoid the adress aliasing. Due to the timing properties of the st, this
MR>is not easy.

It can be done - Martin_Wevelsiep@ac3.maus.de designed such an expansion some
time ago. It could do up to 14MB real ST-Ram (with video and DMA
capabilities) in a normal Mega ST. The Mega version is out of production, the
MSTE version (only 10 MB max, due to the VME address space) is still
available.

MR>|> As I said, there are various attempts to get around the limit with addon
MR>|> hardware, and there may even be something available from Germany (or elsewhere)

The Marpet Board (and the Multiboard from H&N in Germany) add alternate ram,
i.e. you can't do video or DMA accesses in the memory above 4MB. That makes
the circuit a good lot easier, since you do not have to use the Atari MMU at
all.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

Kids! Bringing about Armageddon can be dangerous. Do not attempt it in your home. -- (Terry Pratchett & Neil Gaiman, Good Omens)

1556. Re: Overscan-for ST*E*

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2f96c22099c415@discworld.oche.de>
Source record: 26724

Hallvard Tangeraas (hallvart@oslonett.no) wrote:

HT>there's been some postings about the overscan modification,
HT>but will it work with my STE/tos 2.06?

All Overscan mods do *not* work in STE/MSTE models.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
The kraken stirs. And ten billion sushi dinners cry out for vengeance.
-- (Terry Pratchett & Neil Gaiman, Good Omens)

1557. Open File Handles on TOS 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FDTBDFUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 26725

A friend of mine needs some help with a problem that he has been having involving open file handles. Please direct any help (and any help is VERY gratefully accepted) to this address (or perhaps to this newsgroup, so it can benefit everyone). Thank you in advance.

Can anyone answer this problem with the Falcon:

The Falcon (TOS 4.04) is only allowing 19 open file handles, yet the ST, STE, and TT allow about 75. How can this be increased on the Falcon? The Compendium says only that it is "an operating system dependant number of handles".

Dpathconf() only returns the limit. How can one set it?

More handles are urgently required to run a database program on the Falcon which otherwise runs fine, and runs perfect on any other machine.

In DOS one would simply set FILES=60 for example, in config.sys.

I've included a program which opens files until an error occurs for anyone who needs proof.

If anyone wants the program, please e-mail me, and I'll send it to them UUEncoded. (It's small)

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1558. Re: Setting text colours on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7A6M0.6F7@cix.compulink.co.uk>
Source record: 26726

```
>DB-BCON.PRG is for Falcons with TOS 4.1 *only* (it crashes on anything else)
>
>Is there a similar fix for Falcons with TOS 4.4 ? (On which the word-wrap
>bug appears to have been fixed)

I think NVDI fixes this mess.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

1559. slattach, how to choose protocol and set tty options?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.798297428@news.cwi.nl>
Source record: 26727
Cross-posted to: comp.os.linux.networking,comp.sys.atari.st.tech

Hello.

I have recently played a bit with 'slattach' on my Atari/MiNT and Linux
machines for a while, but haven't managed to get a proper connection
between the two machines.

I am using 19200 bps, with a few null modem flags on, such as
'clocal' on the Linux box. The Atari version of 'stty' is
undocumented and has a weird set of options.

Anyway, packets do seem to arrive OK when sent from Linux to
Atari, but not the other way round. The Linux box sometimes
thinks it receives a package without the Atari having sent
one recently.

There are two reasons I can think of:

(1) One is doing CSLIP, the other is doing SLIP; slattach
doesn't seem to offer the user to specify the protocol

(2) The modem settings are not right. Which ones should I
be aiming for?

I did my testing using 'ping'. What daemons need to be installed
for a 'ping' to work? Is that just 'inetd', nothing at all,
or do I need something else?

Any hints what the problem could be? Are there any specific
documents describing direct computer-computer serial IP links
other than the Linux HOWTO which is appallingly uninformative
(the same goes for Fred van Kempen's manual pages... which
are simply agressive to novice users at times... ``Go away!!
You do not have access!'' ... ``Please don't pester Fred van
Kempen with your questions'' etc.)

Is networking really as difficult as the net utilities make it
seem? I find that hard to believe.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1560. Re: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.798299038@news.cwi.nl>
Source record: 26728

mbecroft@iconz.co.nz (Mario Becroft) writes:

>the standard _is_ MiNTNet.

If MiNTnet is a standard then Ataries are not computers. On any other
platform, something will not become a standard before it has been well
documented, implemented and is acceptable for everyday use. As long
as over 90% of the Atari community wouldn't dare to face the challenge
of getting MiNTnet to work, it cannot be a standard.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1561. HP PCL5 and PJC Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3n387g$ig8@NNTP.MsState.Edu>
Source record: 26729

Hello,
I'm an extremely green semi hobbiest programer so my knowledge of
coding and ST topics is not very good. What I need is help writing a
very simple printer driver for an EPSON Action Laser 1100 printer.
The printer emulates HP PCL and PJL so I went ahead and ordered
a PCL5 TEchnical reference manual. Now that I've got the manual, and
have begun to learn the printer commands...I find that I can't get the
printer to echo back to my ST (so I don't really have a clue what printer
is really thinking...can't do @PJL INFO or INQUIRE commands).
My guess is that I need some sort of memory resident program on
my ST that monitors the prn: port for incoming characters all the time
and spits them out on the screen as they arrive. Is this even possible? I
seem to recall reading once that some of the parallel port pins are not
not connected on the ST.
I'm generating code and compiling it with a very old Mark Williams
C kit. That's about all I know.
If you can help get me on track...please do.

Thanks
Brian

1562. Re: Unable to Contact CodeHead...??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: jkudron@ic.net
Message-ID: <3n396g$j17@condor.ic.net>
Source record: 26730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3n1sje$re7@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz
(Roger Sheppard..) says:
>
>*** CODEHEAD ***
>
>
>I have be trying to contact CodeHead on GEnie, no responce,
>is there any ware else that I can try, or have they finaly
>closed down..??
>
>
>Thanks..........

Roger,

I saw a posting from John Eidsvoog yesterday. BTW, Tomas is now a sysop
on GEnie, in the STRT. If anything, he's on everyday.

Jim

1563. copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3n1stl$gqq@hasle.oslonett.no>
Source record: 26731

I was just wondering if it's against "the rules" to copy TOS EPROMS.

See, I have a feeling that the dealers who sell the new TOS chips
(TOS 2.06 in this example) don't *buy* the chips from Atari Corp.
but rather just buy blank chips and "burn" (program) them using an
EPROM programmer.
My TOS 2.06 chips didn't come with any official documentation, and there
were no " (c) Atari Corp. " label or anything on them. I also saw one from
a friend, bought from another source, and it looked like that too.
Very "home made" sort of...

So, why am I asking this? I'd like to install TOS 2.06 for some friends,
and it would save them a lot of money just to pay for the blank EPROMS.
Just thought I'd check for legalities first....

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1564. Re: Atari to Mac, PC, or UNIX Disk Conversion?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7AvJ5.B6r@cix.compulink.co.uk>
Source record: 26732

In message <1995Apr13.073320.23336@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de said:

>But as long as a harddisk has been formatted under DOS or on the Atari with
>SCSITOOL and a special option and if each partition is less than 32 MB the
>drive can be acccessed under DOS as well as under TOS. Most TOS harddisk
>drivers recognize DOS compatible formats. Partitions greater than 32 MB are
>not possible because TOS and DOS are not compatible any more when using big
>partitions.

I was almost right :)

Phil.

1565. Re: Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.13.0015285E@euronet.nl>
Source record: 26733

In article <3n2sgj$1ul@osiris.wu-wien.ac.at> h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:

>Hi to all!

>Someone posted here that a port of NetBSD would be available somewhere in
>the US.
>I have lost that message.
>Could someone repost that message or state ftp site and e-mail adresses?

>Thanls in advance,

>Alfred
I was browsing the LINUX Web pages and have seen te pointers there. try
www.tsx-11.... or on of the many Linux mirrors.

If still in search email me : busscheh@ksepl.nl
I can look in my bookmark list there.

Egbert Jan
egbert@euronet .nl (private) busscheh@ksepl.nl (work)

1566. Re: ST Fan question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTRCEANUP@galaxy.teuto.de>
Source record: 26734
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <D6zFA9.4E1@midway.uchicago.edu> Gustavo Comezana wrote:

>disconnect the fans? The more annoying one is the one on the hard
>drive, but it seems to me that nothing there gets warm at all; I am

I would use a variable resistor to reduce the rpm of the fan. A Z-diode in
series with the 12 volt supply works well, too.

>somewhat less sure about the computer itself. Has anyone tried this?

Cutting out the cover with a sharp knife reduces noise significantly. The
points from above are valid here as well.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1567. Re: How to hack PC mouse to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: Ginny <ginny_s@delphi.com>
Message-ID: <h05cRkg.ginny_s@delphi.com>
Source record: 26735

Atari serial port. Sorry, but I can't remember where I'd seen it.

1568. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3n46l6$hb0@nyheter.chalmers.se>
Source record: 26736
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <1995Apr7.122615.235@genrad.co.uk>,
Paul Hills <hillsp@genrad.co.uk> wrote:
>In article <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>, (jason) writes:
>
> The 56001 is capable of three external memory transfers per cycle,
^^^^^^^^

As has been mentioned by one or two others here, this is not true.
If you don't believe me, please take a look at the chip. If what you're
saying was true, then there'd be 3 * (24 + 16) = 120 pins just for the
memory busses. You'll have trouble finding all those pins. ;-)

By the way, the cycle mentioned is an instruction cycle which is two
clock cycles long.
(Reference: DSP56000/56001 User's Manual, chapter 2.2)

>one to X memory, one to Y memory, and one to Program memory. The Falcon
>has three memory areas to support these (although they do overlap a bit).

The Falcon DSP has one, single ported, 32k * 24bit SRAM.
The memory is mapped so that the entire area can be used as program
memory, with the X memory overlapping the top 16kword and Y the bottom.

> The confusion may have arisen because each memory block (X, Y, or
>P) can obviously only have one access per cycle.

The confusion is more likely caused by the three internal address busses.
The 56k can make two internal and one external memory accesses during one
instruction cycle.
Internal P memory is 512 word RAM while the internal X and Y memories are
256 word RAM/ROM each.

> Go ahead and spend your $800 (that's a bit much for a USED Falcon
>isn't it?)

With this I can agree.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1569. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3n43ppINNpf1@duncan.cs.utk.edu>
Source record: 26737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped)
with user manuals
(this is the model with
the internal floppy)

Will throw in
communication software
and st314 (720k DSDD drive)
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

1570. Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f94ea0c_Christian.Andersson@tnogobl.ct.se>
Source record: 26738

> I agree that this is a good idea. It's not like MiNTNet is impossible to
> set up. Atari have had lots of standards, but nobody sticks to them (ie
> GDOS, GEM Clipboard etc.) Then you end up with heaps of programmes each
> having it's own networking system, each one having to be configured
> seperately, probably having incompatibilities when running together.
> Programmers need to stick to a standard, an the standard _is_ MiNTNet.

There is only 1 problem with MiNTNet! How do I use it if I don't use MiNT?
Using Multitos (MiNT+ the New AES) Makes my Falcon so slow, so I can't even
dare to think of how slow it will be on a ordinary ST!
Thats Ehy I'm trying to make a WWW-browser which don't need MTOS to run! and
because of that I need to make my own system! Unfourtunally this will Make my
program unable to work together with other Intrernet progs since We can't share
the Com-port, with a seperate standard like MiNT-net this would be possible,
but for MiNTnet I think someone else is already programming a WWW-browser And
you could always see mine as a substitute for those that don't want ot run MinT
just to be able to get out to the net! (or something)

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

1571. re: canon bj10e

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1197rcain@nest.demon.co.uk>
Source record: 26739

On 19 Apr 95 Banachowicz wrote::

BJ> From: mms02bj@loqi.elka.pg.gda.pl (Banachowicz Jaroslaw)
BJ> Once again I ask for help.
BJ> I need _ANY_ download fonts for BJ10e OR/AND
BJ> driver for GDOS for BJ10e OR/AND
BJ> GDOS fonts for BJ10e OR/AND
BJ> any tips on this subject.

I'm surprised you can't find the GDOS driver and fonts for BJ10e, Jaroslaw.
They seem to be supplied with all the programs which use GDOS which I have
come across. Have you tried using the NB15.SYS driver and fonts? These
usually work for anything which emulates Epson 24-pin.

Roger
rcain@nest.demon.co.uk

--

1572. Re: HP PCL5 and PJC Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-19 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950419202836.69884C-100000@srv1.freenet.calgary.ab.ca>
Source record: 26740

You may need a bi-directional parallel cable.

...
Conan Ford
ford@freenet.calgary.ab.ca
...

1573. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Apr20.103601.7380@alder.cc.kcl.ac.uk>
Source record: 26592

In article <ftn_2.203.203.15$fidonet.org_2f9381ee_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:
> To: rbj@campion.demon.co.uk
>
> From: tom_thomason@fpc.ct.se
>
> On 17 Apr 95, Roger Bishop Jones shot this through the ether to All ...
>
> RBJ> Is there any way to read an ST floppy on a PC?
>

I usually format disks on a PC to 720K with format a:/f:720,
and I've had no probs using those disks on my ST.

-A.MacLeod, udem148@bay.cc.kcl.ac.uk-

1574. Re: Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3n5b4g$lnc@nyheter.chalmers.se>
Source record: 26593

In article <ftn_2.203.611.5_2f94ea0c_Christian.Andersson@tnogobl.ct.se>,
Christian Andersson <christian.andersson@tnogobl.ct.se> wrote:
>
>There is only 1 problem with MiNTNet! How do I use it if I don't use MiNT?
>Using Multitos (MiNT+ the New AES) Makes my Falcon so slow, so I can't even
>dare to think of how slow it will be on a ordinary ST!

Why does everyone think that MiNT is slow just because Aes 4.0 is? I run
MintNet + MiNT on top of plain gem, and it is _NOT_ slow. A standalone browser
will be very good for those who only like to browse the web so go ahead and
make one :-). Personally I would like to have a MintNet graphical www browser
too since I'm satisfied with MintNet's performance.

Regards, Christer.

--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that
Tweety can fly. But ostriches are a special type of bird that can't fly; if I
tell you that Tweety is an ostrich, you will change your mind and conclude that
he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

1575. More stuff for Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Apr20.110107.7381@alder.cc.kcl.ac.uk>
Source record: 26594

Hi folks,

I've compiled more stuff for linux which can be found on
zippy.spods.dcs.kcl.ac.uk in /pub/linux/linux-68k :-

lynx (2 versions), seyon, elm, git, ispell, ncftp, ncurses, & more.

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk

1576. Re: Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <3n5art$p90@news.rhrz.uni-bonn.de>
Source record: 26595

In article <egbert.13.0015285E@euronet.nl> egbert@euronet.nl (Egbert_Jan_van_den_Bussche) writes:
>In article <3n2sgj$1ul@osiris.wu-wien.ac.at> h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>>Someone posted here that a port of NetBSD would be available somewhere in
>>the US.
>>I have lost that message.
>>Could someone repost that message or state ftp site and e-mail adresses?
>
>I was browsing the LINUX Web pages and have seen te pointers there. try
>www.tsx-11.... or on of the many Linux mirrors.

No, no! Alfred wanted NetBSD, a *real* Unix, not Linux!!

Try the standard NetBSD servers, sun-lamp.cs.berkeley.edu or ftp.iastate.edu. There is also a server in Scandinavia, but I have misplaced the address.

You have to get the Atari boot floppies and the Amiga binary distribution, since there is no Atari distribution yet. It works fine. Note that the Atari, Amiga, Mac, Sun, and HP versions are all binary compatible!!

NetBSD/Atari doesn't have X yet, and doesn't support any ethernet cards, so there is still work to be done, but Leo Weppelman has done a great job so far.

For more info, try comp.unix.bsd.netbsd.announce and comp.unix.bsd.netbsd.misc.

Hope this helps -- Volker
--

Die schoenste Nation ist die Resignation. Volker A. Brandt
Internet: volker@iam.uni-bonn.de Angewandte Mathematik
Phone/FAX number available upon request (Bonn, Germany)

1577. Re: Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n5ptf$1mh@newsbf02.news.aol.com>
Source record: 26596

Steve Found wrote that he was having trouble getting TOS apps to run in a Geneva window. This is a bug that was fixed, and the fix was posted on GEnie and surely is availablle elsewhere (I've seen it in my cruises around the 'Net).

The fix is needed only for Falcons, and is incorporated into the next version of Geneva. If you can't find the patch, you can mail your Geneva disk to Gribnif for an upgrade.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1578. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.132.000A21AD@ti.com>
Source record: 26597

In article <ftn_2.203.203.15$fidonet.org_2f9381ee_Tom.Thomason@fpc.ct.se>
tom.thomason@fpc.ct.se (Tom Thomason) writes:
> RBJ> Is there any way to read an ST floppy on a PC?
> ST floppies are _theoretically_ MS-DOS compatible. The safest way of
>ensuring this compatibility is to format via F-Copy Pro or some similar third
>party copy/format program.

The best and most compatible way is to format on the PC itself. Just ensure
that you format 720K. I have been doing this for 4+ years now and have not
given me any problems at all. It is MSDog that is picky, ST will read almost
any disk format you throw at it. MSDog will just die if you don't give it the
correct disk standard format.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1579. Writing Printer Drivers for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3n5v4v$27j@NNTP.MsState.Edu>
Source record: 26598

```
Help,
I'm trying to write a printer driver...
Please see the post "HP PCL5 PJC Help"...
I picked a lousy title for the post and this is just a pointer
post.

Thanks,
Brian
```

1580. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513026698snz@deancoll.demon.co.uk>
Source record: 26599

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1581. Re: HP PCL5 and PJC Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3n60fd$27j@NNTP.MsState.Edu>
Source record: 26600

Conan Ford (ford@freenet.calgary.ab.ca) wrote:
: You may need a bi-directional parallel cable.

: Conan Ford

Is there any way I can check to see if the cable I presently have is
bi-directional? Would the Mark Williams msh be showing printer messages
automaticly if I had the right cable?

Brian

1582. Re: Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D7CJzJ.KJr.0.-s@cs.vu.nl>
Source record: 26601

volker@sfb256.iam.uni-bonn.de (Volker Brandt) writes:

>No, no! Alfred wanted NetBSD, a *real* Unix, not Linux!!

>Try the standard NetBSD servers, sun-lamp.cs.berkeley.edu or
>ftp.iastate.edu. There is also a server in Scandinavia, but I have
>misplaced the address.

>You have to get the Atari boot floppies and the Amiga binary
>distribution, since there is no Atari distribution yet. It works
>fine. Note that the Atari, Amiga, Mac, Sun, and HP versions are all
>binary compatible!!

I tried to find the atari boot floppies you mention, but without any luck.
Could you give us a more specific pointer?

thanks in advance,

Ivo.

1583. OASIS available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <798411702snz@levihome.demon.co.uk>
Source record: 26602

To all who are trying Oasis.

We are sorry for the troubles that people are experiencing :-(

Unfortunately we have two acts of God and on of BT acting against us,
Phil's TT blew its power supply, A hard disk corruption, My own phoneline has
been useless for a modem for just over two weeks and various last ditch
attempts at getting Oasis out in the last week drained us.

Even when we finally got it out we stupidly left a line of code used in
running the test version so Oasis100 becone Oasis101.

Now its out we find that the ST Medium Res resource has corrupted and
various extremely minor bugs that appeared in beta test, which we put to bed
ages ago are re-appearing.

Enough of this snivelling.

Please give us 2 days and correct these errors and we will upload
Oasis102 which we will make sure is as bug free as we can get it.

Again we apologise to any who have had trouble - if you aren't having
troubles please still upload the Oasis102 version.

Sorry again, Dave

--

```
================================================================================
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
================================================================================
```

1584. IS THERE ANY WAY TO HOOK UP SLM-804 TO PARRALEL PORTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <D7CxA0.ELw@discus.technion.ac.il>
Source record: 26603

The subject says it all ... I have "heard" it's been done,
I really would like to hook up my 804 to a parralel port of
an IBM compatible ... is it possible ? I've asked this
question before but received NO response, I need to know fairly
soon, or I will sell it in a few months.

Thanks, Pradeep

--

GREETINGS !!!
THIS IS MY SIG FILE !!

1585. Re: ST Fan question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n6qnf$s9o@golem.wcc.govt.nz>
Source record: 26604
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3mulq9$irl@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
>Gustavo Comezana (gustavo@dent.uchicago.edu) wrote:
>: Hi there!
>: I have a Mega 4 and an ICD FA-ST hard disk drive box, which I
>: use for music applications, and frankly, the combined noise their fans
>: is getting on my nerves. The question is: how unsafe is it to
>: disconnect the fans?

>What about using those thermostat circuits that speed up or down the fan
>accoring to the temperature inside the machine, instead of running it
>at full speed all the time? I know they have those for PCs, and it's a
>simple affair. Find one that runs with the voltage of the fan.
>Anyone know any *specific* circuits that work with the Falcon?
>(don't reply to me, I don't even have a Falcon, just a humble STE).
>Hope this helps.

A far better method is to use a small fan in a out side room and feed the Air via a duct, plastic or paper bendable tubing, this could be used to feed many machines...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1586. re: hard drive cable length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n6rdn$s9o@golem.wcc.govt.nz>
Source record: 26605

In article <1157rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk (Roger Cain) writes:
>On 17 Apr 95 Barry wrote::
>
> BK> Can the length of the hard drive cable cause adverse effects?
>
>Yes. The SCSI standard says cables should be less than 6 metres.

Roger Roger Roger he is not refering to the SCSI cable but to the cable
that goes into the Atari..???

ATARI STATE NO MORE THAN 18".....!!!!!!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1587. Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f96b54a_Christian.Andersson@tnogobl.ct.se>
Source record: 26606

```
>> There is only 1 problem with MiNTNet! How do I use it if I don't use
>> MiNT? Using Multitos (MiNT+ the New AES) Makes my Falcon so slow, so I
>> can't even dare to think of how slow it will be on a ordinary ST!
>
> Why does everyone think that MiNT is slow just because Aes 4.0 is? I run
> MintNet + MiNT on top of plain gem, and it is _NOT_ slow. A standalone
> browser will be very good for those who only like to browse the web so go
> ahead and make one :-). Personally I would like to have a MintNet graphical
> www browser too since I'm satisfied with MintNet's performance.

You should read my letter better next time :) as I said MiNT + the New AES make
my computer slow! and thats why I don't use it! The only reason for me to
multitask is if I am able to run several GEM apllications at the same time, and
for that I need the New AES (V4.0) and it is slow! :(
And I think thats why others like me doesn't like to run Mtos! and thats why
I'm trying to make a standalone version!

BTW I think that a MiNT-Net WWW-browser is under development and thats another
reason for me to not make one!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

( UUCP Dialup connection )
```

1588. Calamus woes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-20 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e00_9504210045@tor250.org>
Source record: 26607

K > 3) Why won't Calamus work on an STe ? Is there a patch
K > available ?

What seems to be the problem? I ask because I've now been using Calamus (originally 1.09, recently upgraded to SL) for the last two years on my 1040STe with no problems.

Which version of Calamus is it that's giving you the problems?

If 1.09, are you using a monochrome monitor? (I know, obvious, but it has to be asked).

If SL, how much memory do you have on board? (SL is recommended to run with two megabytes of memory on board, with FOUR megabytes highly recommended).

Give me some more details on what's wrong, and maybe I can help. Or better yet, see if you can send E-mail or call DMC Software and talk to either Nathan Potechin or Lou Rocha - they offer excellent support.

Phone Number: 905-479-1880 Fax: 905-479-1882
Internet: dmcpublish@genie.geis.com

... I get into enough trouble without a tagline!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1589. Re: Geneva patch for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FDVKDEUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 26608

In <3n5ptf$1mh@newsbf02.news.aol.com> Al Fasoldt wrote :

>Steve Found wrote that he was having trouble getting TOS apps to run in a
>Geneva window. This is a bug that was fixed, and the fix was posted on
>GEnie and surely is availablle elsewhere (I've seen it in my cruises
>around the 'Net).
>
>The fix is needed only for Falcons, and is incorporated into the next
>version of Geneva. If you can't find the patch, you can mail your Geneva
>disk to Gribnif for an upgrade.
>
>Al Fasoldt, Systems Editor, Syracuse Newspapers
>
Where on GEnie is it, and what is its name?

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1590. ASCII kbd & TOS3.6?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <1LAZB5BN@isys-hh.Hanse.DE>
Source record: 26609

Could someone please tell me a source, or even sources, where I can
obtain an US-ASCII TT keyboard and a TOS3.6 to fit?

rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@techno.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

1591. [Q] HELP ME - with a DSP problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3n80pl$n9s@macondo.dmu.ac.uk>
Source record: 26610

Hello,

I have coded some texture mapping using the DSP on the Atari Falcon.

I have tried to add a DSP mod player running on Host Command Interupt
and using the SSI to play the mixed samples.

The problem I'm having is that when the DSP interupts it crashes if
my main routine (non interupt driven) writes to HTX, reading from HTX
doesn't seem to cause any trouble, but I have not checked that
the data recieved is not corrupted.

I am saving all the registers in the DSP mod player and putting them
back. I am using DSP flags 2 and 3 if that might be a problem.

If anyone can help I'll be most grateful as I heard there was a
problem with this but I'm at a loss at how to solve it.

Thanks

Alan.

1592. [Q] HELP ME - with a DSP problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3n80tr$n9s@macondo.dmu.ac.uk>
Source record: 26611

Hello,

I have coded some texture mapping using the DSP on the Atari Falcon.

I have tried to add a DSP mod player running on Host Command Interupt
and using the SSI to play the mixed samples.

The problem I'm having is that when the DSP interupts it crashes if
my main routine (non interupt driven) writes to HTX, reading from HTX
doesn't seem to cause any trouble, but I have not checked that
the data recieved is not corrupted.

I am saving all the registers in the DSP mod player and putting them
back. I am using DSP flags 2 and 3 if that might be a problem.

If anyone can help I'll be most grateful as I heard there was a
problem with this but I'm at a loss at how to solve it.

Thanks

Alan.

se2ap@dmu.ac.uk

1593. Re: Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D7D12q.GCG@cix.compulink.co.uk>
Source record: 26612

In response to bkp3@Ra.MsState.Edu's message:
> Can the length of the hard drive cable cause adverse effects? Mine is
> very short (2 feet?). I was wanting to stick the HD under my desk but
> the cable isn't any where near long enough. I sort of get tired of
> hearing the fan hummmmmm.

Hi Barry,

Yes it does make a difference. IIRC if you use an ICD host adaptor you
can use a DMA cable longer than the recommended 18 inches, but I don't know
about other host adaptors.

I think this info comes from the ICD extra text files.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

1594. Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: asx@bix.com
Message-ID: <3n74gf$8hi@news2.delphi.com>
Source record: 26613

```
You can find NetBSD for the Atari TT at:
sun-lamp.cs.berkeley.edu
/pub/NetBSD/arch/atari

Contact: leo@ahwau.ahold.nl
```

1595. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513092233snz@deancoll.demon.co.uk>
Source record: 26614

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1596. re: hard drive cable length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDVQDBUYUp@stingray.manawatu.gen.nz>
Source record: 26615

In <3n6rdn$s9o@golem.wcc.govt.nz> Roger Sheppard.. wrote :
>In article <1157rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk (Roger Cain) writes:
>>On 17 Apr 95 Barry wrote::
>>
>> BK> Can the length of the hard drive cable cause adverse effects?
>>
>>Yes. The SCSI standard says cables should be less than 6 metres.
>
>Roger Roger Roger he is not refering to the SCSI cable but to the cable
>that goes into the Atari..???
>
>ATARI STATE NO MORE THAN 18".....!!!!!!!!!

I've got a 1metre extension and a 30cm (approx.) cable that I use together
with my SH205 (which is now 40Megs - thanks to Brian & Jaap) and that works
just fine - or at least AFAIK.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1597. Re: Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D7Dw5t.7H0@bri.hp.com>
Source record: 26616

david williams (david.williams@deancoll.demon.co.uk) wrote:
: BD:-> Has anyone any experiences with the Overscan Hardware mod for the
: :-> Atari ST?
: Yes, I run the public domain modification in my ST, and it is pretty ace.

: BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
: :-> a PD solution. Which is more compatible with most GEM applications
: :-> (or for that matter X11 under Mint?) or do they both do exactly the
: :-> same job?

: The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
: text scrolling doesn't work. GEM also works with no problems, but some GEM
: stuff like Arabesque, for instance, gets it blitting routines in a twist
: and make a mess on your screen. Most of the newer software works with no
: problems and it is only the minority of older stuff that causes a problem.

: BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
: :-> board.

: I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
: monitor. This gives me a 752 x 480 resolution which is lush under X.

: How good is the PAK, BTW. Have you tried linux with it?

: Please don't mail me, as mail doesn't work yet at this site!!

Sorry to everyone else - this is a personal reply - see last sentance
of the posting....

David,

The PAK board works just fine - I am still in the process of testing
all my old software with it. The only major thing I have found so far
is that Protext goes belly up. But all the GEM progs I have tried (as
well as most TOS ones) work. MiNT 1.12 works fine although I have yet
to try Minix.

According to the latest Linux FAQ Matin Schaller (Who He?) has
patched Linux 0.9pl5 to work with the PAK - I aim to try sometime in
the next few weeks whan I get time :-)

The one bad point I have about the PAK is the price - from System
Solutions for a PAK with 68030, 68881 + TOS 3.06 is 400 UKpounds! I am
glad I did get it but that price made me think more than Twice.

Thanks for the Overscan info - does the PD version have the ability
to switch back to normal without rebooting? I gather the comercial one
does.

Beric..

1598. REQ: Info on DSP in Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: peter@stack.urc.tue.nl
Message-ID: <3n87dp$2pe@tuegate.tue.nl>
Source record: 26617

Hi. I was thinking of building a synthesizer, based on a Motorola
56004, one or other 68xxx and some external hardware for MIDI and
A/D and D/A conversion. (No, I'm not trying to re-invent the wheel.)
Does anybody know where I could find some technical information on
how the 5600x in the Falcon is implemented and in how far it is
different from a stock 5600x (I have heard such rumours)?

In case you are wondering: a 56004 is a 56000 especially designed
for audio applications. It has two digital stereo inputs and three
digital stereo outputs (compatible with those on your CD player).
It has an 8-bit memory port and no external program RAM. That's
all I know of this chip, so if anybody has some info about the
56004 lying around, that too would be greatly appreciated.

Oh yeah, could you reply by e-mail, please? Thanx!

Share and enjoy,
Peter.
--
Peter Korsten, in real life peter@stack.urc.tue.nl or peterk@iaehv.nl
URL: http://www.stack.urc.tue.nl/~peter/Peter.html

"I don't use computers." -Irvin Gould, former Commodore executive

1599. Re: IS THERE ANY WAY TO HOOK UP SLM-804 TO PARRALEL PORTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D7E1Dp.L6w@freenet.carleton.ca>
Source record: 26618

To the best of my knowledge, you cannot hook up an ATARI SLM 804 to a serial port.

You can, however, use an ST as a "slave" by hooking up your SLM to the ST's DMA port, and a null modem cable from your ST's serial port to your IBM's serial port. When you use the Diablo 630 driver supplied by Atari, apparently you can "take in" data from the serial port and print in out the DMA port to the laser printer.

I must admit I have never tried this myself but I can remember reading about it several years ago.

Randy Kwak

1600. Atari Web Pages Update!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3n8fl3$2mh@mserv1.dl.ac.uk>
Source record: 26619

```
Atari Web Pages Latest News
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Version 1.0
~~~~~~~ ~~~

Date 21/4/95
~~~~ ~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

5th Update
~~~ ~~~~~~

================================================================================

Foreword
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Hello and welcome to the news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
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Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **, updates
will be marked with a U. All new items are also listed below according to the
date they were added.
```

This update is special as it contains the updates from the last two months rather than one month as is usual for the updates. This is a one off however and has happened due to the fact that my Web pages had to close down in March and a new site had to be found before the service was resumed. A new site was successfully found but I felt there were insufficient updates that month because of these events and therefore this update is larger containing both months. Please make a note of the sites new address and update any links or bookmarks to the Atari pages to the new address. Thank you!

The new items this month are:

21/4/95 -- Nova Graphics Board Announcement
21/4/95 -- Sozobon C Announcement
21/4/95 -- FTP site Announcement
20/4/95 -- Speed of Light v3.8 update
18/4/95 -- Atari FTP list updated
18/4/95 -- Doom Review for Jaguar by Robert Jung
18/4/95 -- ECTS News
18/4/95 -- Kasumi Ninja Moves List
18/4/95 -- Coming soon for the Jaguar title list updated.
18/4/95 -- HENSA Atari TOS Newsletter Volume 8. No.7.
12/4/95 -- Speed of Light 3.7b update
12/4/95 -- Fried Bits Eastern Coding Convention 3 Announcement
12/4/95 -- CAIN Newsletter Volume 2. No.3
12/4/95 -- Apex Media Demo for the Falcon
12/4/95 -- HENSA Atari Falcon Newsletter Volume 8. No.3
12/4/95 -- Raiden Tips for Jaguar
12/4/95 -- Lynx FAQ Updated
12/4/95 -- Jaguar FAQ updated
5/4/95 -- Jaguar Game Cheats
5/4/95 -- Theme Park review for Jaguar by Robert Jung
5/4/95 -- AEO Newsletter Volume 4. Issue 4. in text and ZIP format
28/3/95 -- Jaguar Reviews pages format updated by Holger Kipp
27/3/95 -- Falcon Demo FAQ Updated.
27/3/95 -- 50/60 Hz Jaguar games adjusting to resolution list
27/3/95 -- Iron Soldier Jaguar Review by Holger Kipp
27/3/95 -- Syndicate Jaguar Review by Holger Kipp
27/3/95 -- Cannon Fodder Jaguar Review by Holger Kipp
27/3/95 -- Theme Park Jaguar Review by Holger Kipp
24/3/95 -- HENSA Atari TOS Newsletter Volume 8. No.6.
23/3/95 -- Pages re-open at new site, links being updated.
22/3/95 -- Pages closed down.
17/3/95 -- Given the news these pages must close at Daresbury by the 22/3/95.
15/3/95 -- Portfolio Club
14/3/95 -- Atari FTP List Update
14/3/95 -- Towers II : Plight of the Stargazer
14/3/95 -- HENSA Atari TOS Newsletter Volume 8. No.5
10/3/95 -- Questions and Answers question 15 answered
10/3/95 -- Towers II release announcement
7/3/95 -- Atari Related Links Page
7/3/95 -- Information on viruses
7/3/95 -- CAIN Newsletter Volume 2. No.2

3/3/95 -- Lynx FAQ updated
3/3/95 -- Jaquar FAQ updated
2/3/95 -- Wolfenstein 3D Jaguar Review by Robert Jung
2/3/95 -- Iron Soldier Jaguar Review by Robert Jung
2/3/95 -- Jaguar Bubsy Bobcat (In Fractured Furry Tales) Review by Robert Jung
2/3/95 -- Jaguar Val D'Isere Skiing and Snowboarding Review by Robert Jung
28/2/95 -- AEO Newsletter Volume 4. Issue.3 in text and ZIP format

==========

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

==========

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include

NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

==========

U Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.mcc.ac.uk/~dlms/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

(*NOTE*: This is the new site for the Atari Web pages, take note of it!)

==========

U What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. It is now possible to mail me directly from the Web pages, special thanks also to Frank Charlton for the new Atari Logo. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for
~~~~~

programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.
- Toad Computers Pages. Stockiest and retailer of many Atari goods.
- ST Format Pages. Information and previews of ST Format issues.
**Volker Burggraf Atari Pages (German).
**Desert Star Software Home Page.
**ST Assembler Page
**BSM's Home Page
**ST Beer Mat Page
**The Organised Chaos Licenseware Home Page
**Index of /~jschlich/Jaguar/
**Lynx Pages
**Atari Lynx Page
**Atari Page by Frank Post (Partially German, partially English)
**MiNTOS Distribution and Information Page
**Julian's Atari Page
**Atari Ghostscript
**Atari Page by Robert Krenn
**Simon Gornall's Atari Pages
**Ben Halls Page (KSculpt + Calamus Information)
**"Data Uncertain" Software
**Kay's Home (MintNet)
**CNAM Atari Pages
**EMAGIC Users Page (Covers Atari)
**Helmut's Project contains Atari Links (English and German)
**Eero Tamminen's Atari Pages
**Atari Programmers Page
**The Vulcans Home Page
**Atari Users List
**Impulse Home Page (Demo Crew)
**NPG Home Page (Demo Crew)
**Atari Page by Dirk Klemmt
**Steve's Atari WWW Pages
**The Guitar Reference (For the Atari)
**Musings of an Amateur Hacker
**The Atari Home Page by Martijn Dekker
**Tecnation Sonovista (Falcon based computer)
**Cybercube WWW Page (Atari Products)
**Yak's Zoo
**Atari Jaguar 64-Bit Game Machine Stuff
**8 Bit Atari Page by Ivo van Poorten
**Atari Jaguar Homepage by Christian Svensson (very good and kept up to date)
**Jaguar directory

Documents
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Useful documents will appear in here. At the moment there is:

U Atari FTP List by Mark Stephen Smith (essential for the latest news on who provides Atari FTP sites).
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
**Information on Viruses.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
- MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about MiNTNet.
- AtariNOS FAQ by Frank Charlton. Answered questions and information on NOS.

Newsletters
~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

U CAIN Newsletter containing the latest Atari news.
U HENSA Newsletter containing the latest updates to the HENSA Atari archive.
U AEO Newsletter containing the latest Atari news.

Newsgroups
~~~~~~~~~~

Atari related newsgroups. Send updates. The currently supported news are:

comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.programmer
rec.games.video.atari

alt.games.lynx

****

U Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
- Edith Professional review by Frank Charlton (ST Format)
- MagiC review by Andy Curtis (ST Format)
- Stello v2 review by Mark Stephen Smith (Myself)
- Sportster Modem review by Frank Charlton (ST Format)
- Storm Tracker review by Andy Curtis (ST Format)
- Connect review by Frank Charlton (ST Format)
- Zero 5 review by Frank Charlton (ST Format)
- MIDI Grid review by Andy Curtis (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself. This section is now growing well now and Nick Peers from ST format recently expressed his interest in writing some reviews also.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

News and Announcements Pages
~~~~ ~~~ ~~~~~~~~~~~~~ ~~~~~
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Latest Atari news, and announcements from the Atari World. Currently contains the following:

**Nova Graphics Board Announcement
**Sozobon C Announcment
**FTP site Announcment
**Fried Bits Eastern Coding Convention 3 Announcement
**Portfolio Club Announcement
**Towers II release Announcement
- Universal Virus Killer Book Announcement

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Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is not supported.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

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Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Pinball Dreams and Llama Zap News.
- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
~~~~

- Towers II : Plight of the Stargazer Update! The latest news on developments.
U Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

U Falcon Demo FAQ. List of Demos for the Falcon, including some form of
information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
- Falcon Specifications and Information compiled by Rod McCall.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to
be done with updates here. All files now list there size so you can see how large they are
before downloading. At the moment the following software is
included, with more to come:

**Apex Media Demo (Demo version of the animation and art package for the Falcon)
**Towers II (Shareware game)
- Super Bomber Man (freeware)
- Play MPEG v0.70 by M.D.Griffths (shareware)
U Speed of Light v3.8 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
U FOG issue 8 diskmagazine for Falcon.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions
which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 7 diskmagazine for Falcon.
- FOG issue 6 diskmagazine for Falcon.

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned
Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

U Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. All files now list there size so you can see how large they are before downloading. At the moment the following software is included, with lots more to come:

U Speed of Light v3.8 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Utopus. Two player shootem' up (STE only).
- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop

Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust Klax
Kungfood Lemmings Lynx Casino
Malibu Bikini Volleyball Ms.Pac-Man
NFL Football Ninja Gaiden
Ninja Gaiden III : The Ancient Shop of Doom

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

U Lynx FAQ
- Lynx Tips and Tricks

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~

Currently empty.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page
is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar.

**ECTS News
**Hyper Image page linked to (Makers of Jaguar game Hover Hunter).
- Jaguar CD Specifications
- Rebellion Development News
- Sinister Developments News
- Sensible Soccer News
U Coming Soon!
- Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing
more to this section myself. This page has been re-formatted thanks to
Holger Kipp. Reviews so far include:

Aliens vs Predator - by Eric S.Boltz
Aliens vs Predator - by Robert Jung
Brutal Sports Football - by Randy
~~~~~~~

** Bubsy Bobcat (in
Fractured Furry Tales) - by Robert Jung
Checkered Flag - by Robert Jung
** Cannon Fodder - by Holger Kipp
Cybermorph - by Robert Jung
** Doom - by Robert Jung
Dragon: The Bruce Lee
Story - by ?????
** Iron Soldier - by Robert Jung
** Iron Soldier - by Holger Kipp
Raiden - by Robert Jung
** Syndicate - by Holger Kipp
Tempest 2000 - by Robert Jung
** Theme Park - by Holger Kipp
** Theme Park - by Robert Jung
Trevor McFur in Cresent
Galaxy - Jer Howitz
** Val d'Isere Skiing and
Snowboarding - by Robert Jung
Wolfenstein 3D - by Robert Jung
** Wolfenstein 3D - by ?????

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

U Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ update for Jaguar
**50/60 Hz, games adjusting to resolutions list
**Jaguar Game Cheats
**More Raiden Tips
**Kasumi Ninja Moves List

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Christian Svensson

There are others that will be included, some containing more recent news, but
the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

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What to expect in the future
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Some structural changes are likely to appear in the next months. I have introduced an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and/or MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson (Where is the response for these pages?)

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it. Sorry about the lack of updates recently, more to come.

Expect more links to Atari related pages in the future. There will be more newsletters, documents, updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials. Nick Peers of ST Format and Holger Kipp have offered to support these pages with contributions in the future.

Please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to
~~~~

me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

1601. Mega 2 woes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: digiacom@panix.com
Message-ID: <3n8gaa$jss@panix.com>
Source record: 26620

>>>> ORIGINAL POST <<<<

I recently received a Mega 2 motherboard from a friend who has no use for it, since it doesn't work. He tried to upgrade the total memory to 4 megs. The layout of the motherboard looks like a Mega 4 except its missing the two extra banks of ram chips. He added the necessary sockets and capacitors for this addition. But upon further examination, a trace on the motherboard is broken and is lifting up.

>>>> PROGRESS UPDATE <<<<

I fixed the trace in question. Now when I power up the Mega 2 it displays a Black Foreground with uniformly spaced White vertical lines on a White border. It seems as if its normally booting up.

This color monitor (SC1224) works fine with my 1040 Ste.

A reply with an answer or where I can find technical info on the Mega 2 (ie. FTPsites, BBS, manuals, etc) would be greatly appreciated.

1602. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513115081snz@deancoll.demon.co.uk>
Source record: 26621

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1603. Re: Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <3n7ri2$hp8@news.rhrz.uni-bonn.de>
Source record: 26622

In article <D7CJzJ.KJr.0.-s@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>volker@sfb256.iam.uni-bonn.de (Volker Brandt) writes:
>>You have to get the Atari boot floppies and the Amiga binary
>>distribution, since there is no Atari distribution yet.
>
>I tried to find the atari boot floppies you mention, but without any luck.
>Could you give us a more specific pointer?

Leo has just posted to the NetBSD mailing list that he is setting up a
complete NetBSD/Atari distribution, complete with updated README and
INSTALL documents.

So I suggest that you wait for the official announcement in
comp.unix.bsd.netbsd.announce, as it makes a lot of thing easier.

I'll dig out the exact location of the current Atari stuff on monday,
if Leo doesn't beat me to it.

T'ziens -- Volker

--

Die schoenste Nation ist die Resignation. Volker A. Brandt
Internet: volker@iam.uni-bonn.de Angewandte Mathematik
Phone/FAX number available upon request (Bonn, Germany)

1604. Re: How to hack PC mouse to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3n9580$sa4@sinsen.oslonett.no>
Source record: 26623

Ginny (ginny_s@delphi.com) wrote:
: Atari serial port. Sorry, but I can't remember where I'd seen it.

In Clausthal in Germany i think... I have the file here, but i can't
rmember how big it is. I can give you th file name though and you
could search for it using gopher or whatever.. (forgot what i used
lats time).
Write me back if you need the info.

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1605. Re: IS THERE ANY WAY TO HOOK UP SLM-804 TO PARRALEL PORTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3n951f$s5i@sinsen.oslonett.no>
Source record: 26624

hi,
I tried to write back to you but for some strange reason the mail bounced,
twice.
I was just thinking... maybe the mechanism inside the printer is a standard
one, and you might be able to bypass the interface that allows you to connect
it directly to the ST. Just a thought, I'm no expert, but I got the idea
when i found out that my 11 year old Panasonc dot-matrix printer has
an RS232 interface built into it! The manual said nothing about it, and
there's no connector for RS232, but I guess they made a parralel and
serial verison of the printer, the only difference being the connector
on the printer..

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1606. Re: Substitute ST monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: paul@xciv.demon.co.uk
Message-ID: <798508097snz@xciv.demon.co.uk>
Source record: 26625

In article <3nalm2$mvl@nova.np.ac.sg> dal@np.ac.sg "Dan Lorance" writes:

> Has anyone successfully used a VGA, Mac, or commonly available multi-sync.
> monitor with an Atari STE in monochrome mode? If so, which model and
> how was it connected?

With a suitable switcher lead both the NEC MultiSync II and NEC 3D will do
low, medium and high res.

Unfortunately neither of these monitors are made any more, although I think
you can still buy clone versions of the 3D (I vaguely remember there being
an Amiga ones perhaps, or at least a suitable model).

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

1607. re: hard drive cable length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1226rcain@nest.demon.co.uk>
Source record: 26626

On 21 Apr 95 Roger wrote::

>> Yes. The SCSI standard says cables should be less than 6 metres.
RS>
RS> Roger Roger Roger he is not refering to the SCSI cable but to the
RS> cable that goes into the Atari..???
RS>
RS> ATARI STATE NO MORE THAN 18".....!!!!!!!!!

This dawned on me the day after I replied and I put out some clarification!
I wasn't thinking about the two possible geometries. I suppose the
all-in-one drive scenario IS more common than the separate h/a one.

Roger
rcain@nest.demon.co.uk

--

1608. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-21 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7Erwx.Eow@cix.compulink.co.uk>
Source record: 26627

In message <3n1stl$gqq@hasle.oslonett.no>, hallvart@oslonett.no said:
>
> I was just wondering if it's against "the rules" to copy TOS EPROMS.

Yes.

> See, I have a feeling that the dealers who sell the new TOS chips (TOS
> 2.06 in this example) don't *buy* the chips from Atari Corp. but
> rather just buy blank chips and "burn" (program) them using an EPROM

This is probably true - though the dealer should be licensed to do this.
It is not unknown for software companies to grant dealers/end users the
right to make new copies of media - providing they pay a license fee for
each copy made.

> My TOS 2.06 chips didn't come with any official documentation, and
> there were no " (c) Atari Corp. " label or anything on them. I also
> saw one from a friend, bought from another source, and it looked like
> that too. Very "home made" sort of...

All the Atari TOS chips I've seen for sale have had this home made
look. This is not suprising really as ROMs are quite expensive to use for
small production runs. Its much easier to run off a few EPROMS.

> So, why am I asking this? I'd like to install TOS 2.06 for some
> friends, and it would save them a lot of money just to pay for the
> blank EPROMS. Just thought I'd check for legalities first....

This would be illegal as you have no right to make a new set of TOS 2.06
EPROMS. TOS is still copyrighted - even if Atari have been lax in dealing
with pirate copies.

Roland.

@CiX

1609. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.156.000C62B5@ti.com>
Source record: 26541

In article <3nq0dt$d9k@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>NO...!! Get TOS 1.04 Roms and get all the New Features, I would never use a
>Atari at all unless it had TOS 1.04 or later....

NO...!! Since you're getting TOS ROMs, get TOS 2.06 and get all the extra New Features...

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1610. Looking for a bare megafile 30 drive (Ottawa area)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: az477@FreeNet.Carleton.CA
Message-ID: <D7GM51.D94@freenet.carleton.ca>
Source record: 26628

I'm looking to buy a bare Megafile 30 heard drive. If you've upgraded and have one of these laying in the closet and you live within reasonable driving distance of Ottawa AND you'll sell it cheap... leave me a message here or reply by email.

Thanx

Jim T.

--

PixelGraph Studio
(613) 567-0618 Jim Turner

1611. Re: slattach, how to choose protocol and set tty o

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: sturm@ost1.ping.de
Message-ID: <FDWOADVFUp@ost1.ping.de>
Source record: 26629
Cross-posted to: comp.os.linux.networking,comp.sys.atari.st.tech

>Hello.
>
Hi...

Well, for the first thing, you seem to be using quite an old version
of the MiNTNet-package on the Atari-side. The up-to-date version
should be 0.70, and it has a slattach which can set the SLIP-Mode to
SLIP or CSLIP. Also, my version of stty (sorry, can't remember the
numbering) has an option '--help' (just like any GNU-prg), which will
blow your socks of as it produces about 3 screens of output.
>
>I did my testing using 'ping'. What daemons need to be installed
>for a 'ping' to work? Is that just 'inetd', nothing at all,
>or do I need something else?

You don't even need inetd, because ping works on a much lower layer of
TCP/IP.
>
Well, I do it on the Atari by doing
slattach -t /dev/ttya -r XXX.XXX.XXX.XXX -l YYY.YYY.YYY.YYY -p CSLIP &

This execs slattach for the device /dev/ttya with the remote-adress
XXX..., local adress YYY..., mode CSLIP. This sets up the
network-interface (you normally have to do this via ifconfig) and the
routing-information (normally via route) automatically.
Your devices should be set to the same speed on both machines, and
their mode should be 'raw'. You do this with
stty -s 19200 -(sorry, don't know the option now) RAW < /dev/ttya

Of course, you should use the name of your device instead of
/dev/ttya.

Well, try and write again, I might have a closer look at my configuration, if this
won't work.

Oliver

--

Oliver Sturm sturm@ost1.ping.de

1612. How to upgrade a 520ST to 1 meg

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: dagley@aztec.asu.edu
Message-ID: <3nbm5o$qlh@news.asu.edu>
Source record: 26630

I need to upgrade my 520ST. Which chips are the RAM (where are
they located on the motherboard)? Where can I get replacements
to bring me up to 1 meg?

Thanks,
--
Kelley Dagley Tucson, Arizona dagley@aztec.asu.edu

1613. CX77 Touch Tablet on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <a61_9504231806@tor250.org>
Source record: 26631

> Is it possible to modify the old 8-bit CX-77 Touch Tablet to work with
> the ST?
> I'm not sure what it's output is. I've tried DC's Joystick mouse and
> that
> didn't work. I've seen modifications for old 8-bit trak balls and was
> wonder-

> ing if there was a modification for the tablet.
>

The 8-bit track balls don't need a modification, you just flick a switch on it's underside, and it will work with any program that uses a joystick.

The touch tablet probably makes use of the paddle controler or light pen locations in the 8-bit. I don't know if the ST mouse port works on the same principle, but I've used an ST mouse on an 8-bit once I installed a driver. I didn't need to make any alterations to the cable.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1614. Substitute ST monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: dal@np.ac.sg
Message-ID: <3nalm2$mvl@nova.np.ac.sg>
Source record: 26632

Has anyone successfully used a VGA, Mac, or commonly available multi-sync.
monitor with an Atari STE in monochrome mode? If so, which model and
how was it connected?

1615. Ghostlink (was Re: File transfer from ST to PC?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: limchung@iscs.nus.sg
Message-ID: <3nauak$6nl@nuscc.nus.sg>
Source record: 26633

Hi,

On Mon, 17 Apr 1995 19:34:52 +0000, John Charles
(JayCee@midmarsh.demon.co.uk) wrote:
: > Any other ideas on how to transfer the data across?

: Get hold of a PD utility called ghostlink. It contains a prog for the
ST and
: one for DOS. This will let the ST control all the drives on the PC (floppy,
: hard and CD) using a null modem cable to connect the serial ports. Very
: useful for transferring large files in either direction. The PCs drives get
: added to the fileselector and so you can save direct from an ST prog to the
: PCs drives, or load stuff from the PC into an ST prog.

Can I lauch ST programs from the PC? If it allows that, then it will be
great. I'm short for cash and it is much cheaper for me to find an old
386 with harddisk to link up then to add a SCSI harddisk to my ST.

Chung Yong

1616. Re: Substitute ST monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3nb3g9$n3a@hpg30a.csc.cuhk.hk>
Source record: 26634

In article <3nalm2$mvl@nova.np.ac.sg>, dal@np.ac.sg (Dan Lorance) says:
>
>Has anyone successfully used a VGA, Mac, or commonly available multi-sync.
>monitor with an Atari STE in monochrome mode? If so, which model and
>how was it connected?
I have a CTX multisync, should be compatible with NEC 3D, a very old model indeed, that I can access 3 resolutions.
And I have a Topcon SVGA also, again old model, that can only do interlaced mode for 1024*768 for PC. I can use it with mono only.
I think any SVGA mon can do this. Sorry, I don't know the connection.

====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk==========

1617. Re: PCB software for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDWQBCBRUP@galaxy.teuto.de>
Source record: 26635

In <3mp8th$18nm@news-s01.ny.us.ibm.net> bkamen@ibm.net wrote:

> email me at bkamen@genie.geis.com or
> mwegner@dial.illinois.net (work address)
> and I can get you the Inet address of VHF ...

Try

georg@vhf.cube.de

That is Georg Fleischmann.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1618. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513157769snz@deancoll.demon.co.uk>
Source record: 26636

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1619. Re: How to hack PC mouse to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3na1nvinf3@mhadg.production.compuserve.com>
Source record: 26637

> Several years ago I came across a text file describing how to change the
> wiring on a clone-mouse to work with the ST. Does anyone have this
> information?

Depends on the type of PC mouse...

DMC Publishing sells a software driver that lets you use a MicroSoft style serial PC mouse with no modifications. I understand that similar drivers are available by ftp from Atari archive sites.

A PC "buss mouse" can be used with no software modifications if the wiring of the connector is modified. There are text files describing how to do these modifications available, again probably on the Atari archive sites.

I believe we still have these text files on CompuServe if you can't find them anywhere else...

BobR

1620. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3na7sc$rv4@usenet.INS.CWRU.Edu>
Source record: 26638
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section
==========================
Version : 0.05
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thank's the people who have contributed to
this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
--------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)
------------
```

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT OF IT.
So please distribute it. Upload it to your favorite bbs. If youhave any
information dealing with Falcon bbss please mail them to me, those info
will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

1621. CALAMUS & LINOTRONIC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <3nakh0$7ao@oravannahka.Helsinki.FI>
Source record: 26639

If you know anything about these things, please reply

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

1622. Mega STE for SALE!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-22 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3nbcm7$anq@borg.svpal.org>
Source record: 26640

I have the following Atari Computer for Sale:

Hardware:

Atari Mega STE 4
4 MB RAM
50 MB internal hard drive
Magnavox ICM135 14" Stereo Color Monitor
External DS(720K) Floppy Drive
Supra 2400 Baud external Modem
Beetle Mouse
Atari standard Mouse
Wico Joystick
3 2600 Joysticks

Software:

Pagestream
WordWriter
Word Flair II with FSM GDOS
Diamond Back II
various other utilities (Warp 9, look it, etc...)
plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)

****
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

Shipping can be arranged. I would prefer US sales, payment
must be in US funds.

I am asking $700 or best offer for the whole package. Please
send me EMAIL at dogman@svpal.org if interested of if you have
an offer.

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

1623. Substitute ST monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <cc0_9504240545@tor250.org>
Source record: 26542

-=> Quoting Dal
p.ac.sg to All <=-

Da> Has anyone successfully used a VGA, Mac, or commonly available
Da> multi-sync. monitor with an Atari STE in monochrome mode? If so, which
Da> model and how was it connected?

I'm currently using an NEC Multisync II monitor with my ST, using
the tips from a text file I downloaded from GEnie. I can't remember the
author's name at the moment (I'm on my PC), but if you want to send me
email at rcooper@io.org, I'll find the file and send it to you.

Rob

___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

1624. PPP programs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDXRBDUUUp@stingray.manawatu.gen.nz>
Source record: 26543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Which is the best program to use for PPP?

I'm currently trying to install PPP on my 1040ST (TOS 1.02, 1Meg, 40Meg HDD).
I've only read the docs so far and hope to start trying to install it
tonight, but wanted to know if KA9Q NOS is the best, or if not, which is.

Thanks,
Richard.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1625. Re: Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3ndhah$1pv@irzr17.inf.tu-dresden.de>
Source record: 26544

In article <3n2sgj$1ul@osiris.wu-wien.ac.at>,
Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:

> Someone posted here that a port of NetBSD would be available somewhere in
> the US.
> I have lost that message.
> Could someone repost that message or state ftp site and e-mail adresses?

Here is it.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

Newsgroups: comp.sys.atari.st.tech
Path: irz401!zib-berlin.de!tpki.toppoint.de!sydlink.syd.de!flens.syd.de!watson.formel.com!
news.allcon.net!news.maz.net!pipex!howland.reston.ans.net!news.sprintlink.net!EU.net!sun4n
l!hgatenl!tedux.hobby.nl!ahx!leo
From: leo@ahwau.ahold.nl (Leo Weppelman)
Subject: NetBSD/Atari - volunteers/testers wanted
Message-ID: <D6n0Jn.Cu1@ahwau.ahold.nl>
Date: Thu, 6 Apr 1995 23:42:58 GMT
Organization: Albert Heijn Winkelautomatisering, Zaandam the Netherlands
X-Newsreader: NN version 6.5.0 #1
Keywords: NetBSD/Atari
Lines: 15

Hello,

About a week ago, my port of NetBSD for the atari was released on
sun-lamp.cs.berkely.edu. Until now, it runs on only 2 TT's. What I am
searching for are extra test sites (2 is too little to catch those little
differences between the hardware revisions). If you like to try NetBSD and
are not afraid to run into a few problems, and help me solving them,
please contact me by e-mail.
It would also be nice to have someone with a Falcon. As far as I know
the hardware is simular enough to work.
If you like to try it before reacting, take a look at the directory
"pub/NetBSD/arch/atari" on sun-lamp or the mirror site: "ftp.luth.se".
The latter is far more easy to reach from europe.

Leo.

1626. 1040ST with Midi Software wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: laciakr@aol.com
Message-ID: <3ncqeb$o1h@newsbf02.news.aol.com>
Source record: 26545

Please email me with info...

thanks

Ric

1627. HSMODA06 @ 48MHz?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3nefa9$bsq@duke.cs.duke.edu>
Source record: 26546

I'm in the midst of setting up my new TT, and I just installed HSMODA06, only to discover that the same SCC.PRG that had been working fine on my MSTE is behaving weird on the TT --- almost all characters dropped, occasional lockups, etc.

Now, the docs warn not to run SCC.PRG from TT RAM, because "problems [...] could occur caused by a too fast access to the SCC." AFAICT it's running in ST RAM as it's supposed to, but the warning prompted me to wonder whether my CaTTamaran 48MHz accelerator could be having a similar effect. Has anyone run this combination successfully? Any configuration advice? Eventually I want to run remote X apps via SLIP on this thing, and that ain't gonna happen at 9600 baud.

Thanks.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

1628. Help needed with 1.44 drive circuit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ndmnh$g79@sinsen.oslonett.no>
Source record: 26547

I need some help regarding the design and installment of a 1.44MByte disk drive in my STE.

Is there anyone out there who has experience with this who can give me some advice and help me out? I need someone to look over my existing circuits and tell me what modifications to make if any.

I also need some help with my new disk drive, a high density type,
Sony MPF 520-1, since I can't get any HD detect signal out from pin 2.
I want to make a "clean" modification (not a bunch of wires soldered here and there), so if possible I'd like to know which points to solder together/cut on the drive's PCB. I'm desperately searching for the drive's schematic, but haven't had any luck yet, so can anyone help me with that?

When I get done with the circuit I plan to fully document/illustrate it and upload it for anyone to read.
thanks.

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1629. Re: PCB software for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ndmu6$g8d@sinsen.oslonett.no>
Source record: 26548

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <3mp8th$18nm@news-s01.ny.us.ibm.net> bkamen@ibm.net wrote:

: > email me at bkamen@genie.geis.com or
: > mwegner@dial.illinois.net (work address)
: > and I can get you the Inet address of VHF ...

: Try

: *georg@vhf.cube.de*

: That is Georg Fleischmann.

: Hendr!K

yes, I have already gotten the info from them,and teh software seems
VERY professional indeed. The problem though is that I only need to make
a few relatively simple PCBs and I can't afford anything like this.
Any PD/shareware software for making PCBs?

The alternative is to get MSDOS software and run it on a PC (my uncle has one)
since there's lots pf PCB software available for it.

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1630. IBM drive/Link II woes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-23 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a5f_9504231806@tor250.org>
Source record: 26549

I recently bought a used 100 meg IBM drive
which has a similar number (WDS3150?) and am having a couple of
problems using it with the Link II:

1) it doesn't seem to like my original Conner 40meg drive, in
fact both drives absolutely refuse to boot if they're both
connected. They both have different device numbers, BTW, so I've
tried that. The IBM and my NEC CD-ROM drive both work OK together.

2) when used as my main drive, I have to warm boot the computer
after first switching it on after switching on the hard drive to get
it to recognize the IBM mechanism (which is weird, as I've had no
similar problems when using the Conner as my main drive).

If anyone has an idea on what I can do to reconfigure both
drives so they'll cooperate with each other, and not require a warm
boot to get going, it would be much appreciated......

... The only stupid question is the one you're afraid to ask.

___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1631. Syquest 270removable crash w. Cubase Audio & TT SCSI prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3nfi9j$fqg@status.gen.nz>
Source record: 26550

My new 270Meg Syquest removable has crashed and damaged the cartridge beyond repair within one hour of switching it on! HELP!! This happened when playing back 4 Audio tracks only (30 second song), and my first recording with the program. Everything was going like a dream - -. the Audio just stopped and then the 270 started playing a symphony, now there are many dozens of bad sectors and unable to format (using AHDI 6.06 also tried formatting with ICD utilities. After a long time checking these two utilities say the problem is with the cables or connections! You can still hold data on most of the drive however, no good for recording.

TT030 SCSI2 Problem?
This same new 270 drive runs fine on the Falcon, fine with the ICD Link on the ST and the TT030. However it won't run throught he TT030 SCSI port, or only in bad fits and starts. It will format, write a couple of files but nothing else can be copied onto it (`Data may be damaged'). It always sees the SCSI ID as 0. My 200Meg SCSI1 drive runs fine through the TT030 SCSI. Syquest have told me that the drive is compatible with SCSI1 cards. Anyone out there, please, suggestions as to what is wrong.

Thanks very much for any help.

-Mario Becroft (mbecroft@iconz.co.nz)

1632. RS232 access from 68000

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: Chris@pulp.demon.co.uk
Message-ID: <280793542wnr@pulp.demon.co.uk>
Source record: 26551

Hi folks,

After years of programming 68000 on the ST, I've now been away from it for a while... I want to write a little 68000 program that accesses the serial port on the ST, but can't remember how the hell to do it!

Atari ST internals contains minimal information in sections on the MFP and PSG chips, which describe things like the DTR, DCD, RING lines, etc. but I can't actually figure out where to put the data form READ/WRITE.

Please help.

Chris.

+----- -+
| Chris Berry
| "Don't quote me on this, but..."
| Chris@pulp.demon.co.uk |
+------------------ ----+

1633. Re: Help needed with 1.44 drive circuit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: starlord@infi.net
Message-ID: <3nf8np$r21@lucy.infi.net>
Source record: 26552

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: I need some help regarding the design and installment of a 1.44MByte disk drive
: in my STE.

: Is there anyone out there who has experience with this who can give me some
: advice and help me out? I need someone to look over my existing circuits and
: tell me what modifications to make if any.

: I also need some help with my new disk drive, a high density type,
: Sony MPF 520-1, since I can't get any HD detect signal out from pin 2.
: I want to make a "clean" modification (not a bunch of wires soldered here and
: there), so if possible I'd like to know which points to solder together/cut on
: the drive's PCB. I'm desperately searching for the drive's schematic, but
: haven't had any luck yet, so can anyone help me with that?

: When I get done with the circuit I plan to fully document/illustrate it and
: upload it for anyone to read.
: thanks.

: Hallvard
: --
I know that the good people at Toad Computers Here in the USA (Maryland)
can do it ... they have their own Web page and write to them at
Toad@genie.geis.com... I have bee to their store several time it is big!!

: ** Hallvard Tangeraas, Oslo, Norway **
: [Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
: ************************************
: Norway, Norvege, Noruega, Norwegen, Norge

--
Duane Brankley... aka the
... Star Lord ...
StarLord@Infi.net...Richmond, Virginia, USA

1634. FS: Digidesign Sound Tools editor for DAT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3nf5k0$64t@homer.alpha.net>
Source record: 26553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,comp.sys.atari.advocacy

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1635. Re: .WMF to .GEM conversion utility?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: starlord@infi.net
Message-ID: <3nf8c0$r21@lucy.infi.net>
Source record: 26554

John Charles (JayCee@midmarsh.demon.co.uk) wrote:
: Anyone know of a utility for the Atari ST which can convert Windows
: Metafiles to .GEM format by any chance (or even to .CVG)?

If you find one Please tell me ... I have a prg that will (so they say
convert wpg ..word perfect graphics and maybe cgm) I have not use it yet..
Duane Brankley

: --
: Best Wishes - JayCee@midmarsh.demon.co.uk
: "It must come sometimes to 'jam today'." Alice objected.
: "It's jam every other day. Today isn't any other day." said the Queen

--
Duane Brankley... aka the
... Star Lord ...
StarLord@Infi.net...Richmond, Virginia, USA

1636. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nfeo9$ffu@golem.wcc.govt.nz>
Source record: 26555

In article <D7Erwx.Eow@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>In message <3n1stl$gqq@hasle.oslonett.no>, hallvart@oslonett.no said:
> >
> > I was just wondering if it's against "the rules" to copy TOS EPROMS.
>
>Yes.

NO.!

>
>This would be illegal as you have no right to make a new set of TOS 2.06
>EPROMS. TOS is still copyrighted - even if Atari have been lax in dealing
>with pirate copies.

You can do what you like with the Roms that you own, but ONLY for yourself..

Have a look in a few Net Sites their are programs and list on how to patch Roms etc, and this is Legal one 100%...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1637. Help : trying to connect SVGA to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: limchung@iscs.nus.sg
Message-ID: <3nfnq0$t6q@nuscc.nus.sg>
Source record: 26556

Hi,
I was trying to connect my SVGA monitor to the ST to be used as a mono monitor. It didn't work and could anyone kindly offer any advice?

The specs of the SVGA monitor is as followed:

Scanning Frequency : Horizontal 30 KHz - 38 KHz
Vertical 45 Hz - 85 Hz

```
Pin 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
================================================================================
Descrip- R G B - GND Red- Green Blue - Digital Digital - Hor Ver -
tion e r l Return Return Return GND GND Sync Sync
d e u GND GND GND
e e
n
```

The connections that I made are :

```
ST video (pin) SVGA (pin)
------------- ---------
monochrome (11) 1, 2, 3
Hor-Sync (9) 13
Ver-Sync (12) 14
mono-detect (4) 5, 6, 7, 10, 11
GND (8, 13) 5, 6, 7, 10, 11
```

The only image that I've got on the monitor is a small white rectangle at the centre of the screen. What could be the possible reason? Was it wrong to connect all the GNDs (return and digital) together?

Thanks.

Chung Yong

1638. CX77 Touch Tablet on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <fca_9504242332@tor250.org>
Source record: 26557

-=> Quoting Jeff Thomas to Ken.weber@microserve.com <=-

JT> The 8-bit track balls don't need a modification, you just flick a
JT> switch on it's underside, and it will work with any program that uses
JT> a joystick.

He was referring to the mod that allows one to use the Atari 8-bit trackball as a mouse replacement, instead of a joystick replacement. A pretty cheap way to go, actually, considering those units can be found for $10 in some bargain bins. :^)

___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

1639. FREE HARDWARE !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: Anthony.Poli@adlib.centron.com
Message-ID: <6a5_9504250245@centron.com>
Source record: 26558

> 1) If it is possible to connect a monitor with Analog / TTL / Video in
> inputs to my ST ? If so, can you tell me the pinouts I need for the
> cable ?

Yes, pin 2 has composite video, pin 1 has audio out & pin 13 is ground.

> 3) Why won't Calamus work on an STe ? Is there a patch available ?

Are you sure, as it's working on mine both on a mono moniter & with a mono
emulator.

Hope this helps,

Ant
apoli@cix.compulink.co.uk

---
* Kivi (unregistered) 1.16 *
+---+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

1640. Re: canon bj10e

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3nfioo$eha@sunrise.pg.gda.pl>
Source record: 26559

Roger Cain (rcain@nest.demon.co.uk) wrote:

: I'm surprised you can't find the GDOS driver and fonts for BJ10e, Jaroslaw.
: They seem to be supplied with all the programs which use GDOS which I have
: come across. Have you tried using the NB15.SYS driver and fonts? These
: usually work for anything which emulates Epson 24-pin.

: Roger
: rcain@nest.demon.co.uk

The reason is I haven't got a legal copy of GDOS... :-(nor GDOS-using-programs.
I use 1WordPlus with Idealist (the newest, with GDOS support), but I desperatly need
fonts & drivers. I have tried 24-pin Epson drivers, but it hasn't work. (Why? Am I doing
something wrong?).

--
+---+
| Jaroslaw "Banan" Banachowicz |tel. (+ 48 58) 25 39 48 |
| mms02bj@loqi.elka.pg.gda.pl | (+ 48 58) 22 23 55 |
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.
+---+

1641. Re: Ghostlink (was Re: File transfer from ST to PC?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.141.000B6AB2@ti.com>
Source record: 26560

In article <3nauak$6nl@nuscc.nus.sg> limchung@iscs.nus.sg (Charlie Mike) writes:
> Can I lauch ST programs from the PC? If it allows that, then it will be
>great. I'm short for cash and it is much cheaper for me to find an old
>386 with harddisk to link up then to add a SCSI harddisk to my ST.

IIRC, you cannot launch ST programs from the PC using Ghostlink. That's the
version I looked at anyway and that's sometime ago (a year or so?). Maybe
there's a newer version out. Check out the aftp sites.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1642. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.798740054@praze>
Source record: 26561
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st

>I have experineced the same, but it does not come from the monitor, it is
>from the midi interface of the Atari. Port 1 is not standard and I believe
>it has something to do with grounding

MIDI ports only use the top three pins of a 5-pin. The top pin is the
ground, and the two pins either side are used for the MIDI out signal. The
other two unused pins to output the MIDI thru signal. This can be a problem
if you are using non-MIDI 5-pin DIN leads, as some of them wire the two
used and two unused pins together. It's nothing to do with grounding.
The MIDI IN port is fine, only the out port is non-standard, and if you
use proper MIDI leads, it won't be the cause of any problems.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1643. HPDJ 540 Driver.acc/.cpx

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3ngn8q$m7s@ra.ibr.cs.tu-bs.de>
Source record: 26562

I know it is a little early to ask, but:

Does anyone has a controll-acc (or cpx) to set the new HP Deskjet 540?

It looks really good to me, handles A5 and A6 paper but has no
button to select default-fonts, landscape, draft, etc.

I can set it by cat-ing (or echo-ing) the requiered codes from
a virtuel console but I would rather not...

Any help?

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

1644. Re: How to upgrade a 520ST to 1 meg

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.142.000B92F6@ti.com>
Source record: 26563

In article <3nbm5o$qlh@news.asu.edu> dagley@aztec.asu.edu (KELLEY DAGLEY) writes:

>I need to upgrade my 520ST. Which chips are the RAM (where are
>they located on the motherboard)? Where can I get replacements
>to bring me up to 1 meg?

There are several revision of ST motherboards. My 520ST have RAMS underneath
the power transformer, remove the power transformer board and they are
exposed. The RAMs in my 520ST were 1meg type and so I had 4 original chips. I
just plug in 4 extra 1meg chips and had 1 Meg. There were extra chips position
for them & there were no wire/runs to cut etc. On boards with 8 256K chips,
you will need to cut some wire/runs to get it working - rather messy.

Easiest is get a 4Meg RAM expension board.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1645. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDYUABAKUP@galaxy.teuto.de>
Source record: 26564

In <3mu4or$g4p@newsbf02.news.aol.com> Al Fasoldt wrote:

>> interfaces from ICD for my 1040? Would I need a new version of TOS or
>The SyQuest should work fine. If you have a TOS version older than 1.04,
>you'll have to use small partitions (16 megs or less). Other than that, no

With TOS < 1.04 the hd-access will be s - l - o - w, though.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1646. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504242003.AA00506@ilmen.lanl.gov>
Source record: 26565

In a previous message, legal 'expert' sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:

>You can do what you like with the Roms that you own, but ONLY for yourself..

OK... here we go again; dispelling more of Roger's misinformation.

When you purchase software (be it on floppy disk or encoded into silicon chips such as TOS ROMs) you do -NOT- automatically earn the 'right' to make copies of that software, even if only intended for your own use.

In fact, when you buy software you don't actually own it... it is only _licensed_ to you and that license does NOT include duplication rights unless the author gives you those rights specifically and in writing. Some software licenses do this, but not all of them. Read some of 'em.

The copyright holder (Atari, in this case) -might- not care what you do, but that's beside the point. Just understand that mere possession of the software does NOT automatically give you the right to copy it.

-Hutch- @ Fair Dinkum Tech

1647. Re: IS THERE ANY WAY TO HOOK UP SLM-804 TO PARRALEL PORTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-24 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <D7K6HE.HJr@demon.co.uk>
Source record: 26566

bm827@FreeNet.Carleton.CA (Randy Kwak) wrote:

>You can, however, use an ST as a "slave" by hooking up your SLM
>to the ST's DMA port, and a null modem cable from your ST's
>serial port to your IBM's serial port. When you use the Diablo
>630 driver supplied by Atari, apparently you can "take in"
>data from the serial port and print in out the DMA port to
>the laser printer.

I've been meaning to try this myself but haven't quite got round to acquiring the right lead...

The problem is, what driver do you use for windows (or even DOS).

I can't find one for a Diablo 630, and if it exists it seems unlikely that it will handle graphics, as this part of it was (I think) added just for the Atari emulator.

It should be possible to run 'Ghostscript' on the Atari and set it to read directly from the serial port. Then use the windows postscript driver to print to the serial port on the PC. I would be very interested if anyone had actually done this (and how).

Alternatively the .PS file could be printed to the PC's hard drive and with 'Ghostlink' the Atari should be able to access the PC's hard drive as a slave, directly from a file selector on the Atari desktop, or from within the 'Ghostscript' postscript interpreter. Has anybody actually done this?

I have used Ghostscript to successfully print PC created postscript files (.PS & .EPS!) on an Atari, with an Atari Laser (and cannon colour inkjet) and it normally works quite well, the bit I haven't yet tried is the serial to serial lead (it can't be as slow as disk swopping with large files, can it?).

Hope this helps.

jason.

1648. Problem with PAL?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: dhohenst@gpu2.srv.ualberta.ca
Message-ID: <3nhu1c$k8k@rover.ucs.ualberta.ca>
Source record: 26567

Is there something wrong with Atari's PAL chip? I just got a math coprocessor put in my Mega STe and now Calamus won't work. After I pulled the PAL chip out, it worked great (but no math coprocessor now). Other programs I have that should work with the coprocessor just crash with it, even though GemBench says it's working fine.

1649. OASIS 1.04 Available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798808002snz@yeadontt.demon.co.uk>
Source record: 26568

OASIS104 is now available

Please use this version of OASIS to replace all prevoius versions, this
version contains a working INSTALL program that will correctly convert news
files thus removing theproblem of only 1 line of an article being displayed.

--

==

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1650. Re: Internet Adress of ATARI Corp?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr25.113825.258@genrad.co.uk>
Source record: 26569

Even when you've got the addresses, you'll be damn lucky if Atari
bother replying to anything you send them.

Paul

1651. Re: canon bj10e

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950425090843.19871A-100000@hammerhead>
Source record: 26570

On 24 Apr 1995, Banachowicz Jaroslaw wrote:

> Roger Cain (rcain@nest.demon.co.uk) wrote:
>
>
> : I'm surprised you can't find the GDOS driver and fonts for BJ10e, Jaroslaw.
> : They seem to be supplied with all the programs which use GDOS which I have
> : come across. Have you tried using the NB15.SYS driver and fonts? These
> : usually work for anything which emulates Epson 24-pin.
>
> : Roger
> : rcain@nest.demon.co.uk
>
> The reason is I haven't got a legal copy of GDOS... :-(nor GDOS-using-programs.
> I use 1WordPlus with Idealist (the newest, with GDOS support), but I desperatly need
> fonts & drivers. I have tried 24-pin Epson drivers, but it hasn't work. (Why? Am I doing
> something wrong?).
>

You have to remember the 10e ISN'T Epson compatible, only the ex and sx
models are. However, I use TeX at home, and for the best output I use the
10e mode, and set the program to use IBM settings.

So I would say try and get the drivers for IBM Proprinters 24XE or
whatever they are called, and try them. Of course what would be even
better is to read the printer manual to check compatibility.

AG
--
Alan Gauton Tel +44-(0)141-552 4400
Signal Processing Division ext. 2686
Dept. of Electronic and Electrical Eng. Fax +44-(0)141-552 2487
University of Strathclyde E-Mail ag@spd.eee.strath.ac.uk
Glasgow G1 1XQ http://www.eee.strath.ac.uk/~ag/

1652. Re: problems with BJ-10e ink cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <3njccv$n0m@oban.cc.ic.ac.uk>
Source record: 26571

in article <H.279VNFD9mW2@rex.dircon.co.uk>,
Steve Parker (sbparker@rex.dircon.co.uk) wrote:
>I've got an old-ish Canon BJ-10e printer. I was wondering if anyone else
>had as much trouble as I do when installing new ink cartridges (BC-01).

>The problem is simply that the ink is reluctant to flow:
[...]

I've replaced the cartridge in my BJ10ex several times, with no problems.
I now refill all my cartridges using one of those syringe & ink systems,
and that works fine too.
The only thing I can think of is that you are not doing the head-cleaning
operation (as described in the manual, hold down the [forward] & [reverse]
buttons as you turn on the printer) when you replace the cartridge.
If you are, maybe you should try doing it several times?

-- Robert Mellish ([U]AA & YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`Now _there's_ a colour found in nature.'

1653. re: canon bj10e

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1282rcain@nest.demon.co.uk>
Source record: 26572

On 24 Apr 95 Banachowicz wrote::

BJ> The reason is I haven't got a legal copy of GDOS... :-(nor
BJ> GDOS-using-programs.

So why do you want fonts and driver if you have no GDOS-using progs?

BJ> I use 1WordPlus

IstWP is not a GDOS program - it's "driver" is just a table of printer specific codes to implement things like "bold" "italic" et.

BJ> with Idealist (the newest, with GDOS support), but I
BJ> desperatly need
BJ> fonts & drivers.

BJ> I have tried 24-pin Epson drivers, but it hasn't
BJ> work. (Why? Am I doing
BJ> something wrong?).

Have you got an ASSIGN.SYS file to tell GDOS where to find the fonts and driver?

Roger
rcain@nest.demon.co.uk

--

1654. Re: Help : trying to connect SVGA to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <D7KKFI.CFG@cix.compulink.co.uk>
Source record: 26573

```
In message <3nfnq0$t6q@nuscc.nus.sg>, limchung@iscs.nus.sg said:
> Hi,
> I was trying to connect my SVGA monitor to the ST to be used as a mono
> monitor. It didn't work and could anyone kindly offer any advice?
>
>
>
> The specs of the SVGA monitor is as followed:
>
> Scanning Frequency : Horizontal 30 KHz - 38 KHz
> Vertical 45 Hz - 85 Hz
>
> Pin 1 2 3 4 5 6 7 8 9 10 11 12 13
> 14 15
> ============================================================================-
> ============================================================================
> ====== Descrip- R G B - GND Red- Green Blue - Digital Digital
> - Hor Ver - tion e r l Return Return Return GND
> GND Sync Sync
> ============================================================================-
>
> e e
> n
>
> The connections that I made are :
>
> ST video (pin) SVGA (pin)
> ------------ ---------
> monochrome (11) 1, 2, 3
> Hor-Sync (9) 13
> Ver-Sync (12) 14
> mono-detect (4) 5, 6, 7, 10, 11
> GND (8, 13) 5, 6, 7, 10, 11
>
> The only image that I've got on the monitor is a small white rectangle
> at the centre of the screen. What could be the possible reason? Was
> it wrong to connect all the GNDs (return and digital) together?
>
> Thanks.
>
> Chung Yong

Hi Chung,
```

I had an SVGA monitor connected to my STFM as a mono
monitor and it worked O.K., but the connections I used
seem to be slightly different from the above - here is
how I had mine connected:
.....

Atari SVGA multisync (15-pin connector)

pin 11 (monochrome out) pin 1 (Red), pin 2 (Green)
and pin 3 (Blue)

pin 13 (ground) pin 4, 6, 7, 8, 10, and 11
(rgb and logic grounds)

pin 9 (Hsync) pin 13 (Hsync)

pin 12 (Vsync) pin 14 (Vsync)

pin 4 (mono detect) to Atari pin 13 (ground)

.....

This was for an SVGA 30-58kHz multisync with the following
15-pin D-sub connector (male) pinout:

Pin 1 Red Video Input Pin 9 No pin
Pin 2 Green Video Input Pin 10 Logic Ground
Pin 3 Blue Video Input Pin 11 Ident Output
Pin 4 Ident Output Pin 12 No pin
Pin 5 Ground Pin 13 H Sync/H+V
Pin 6 Red Video Ground Pin 14 V Sync
Pin 7 Green Video Ground Pin 15 No pin
Pin 8 Blue Video Ground

Pin 4 and Pin 11 are factory-connected internally to Pin 10

The above connections worked OK here with my particular SVGA
monitor, I'm not sure if your pinout is exactly the same but
perhaps there may be a difference as regards whether or not
the SVGA is a multisync.

Best Regards,
Brian

brobson@cix.compulink.co.uk

1655. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513354378snz@deancoll.demon.co.uk>
Source record: 26574

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1656. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: paul@xciv.demon.co.uk
Message-ID: <798852284snz@xciv.demon.co.uk>
Source record: 26575

In article <FDYUABAKUP@galaxy.teuto.de>
neptune@galaxy.teuto.de "Hendrik Mylius" writes:

> >> interfaces from ICD for my 1040? Would I need a new version of TOS or
> >The SyQuest should work fine. If you have a TOS version older than 1.04,
> >you'll have to use small partitions (16 megs or less). Other than that, no
>
> With TOS < 1.04 the hd-access will be s - l - o - w, though.

And install FATSPEED and it will speed up again. ;-)

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

1657. STe Pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950425202302.1474A-100000@moose.erie.net>
Source record: 26576

I need the pinouts for the analog joystick ports on the 1040
STe. (No manual!) Does anyone have them handy?

1658. CX77 Touch Tablet on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <931_9504270037@tor250.org>
Source record: 26577

RC> He was referring to the mod that allows one to use the Atari
RC> 8-bit
RC> trackball as a mouse replacement, instead of a joystick replacement.
RC> A
RC> pretty cheap way to go, actually, considering those units can be
RC> found for
RC> $10 in some bargain bins. :^)

I guess the mouse x and y pins could be somewhat identical to the potentiometer A and B pins. That would be my first guess since the potentiometers were not simply an on/off type switch, I think they varied from 0 to 128 in value.

Still it might be easier to simply run the software to make the joystick a mouse, hook up the track ball, and flick the switch under the track ball that lets it be used with any program that uses a joystick.

Any rate it is a good deal for adding a track ball to the ST.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1659. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cb5ce_Tom.Thomason@fpc.ct.se>
Source record: 26578

To: wongck@ti.com

From: tom_thomason@fpc.ct.se

On 20 Apr 95, William Wong shot this through the ether to Tom Thomason...

WW> The best and most compatible way is to format on the PC itself. Just
WW> ensure that you format 720K. I have been doing this for 4+ years now and
WW> have not given me any problems at all. It is MSDog that is picky, ST
WW> will read almost any disk format you throw at it. MSDog will just die if
WW> you don't give it the correct disk standard format.

Whatever works best! I usually format disks with either FCopy Pro or
directly from the no!desk desktop and I haven't had any complaints yet.

ATB,
Tom

(UUCP Dialup connection)

1660. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: BobR@cup.portal.com
Message-ID: <137590@cup.portal.com>
Source record: 26579

At least in the US, copying ROMs for "archival purposes" is NOT legal.

When the copyright laws were modified to allow making a "backup" copy of software you legally own because of the fragility of the media, ROMs were specifically exempted because they are not normally subject to the same hazards as magnetic media are.

Thus any "game cartridge backup units" are illegal, as would be copying TOS ROMs.

(Then again, this was pre-adoption of the Berne Convention. I dunno if that changed things regarding copying ROMs...)

BobR

1661. Re: Mega 2 woes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: BobR@cup.portal.com
Message-ID: <137591@cup.portal.com>
Source record: 26580

The description of the screen on bootup (equally spaced vertical lines) sounds like the upper bank of memory is hosed...

The screen memory lives a the top of whatever memory is present when the ST boots up, thus it's in the second bank of RAMs (the added bank). The lines are caused by missing bits, probably a bad connection to one or more of the RAM chips... (each chip of the 16 in a bank provides one bit to the entire bank. In the case of the RAM in the Mega, the new RAMs would fill the address space from 2 megs to 4 Megs.)

Check over the solder joints at all the pins of the new RAMs, looking for bad or missing solder (it's easy to miss one when there are 16 chips times 18 pin per chip to solder).

There should also be three resistors added to enable the RAS and CAS lines to the new memory. I'm not sure exactly where they're located in the Mega, but they should be somewhere in the traces between the MMU chip and the new bank of RAM.

BobR

1662. Re: How to upgrade a 520ST to 1 meg

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: BobR@cup.portal.com
Message-ID: <137592@cup.portal.com>
Source record: 26581

The very best "upgrade" for a 520ST is not to do it at all.. but instead take the money you'd spend on an upgrade board and RAM chips, and put it toward buying a used 1040STe... very seriously.

As was mentioned, the 520STfm model CAN be fairly easily upgraded because it was based on the actual 1040 motherboard, with just half the RAM chips installed. If you DON'T have that model, upgrading is both relatively expensive AND not very reliable. (Also, the 520STfm can ONLY be upgraded to 1 Meg that way, no more memory can be added on the motherboard.)

The 1040STe uses easily available and installable industry standard SIMMs which can be bought inexpensively almost anywhere and can be added very simply and reliably.

The STe also comes with TOS 1.6 already installyd, FAR better than the TOS versions in 520STs. It also has improved graphics and sound.

Seriously, watch the "For Sale" ads here on UseNet, in local papers and on local BBSs for someone selling a used 1040STe.. it will be far more reliable than any hacked in memory on a 520 and likely less expensive in the long run.

(As an example, I bought a 1040STe with 4 Megs of RAM already installed for US$125 about a year ago.)

BobR

1663. Re: CX77 Touch Tablet on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: BobR@cup.portal.com
Message-ID: <137593@cup.portal.com>
Source record: 26582

The ST does not have the analog (paddle controller) inputs that the 8-bit Atari computers had, so devices like the touch tablet don't work.. it also doesn't have the light pen support that was built into the 8-bit systems.

I know there WERE "professional" quality touch tablets available for the ST at one time, but I think these used the serial port for their interfacing.

BobR

1664. Re: Spectre GCR FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD1IDEAOUP@galaxy.teuto.de>
Source record: 26583

In <Pine.LNX.3.91.950418230418.24841A-100000@moose.erie.net> Dennis McGuire wrote:

>On 18 Apr 1995, JOHN AMSLER wrote:
>> and one SCSI-2 hard drive (540 Mb). If I were to get a Spectre GCR,
>> would I have to reformat and/or repartition one of the HDs in order to

> You do not have to re-format. You can specify which partitions
>you want Spectre to use and it will write the Mac style FATs and

Which partitioning-scheme was used for those drives? IIRC, the Spectre has
problems with AHDI-compartible partitions, if there are more then 4 of 'em.

ICD's format should work fine, though.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1665. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513419914snz@deancoll.demon.co.uk>
Source record: 26584

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1666. VGA, SVGA, what?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nklm4$n3a@cville-srv.wam.umd.edu>
Source record: 26585
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This may be a FAQ, but can I use a VGA or SVGA with my 1040STfm?
If so, what additional hardware/software would I need? Unfortunately, I
have a very thin wallet, but whatever I can find, I would use...

--Lunatic

1667. Re: IS THERE ANY WAY TO HOOK UP SLM-804 TO PARRALEL PORTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nkqir$e5r$1@mhade.production.compuserve.com>
Source record: 26586

Unfortunately, while the SLM laser printers have "standard" printer engines, they have NO control electronics or memory. Those functions were served by the Atari computer attached to them. Thus they can NOT be connected directly to a different kind of computer.

Randy is correct that the Diablo emulator supplied with the SLM printers CAN work in a "slave" mode, echoing anything that comes into the ST's serial port to the printer, but this of course only works in Diablo mode, and ties up an entire ST computer system as the "slave".

Another way to print files from another computer would be to null-modem the files over to the ST, save them to disk, and them print them on the SLM printer, but again, there's no way to go directly from an IBM to the printer.

BobR

1668. Re: PCB software for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2604950848210001@ngalm099.gal.nt.com>
Source record: 26587

In article , hallvart@oslonett.no (Hallvard Tangeraas) wrote:

>The problem though is that I only need to make
> a few relatively simple PCBs and I can't afford anything like this.
> Any PD/shareware software for making PCBs?

There was a demo of an old PCB package for the atari available several
years ago, I have to look up the name. All the save options were disabled,
but you could enter a layout & print it out at x2 the correct size.

Or, you could do it the hard way & use one of the CAD packages to generate
everything you need for a simple PCB.

I assume you know what to do from here on, but try posting to sci.electronics
for more information on the process of making PCB's.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1669. Re: STe Pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <798894387.20@cs.york.ac.uk>
Source record: 26588

Dennis McGuire (mcguired@moose.erie.net) wrote:

: I need the pinouts for the analog joystick ports on the 1040
: STe. (No manual!) Does anyone have them handy?

Me too.... thanks

Stu

1670. RE:problems with BJ-10e ink cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: "Tom Swift"
Message-ID: <D7n7I8.Ezx@cee.hw.ac.uk>
Source record: 26589

In article <H.279VNFD9mW2@rex.dircon.co.uk> sbparker@rex.dircon.co.uk writes:
>I've got an old-ish Canon BJ-10e printer. I was wondering if anyone else
>had as much trouble as I do when installing new ink cartridges (BC-01).
>
>The problem is simply that the ink is reluctant to flow: I've tried two
>cartridges in as many days, and both appear to suffer from the same
>problem. If I shake the cartridge fairly violently, the thing will print
>for a (very) short while and then dry up again.
>
>Maybe it's a design flaw, but I seem to have trouble almost every time I
>put in a new cartridge (although this time is the worst so far).
>
>Does anyone have any suggestions? (Apart from buying another printer,
>that is ;-)
>
>Steve
>
>--
>
>---
>Steve Parker Home: sbparker@rex.dircon.co.uk
> Work: SteveP@bartley.demon.co.uk
>---
>

I've got a BJ10 as well and the problem I had with dried up ink cartridges is when I refilled one. Are you following the instructions in the manual and on the BC01 box? The cartridge should be kept sealed in the box until you need it and should not be removed until its empty. Also never unplug the printer when its turned on.

Tom Swift

1671. 520ST with Color Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: johntsjr@aol.com
Message-ID: <3nn31b$35f@newsbf02.news.aol.com>
Source record: 26590

I have a 520ST with color monitor. It got me through college. For the majority of my computing, I've switched to a PC. Can anyone suggest any good uses for the old ST? Maybe set it up as a dedicated computer for a certain task? If anyone wanted it badly, I might consider selling it. E-mail me if interested. I still have Word Writer ST word processing software for it... and I also have STOS.

1672. Postscript Driver for Atari ST and SLM-804 laser printer ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <D7nFov.K1z@discus.technion.ac.il>
Source record: 26641

I remember buying a program called Ultrascript for the Atari ST
to use with my laser printer. This program allowed the use of PS
files to be printed on the ST. But I tried contacting the company
years later and they told me that they stopped the ST support.
Does ANYONE here have postscript font disks for Ultrascript ? Are
there newer programs out there now that are better ? Let me
know, thanks. Pradeep

--

GREETINGS !!!
THIS IS MY SIG FILE !!

1673. Anyone using Ghostlink-Help Please

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3nlnff$6dv@noc1.portland.net>
Source record: 26642
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm trying to get Ghostlink to work between my 1040st & 486. With the ports setup as described in the docs and the computers connected with a null modem cable..nothing happens when I try to open the drive icon on the ST, it locks busy until I abort with contorl/shift/alt.
Is there any extra configuration required on the PC side other than running PCslave and setting the baud rate & port? Any help would be greatly appreciated. Thanks!

Regards,
Michael

Michael S. McInnis Sound Designer/Composer/Audio Editor
Michael McInnis Productions 207-775-3362
Portland, Maine U.S.A mmcinnis@biddeford.com

1674. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513442762snz@deancoll.demon.co.uk>
Source record: 26643

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1675. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <69616-798947702@mindlink.bc.ca>
Source record: 26644

Have it, done it, works good.....Email me for suggestions.

Ben van Mil.

VanMil@Mindlink.bc.ca

1676. 1040ST with Midi Software wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: David.Tesluk@f525.n250.z1.gryn.org
Message-ID: <92e_9504270037@tor250.org>
Source record: 26645

I have the 1040ST for sale at $100.00, but no midi software. Leave voicemail
at my work (905)434-8766.
--
| Fidonet: David Tesluk 1:250/525
| Internet: David.Tesluk@f525.n250.z1.gryn.org

1677. FS MegaSTE & more

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmo16$mv3@ucunix.san.uc.edu>
Source record: 26646

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

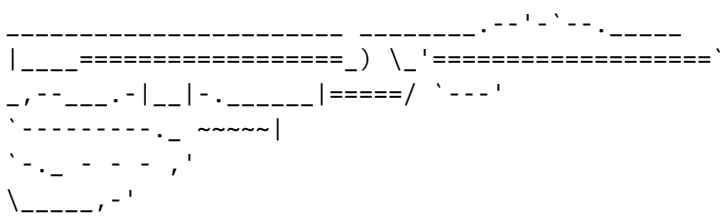
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1678. MagiC-compatible programming tools

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798979078@gen-off-1>
Source record: 26647

The shell and editor I have been using require MiNT, so don't run
under MagiCMac. Is anyone aware of an Emacs clone and decent shell that
will run?

I have tried microEmacs 3.12, which works without MiNT, but it still does
not like MagiCMac.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

1679. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: "Jarl F. Turcotte" <jturcott@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950427000506.76971A-100000@srv1.freenet.calgary.ab.ca>
Source record: 26648
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 27 Apr 1995, Lost wrote:

> Perhaps a FAQ, but does anyone know if I can use a standard PC
> case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would save
> me a lot of money, as internal units are cheaper than externals...
> If not, what other options do I have to hold internal SCSI
> devices? Thanks in advance!
>
> --Lunatic
>
>

You should have no problem putting your peripherals in a PC case. One of the most talked about modifications at my local users group is a tower TT. It looks good, and you have 3 or 4 bays to put your toys in.

A word of warning to anyone who tries this. an ST/TT motherboard is apparintly longer then a PC's, so you need a big tower to fitit in. I think the power supple had to change sides to.

Jarl is out of here...

1680. Ghostlink

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3no02j$a07@mailer.york.ac.uk>
Source record: 26649

Hello,
I'm interested in the ghostlink program - I've found a version on
the HENSA archives. My questions are:

1) is this the latest version? (v1.02 BETA)
1a) if not, where is a newer version kept?
2) what version of DOS does it require?

Thats all for now!

--

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
||mail: jat5@unix.york.ac.uk |||Flex music, York, UK.||h
|| jat@ohm.york.ac.uk ||| "home of the hits"||a
|| web: http://www.york.ac.uk/~jat5/ ||| (01904) 610745 ||k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

1681. Case for peripherals?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nmmta$78k@cville-srv.wam.umd.edu>
Source record: 26650
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Perhaps a FAQ, but does anyone know if I can use a standard PC
case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would save
me a lot of money, as internal units are cheaper than externals...
If not, what other options do I have to hold internal SCSI
devices? Thanks in advance!

--Lunatic

1682. Re: Intermittent Blindness

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2704950901100001@ngalm099.gal.nt.com>
Source record: 26651

In article <3nhvjd$kl3@loose.apana.org.au>, julian@loose.apana.org.au
(Julian Gifford) wrote:

> Intermittently my STe doesn't see the second Quantum HDD I installed into
> my existing HDD.
>
> I have a 1040STe with 4 meg ram.
> An old Supra SCSI - DMA adaptor. Using Supra HD utilities :-(
> Existing Quantum 105 Meg HDD - SCSI ID 1.
> Added an older Quantum 105 Meg HDD. SCSI ID 2.
> Xboot and Teradesk etc.........
>
> When it fails to see the second drive, rebooting usually fixes it.
>
> Any ideas? Thanks....

Difficult to say exactly,you don't say how often this happens & what the
time interval between problems is, but could be:-

(a) The drive needs more time to spin up- if the problem only occurs on startup
this might be it

(b) Intermittent cable problem.

(c) Defective drive mechanism.

Would suggest trying another cable & another drive in place of the Quantum.
BTW I am using a supra adapter & AHDI. Before I switched from using Supra
HD Utilities, I had problems with drives not being detected during a
restart several hours after the computer was started.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1683. IOMEGA Tape Drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: nickf@fleet.cadence.com
Message-ID: <NICKF.95Apr27093902@fleet.cadence.com>
Source record: 26652

I have been offered a cheap IOMEGA Tape Drive which was used with a
PC. Can this be used with my ST? I believe its an internal drive and
hence doesn't have a power supply or case.

Nick.

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel: +44 131 225 3434(ext 112) Fax: +44 131 225 5167

1684. Information about the ATARI-TT LAN port wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: e9374@titan.hts.hsa.nl
Message-ID: <3nntk4$a75@titan.hts.hsa.nl>
Source record: 26653

Is there someone who has some information about the selection registers
on the ATARI-TT lan-port (and the FALCON off-course)

The only information I now have are the locations of the control and
data register.

Also I would like to know which interrupt in the FALCON are used for this
port.

Gerard Roos,
Hoge school Alkmaar
(the Netherlands)

1685. Re: MagiC-compatible programming tools

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3no7r9$9id@percy.cs.bham.ac.uk>
Source record: 26654

djs@jet.uk (David Stevenson) writes:
>The shell and editor I have been using require MiNT, so don't run
>under MagiCMac. Is anyone aware of an Emacs clone and decent shell that
>_will_ run?

What proportion of the Mint GEMDOS calls does MagicMac have? If it is
reasonable (ha!), some Mint shells should work.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1686. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513485451snz@deancoll.demon.co.uk>
Source record: 26655

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1687. Re: MagiC-compatible programming tools

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798994980@gen-off-1>
Source record: 26656

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>djs@jet.uk (David Stevenson) writes:
>>The shell and editor I have been using require MiNT, so don't run
>>under MagiCMac. Is anyone aware of an Emacs clone and decent shell that
>>_will_ run?

>What proportion of the Mint GEMDOS calls does MagicMac have?
Fuck all, as far as I can tell. If I understand Ofir correctly, MagiCMac
is based on Magic 2, not Magic 3. It is the latter that partially implements
MiNT calls.

Anyone know where I can get any English programming docs for MagiC?

>If it is reasonable (ha!), some Mint shells should work.
I have tried several. The only ones that "nearly" work are the ones that
don't require MiNT (natch), but these are obviously less capable (no
bg jobs etc).
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1688. Re: Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0s4WAx-000CE3C@black.csi.cam.ac.uk>
Source record: 26657

In article <3n17cp$e6t@mailer.fsu.edu>, boyd@math.fsu.edu wrote:

> > Can the length of the hard drive cable cause adverse effects?
> > Mine is very short (2 feet?). I was wanting to stick the HD under my
> > desk but the cable isn't any where near long enough.
> > I sort of get tired of hearing the fan hummmmmm.
>
> I have heard of folks using 3 foot cables (ICD, I think). There is a definite
> length limit for DMA cables, but a lot of them are shorter than they need to
> be. I think both Atari and Supra used very short cables.

I wouldn't want to use more than a couple of feet even of shielded cable,
it can be very unreliable. SCSI on the other hand you can use loads of
unshielded ribbon cable without problems, because of having every other
conductor ground.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

1689. Re: Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD2RCABLUP@galaxy.teuto.de>
Source record: 26658

In <ftn_2.203.611.5_2f94ea0c_Christian.Andersson@tnogobl.ct.se> Christian Andersson wrote:

>There is only 1 problem with MiNTNet! How do I use it if I don't use MiNT?
>Using Multitos (MiNT+ the New AES) Makes my Falcon so slow, so I can't even

MiNT != MTOS

>Thats Ehy I'm trying to make a WWW-browser which don't need MTOS to run! and

You are mixing things up. You can run MiNT, _without_ the rather slowish
MTOS-AES. That gives you all the benefits of MiNT, without slowing the machine
down considerably.

>you could always see mine as a substitute for those that don't want ot run MinT
>just to be able to get out to the net! (or something)

When are we gong to see it?

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1690. Re: Ghostlink

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr27.184459.13226@bradford.ac.uk>
Source record: 26659

On 27 Apr 1995 11:44:19 GMT, john.. wrote:
: Hello,
: I'm interested in the ghostlink program - I've found a version on
: the HENSA archives. My questions are:

: 1) is this the latest version? (v1.02 BETA)
Knowing Denesh, I should expect so!

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1691. Re: Intermittent Blindness

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3nouuc$m80@lyra.csx.cam.ac.uk>
Source record: 26660

In article <3nhvjd$kl3@loose.apana.org.au>, julian@loose.apana.org.au
(Julian Gifford) wrote:

> Intermittently my STe doesn't see the second Quantum HDD I installed into
> my existing HDD.
>
> I have a 1040STe with 4 meg ram.
> An old Supra SCSI - DMA adaptor. Using Supra HD utilities :-(
> Existing Quantum 105 Meg HDD - SCSI ID 1.
> Added an older Quantum 105 Meg HDD. SCSI ID 2.
> Xboot and Teradesk etc.........
>
> When it fails to see the second drive, rebooting usually fixes it.
>
> Any ideas? Thanks....

Occasionaly after a bad crash I have the same problem with a Link II
and a Quantum HDD. It doen't happen very often, sometimes a reboot
will fix it, but sometimes the read/write LED is on constantly and I
have to switch the HDD off as well.

If you have a bootsector on the floppy in your ST with a program
which waits for your hard disk to get up to speed, this can help.

Adrian

1692. Joystick problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3nov4q$m80@lyra.csx.cam.ac.uk>
Source record: 26661

Games think that I am pulling down on the joystick all the time - left mearly changes this into a down-left motion. I have disconnected my HDD, printer, even mouse and joystick and this doesn't help. Have I blown a chip on the keyboard or damaged a wire somewhere? I have looked at the circuit board of the keyboad and all appears fine - even the connectors themselves.

Many thanks

Adrian

1693. Falcons and PC power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5W59J16.robo28@delphi.com>
Source record: 26662

That's really all I need to know. I'm putting my falcon in a tower case
and the PC PS has a different connector than the Atari PS. The
PC PS has all the voltages for each wire on it as dose the atari PS, all
I was wondering about was the amperage. Would this cause a problem?

Thanks for the info in advance!!!
Rob

1694. Ghost link from ST to 286?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950427204301.19641B-100000@ss1.bath.ac.uk>
Source record: 26663

Distribution: World
Organization: Not on your life.

Does anybody know if ghost link will run on a 286? I might be able to get a m40 dirt cheap, so i'd like to nick the hard disc space for my St. Well thats all a 286 is good for anyway!

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

1695. Re: Ghost link from ST to 286?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950427232957.12024C-100000@moose.erie.net>
Source record: 26664

On Thu, 27 Apr 1995, Sim H wrote:

> Does anybody know if ghost link will run on a 286? I might be able to get
> a m40 dirt cheap, so i'd like to nick the hard disc space for my St. Well
> thats all a 286 is good for anyway!

I don't see any reason why it shouldn't. I have run it on an
8088 based laptop.

1696. Hard disk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3np7go$9h8@dux.dundee.ac.uk>
Source record: 26665

My Falcon is having consistent problems with its HD. For example if
the system crashes sometimes the only way to get it to re-boot is
by hitting the reset button. Using keys simply kills the machine
dead, ie the power goes off.

Another problem was the other day, the machine hung. When I rebooted
it had duplicated all files on partition D.

IS this a hardware fault, or a virus?

TOS 4.01, 68882 FPU, NVDI 2.5

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1697. problems with BJ-10e ink

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <058_9504280209@tor250.org>
Source record: 26666

S > I've got an old-ish Canon BJ-10e printer. I was wondering if
S > anyone else had as much trouble as I do when installing new
S > ink cartridges (BC-01). The problem is simply that the ink is
S > reluctant to flow: I've tried two cartridges in as many days,
S > and both appear to suffer from the same problem. If I shake
S > the cartridge fairly violently, the thing will print for a
S > (very) short while and then dry up again. Maybe it's a design
S > flaw, but I seem to have trouble almost every time I put in a
S > new cartridge (although this time is the worst so far).

Now that is weird - I've got a BJ-5 (the membrane-switched,
one-colour only version of the BJ10-e) and have not had problems
like THAT. Clogged jets on the cartridge, yes, but.....

How do you have your printer set up - I've got mine set up so
it's on end with its optional sheet feeder. Maybe it's how it's set
up and which direction the cartridge is.

It could also be a bad batch of cartridges - were they from the
same batch?

Perhaps you could get in touch with Canon themselves - they
might have the best explanation.

Just some thoughts.....

... I get into enough trouble without a tagline!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1698. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nomt0$hdm@cville-srv.wam.umd.edu>
Source record: 26667
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thanks for all the help from all you guys, as now I may have
money for other stuff... I can hope...

--Lunatic

1699. FOLLOWUP: St in the recording studio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: mcwilliams@wmich.edu
Message-ID: <1995Apr27.035750.30840@wmichgw>
Source record: 26668

ST folks,

Thanks, everyone, who answered my original post. It's great to have
a group like this around when you need information. I'm following everyone's
recommendations in regards to monitor placement.
One followup question however: Does a monitor magnetized by speakers
like mine has been, have some ability to repair itself if put in the proper
place? Does it have a degausing strip around the parimeter of the screen?
Or will it have to have service?

Thanks everyone,
This group is great.

Brian

re

1700. FS MSTE & more

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nohtr$73c@ucunix.san.uc.edu>
Source record: 26669

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

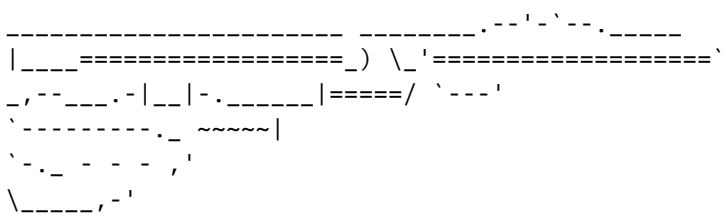
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1701. re: intermittent blindness

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-27 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1319rcain@nest.demon.co.uk>
Source record: 26670

On 27 Apr 95 Julian wrote::

JG> From: julian@loose.apana.org.au (Julian Gifford)
JG> Intermittently my STe doesn't see the second Quantum HDD I installed
JG> into my existing HDD.
JG>
JG> I have a 1040STe with 4 meg ram.
JG> An old Supra SCSI - DMA adaptor. Using Supra HD utilities :-(
JG> Existing Quantum 105 Meg HDD - SCSI ID 1.
JG> Added an older Quantum 105 Meg HDD. SCSI ID 2.
JG> Xboot and Teradesk etc.........
JG>
JG> When it fails to see the second drive, rebooting usually fixes it.
JG>
JG> Any ideas? Thanks....

Some SCSI drives don't respond to the first command sent to them - to get round this you need a driver which will do re-tries. I use the Supra s/w and had a similar problem with a Micropolis drive. The solution was to install the driver provided for HDDs with removeable media (SUPBTRM.PRG} and use its configurer to allow it to do a few retries.

Roger
rcain@nest.demon.co.uk

--

1702. Looking for Notator Software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: layman@pen.k12.va.us
Message-ID: <D7rKHw.1HIv@pen.k12.va.us>
Source record: 26491

I am interested in purchasing Notator v. 2.0 - 3.1, disks, manual, AND DONGLE for use in my school's electronic music lab. If you have upgraded to E-Magic and wish to sell your Notator program and materials for a reasonable price, please reply.

Thanks in Advance!
SRL

1703. Re: Falcons and PC power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: Rob <robo28@delphi.com>
Message-ID: <ps7dq8L.robo28@delphi.com>
Source record: 26492

Joseph Radomski <radomski@ix.netcom.com> writes:

>pc power supply (different connector). Small Pc supplies work best
>(150 watt) max.. This is due to the ramp up time on the power supply.
>We sell our units with 250 watt supplies and supply documention for a
>simple mother board mod to all use of large supplies. You CAN use a
>large supply without the mod BUT the system WILL NOT BOOT on powerup.
>After everything powers up you will have to hit the RESET button.

Well I do have the 250w PS (I guess it's standard w/ towers) I will be running a 3.5" IDE and 5.25" SCSI drives off the PS as well as the CPU & floppy drive. I'm also planning on getting a CDrom also and maybe more diskdrives (or just larger) Well at least now I know I wont fry my system!

I've got another question... Is it easy to use the Towers reset button instead of the atari one? Also do you know where I can get some short cables to connect my ports to the outside world?

Thanks again..... Rob

1704. Re: STe Pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: mbecroft@status.gen.nz
Message-ID: <3nrsfr$8l6@status.gen.nz>
Source record: 26493

Stuart F Carter (2X0) (sfc-a@minster.york.ac.uk) wrote:
: Dennis McGuire (mcguired@moose.erie.net) wrote:
:
: I need the pinouts for the analog joystick ports on the 1040
: STe. (No manual!) Does anyone have them handy?

These are from the Falcon030 manual. I have a STe addendum somewhere but can't find. I believe, however, that the STe analogue ports are the same a the Falcon030 ones.

Port A
1=Up 0 ; 2=Down 0 ; 3=Lt 0 ; 4=Rt 0 ; 5=Pad0Y ; 6=Fire 0/Light Gun ; 7=VCC (+5VDC) ; 8=Not Connected ; 9=Ground ; 10=Fire 2 ; 11=Up 2 ; 12=Down 2 ; 13=Lt 2 ; 14=Rt 2 ; 15=Pad0X

Port B
1=Up 1 ; 2=Down 1 ; 3=Lt 1 ; 4=Rt 1 ; 5=Pad1Y ; 6=Fire 1 ; 7=VCC ; 8=Not Connected ; 9=Ground ; 10=Fire 3 ; 11=Up 3 ; 12=Down 3 ; 13=Lt 3 ; 14=Rt 3 ; 15=Pad1X

Hope that is of help to someone
-Mario Becroft (mbecroft@iconz.co.nz)

1705. Re: Free Hardware !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: DOC LEMIEUX <doclemieux@delphi.com>
Message-ID: <hWw-yCN.doclemieux@delphi.com>
Source record: 26494

Joachim Moldenhauer <Joachim_Moldenhauer@traveller.fido.de> writes:

>> group can answer the following questions... I have posted these about

To your hard drive problem. Are you using the ICD Host Adapter or the Link?
The link has a program on disk to disable the parity. Alot of Quantums have
permanent enable but the program will take of it. With the ICD Host adapter it
doen't matter. If
you should be in doubt call ICD and they can tell you.

Doc Lemieux

1706. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nq082$d9k@golem.wcc.govt.nz>
Source record: 26495

In article <9504242003.AA00506@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous message, legal 'expert' sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:
>
>>You can do what you like with the Roms that you own, but ONLY for yourself..
>
>
>OK... here we go again; dispelling more of Roger's misinformation.
>
>When you purchase software (be it on floppy disk or encoded into silicon
>chips such as TOS ROMs) you do -NOT- automatically earn the 'right' to
>make copies of that software, even if only intended for your own use.

From what I have read about US copy right laws most of it is all HOT AIR,
does not stand up in court at all...

Why did Atari never ever took Kaos to court....???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1707. Re: Beefing up a power supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7rrIr.Ex2@cix.compulink.co.uk>
Source record: 26496

In message <3npqtv$1ir@news2.delphi.com>, DOMINGO@news.delphi.com said:
> Any tips on how to beef up my Mega power supply? And don't tell me
> to get the BEST Electronics p/s. :-)

Rip it out and install a PC one.

At least thats what I did to my TT - and it solved all the PSU related
problems I had.

It doesn't fit in the case though ;-)

:-)

Roland.

@CiX

1708. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7rrIs.Exn@cix.compulink.co.uk>
Source record: 26497

<D7qw2D.Fpv@exeter.ac.uk>
X-Newsreader: CixRead/CixComm

In message <D7qw2D.Fpv@exeter.ac.uk>, cs93dlh@mole.dcs.exeter.ac.uk said:
> <3nfeo9$ffu@golem.wcc.govt.nz> <D7o387.G2z@cix.compulink.co.uk> Date:
> Fri, 28 Apr 1995 12:25:37 GMT
> Lines: 25
>
> In article <D7o387.G2z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:
>
> > This is not necessarily true. Even if you have a right to make a
> > backup copy - it still doesn't give you the right to patch it.
>
> Not true. According to the Copyright Regulations (Computer Programs)
> Act, 1992 (look it up if you don't believe me...) In the UK it is

Okay - I'll have to take your word on it. My information was based on
reading license agreements which normally forbid this.

Roland.

@CiX

1709. Linux/68 X11R6 C libraries + include files - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7rrIt.Ey8@cix.compulink.co.uk>
Source record: 26498

I've installed Linux/68 + X11R6 but seem to be missing the library and include files for compiling X programs. Should they be hiding on my system somewhere - or where do I FTP them from?

I've installed the system using the Infomagic March CR-ROM set - so if its on there it would be useful.

Even the names of the relevent archives would be useful :-)

Thanks

:-)

Roland.

@CiX

1710. Re: MagiC-compatible programming tools

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: hoshi@sra.co.jp
Message-ID: <HOSHI.95Apr28154342@ext221.sra.co.jp>
Source record: 26499

In article <djs.798979078@gen-off-1> djs@jet.uk (David Stevenson) writes:

> The shell and editor I have been using require MiNT, so don't run
> under MagiCMac. Is anyone aware of an Emacs clone and decent shell that
> _will_ run?

Why don't you try MacMiNT? It runs most of text-based stuff like
tcsh, elvis, emacs, etc. You can find MacMiNT at:

ftp://nic.switch.ch/software/mac/src/macmint/
ftp://archive.cis.ohio-state.edu/pub/mac-unix/macmint/
ftp://suniams1.statistik.tu-muenchen.de/pub/mac/MacMiNT/
ftp://suniams1.statistik.tu-muenchen.de/incoming/MacMiNT/

hoshi

1711. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: cs93dlh@mole.dcs.exeter.ac.uk
Message-ID: <D7qw2D.Fpv@exeter.ac.uk>
Source record: 26500

In article <D7o387.G2z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > You can do what you like with the Roms that you own, but ONLY for
> > yourself..
> This is not necessarily true. Even if you have a right to make a backup copy
> - it still doesn't give you the right to patch it.

Not true. According to the Copyright Regulations (Computer Programs) Act, 1992 (look it up if you don't believe me...) In the UK it is legal to make a back up copy of any software you own, and to modify the software in anyway for your own use.

Only if you are distributing either the backup or modified version are you breaking the law.

> > patch Roms etc, and this is Legal one 100%...
> Just because there are programs to do it - doesn't make it legal.

True in general, but not in this specific case. :)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

1712. Re: SST accellerator card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3nqfjf$lso@whitbeck.ncl.ac.uk>
Source record: 26501

In article <688@wis.win.net>, hadvisor@wis.win.net (The High Advisor) writes:
|>
|> > I have an opportunity to buy a used 50mhz SST board, but does anyone know
|> > if this board will work with Linux with TOS2.6 or can I use TOS 3.6 with
|> > this board?
|>
|> I think Linux only works with PC's doesn't it?

No - Linux/68K runs on TT,falcon, PAK68/3 (I think), Amiga, and a Mac version
is being worked on.

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1713. Re: Looking for NetBSD for Atari!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3nqfnl$lso@whitbeck.ncl.ac.uk>
Source record: 26502

REPOST==========

Article: 24192 of comp.sys.atari.st.tech
Newsgroups: comp.sys.atari.st.tech
Path: news.ncl.ac.uk!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!sunsite.doc.ic.ac.uk!uknet!EU.n
et!sun4nl!hgatenl!tedux.hobby.nl!ahx!leo
From: leo@ahwau.ahold.nl (Leo Weppelman)
Subject: NetBSD/Atari - volunteers/testers wanted
Message-ID: <D6n0Jn.Cu1@ahwau.ahold.nl>
Date: Thu, 6 Apr 1995 23:42:58 GMT
Organization: Albert Heijn Winkelautomatisering, Zaandam the Netherlands
X-Newsreader: NN version 6.5.0 #1
Keywords: NetBSD/Atari
Lines: 15

Hello,

About a week ago, my port of NetBSD for the atari was released on
sun-lamp.cs.berkely.edu. Until now, it runs on only 2 TT's. What I am
searching for are extra test sites (2 is too little to catch those little
differences between the hardware revisions). If you like to try NetBSD and
are not afraid to run into a few problems, and help me solving them,
please contact me by e-mail.
It would also be nice to have someone with a Falcon. As far as I know
the hardware is simular enough to work.
If you like to try it before reacting, take a look at the directory
"pub/NetBSD/arch/atari" on sun-lamp or the mirror site: "ftp.luth.se".
The latter is far more easy to reach from europe.

Leo.

UNQUOTE==========

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1714. FS: Digidesign Sound Tools for Atari Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3npq3l$9tb@homer.alpha.net>
Source record: 26671
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,rec.music.makers.marketplace

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1715. Re: Do you know anything about MIT 68k syntax?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <783@stork.ukc.ac.uk>
Source record: 26672

In article <sysd9.798994409@dcs.ed.ac.uk> sysd9@dcs.ed.ac.uk (System Design 9) writes:
:> We are in dire need of some information on the MIT 68k assembly language syntax. We are trying to develop software using a version of gas that does not accept Motorola syntax (we tried geting a version that does but it did not compile). The easiest way forward would be to learn the MIT syntax. Can you help? Do you have any references ? If so please mail us a.s.a.p.
:>
:>Thanks in advance
:>Barry Watson.
:>System Design Group 9.

The MiNT source code comes with a utility to convert the Motorola to MIT syntax
- it is available at src.doc.ic.ac.uk /computing/systems/atari/umich/Mint
the convertor is very good and handles all 68000->68040 instructions,including
FPU and MMU instructions.

Hope that helps.
Griff
--

1716. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513550993snz@deancoll.demon.co.uk>
Source record: 26673

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1717. Beefing up a power supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3npqtv$1ir@news2.delphi.com>
Source record: 26674

Any tips on how to beef up my Mega power supply? And don't tell me to get the BEST Electronics p/s. :-)

Dom

1718. Re: Video Production Software For ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: a027832t@bcfreenet.seflin.lib.fl.us
Message-ID: <3npqhj$d9l@bcfreenet.seflin.lib.fl.us>
Source record: 26675

--

John Cotter
a027832t@bcfreenet.seflin.lib.fl.us

1719. Video Production Software For ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: a027832t@bcfreenet.seflin.lib.fl.us
Message-ID: <3nppc0$97d@bcfreenet.seflin.lib.fl.us>
Source record: 26676

--

John Cotter
a027832t@bcfreenet.seflin.lib.fl.us

1720. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nq0dt$d9k@golem.wcc.govt.nz>
Source record: 26677

In article <798852284snz@xciv.demon.co.uk>, paul@xciv.demon.co.uk (Paul Civati) writes:
>In article <FDYUABAKUP@galaxy.teuto.de>
> neptune@galaxy.teuto.de "Hendrik Mylius" writes:
>
>> >> interfaces from ICD for my 1040? Would I need a new version of TOS or
>> >The SyQuest should work fine. If you have a TOS version older than 1.04,
>> >you'll have to use small partitions (16 megs or less). Other than that, no
>>
>> With TOS < 1.04 the hd-access will be s - l - o - w, though.
>
>And install FATSPEED and it will speed up again. ;-)

NO...!! Get TOS 1.04 Roms and get all the New Features, I would never use a
Atari at all unless it had TOS 1.04 or later....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1721. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504281450.AA02600@ilmen.lanl.gov>
Source record: 26678

In a previous article, 'Roger Ramjet' sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:

> From what I have read about US copy right laws most of it is all HOT AIR

Well, as the net's foremost authority on HOT AIR, you should know, Roger. :)

-Hutch- @ Fair Dinkum Tech

1722. Re: Open File Handles on TOS 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3nq8uq$mqd@percy.cs.bham.ac.uk>
Source record: 26679

leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) writes:
>Can anyone answer this problem with the Falcon:
>
> The Falcon (TOS 4.04) is only allowing 19 open file handles, yet
> the ST, STE, and TT allow about 75. How can this be increased on
> the Falcon? The Compendium says only that it is "an operating
> system dependant number of handles".
>
> Dpathconf() only returns the limit. How can one set it?

You can't change the limit.

Rewrite the code to open a smaller number of files.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1723. Re: Hard Drive Cable Length

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr28.143924.274@genrad.co.uk>
Source record: 26680

In article <3n2o75$ona@monterosa.zurich.ibm.com>, mora@sirius.mop.ibm.com (Frederic Mora) writes:

] Remember, most of the signals are unbuffered on the ST.
] This sloppy engineering is one of the reason why we can't have
] normal-length cables (seesh).

Have you ever worked with a PC (hardware)? They're really bad, I suppose because it's a cut-throat market. At my last place of work, we had about 60 PCs controlling test equipment, and on an awful lot of them the ports (parallel and serial) died at one time or another. Not all were cheap clones either - some were Compaqs, although with the Compaqs the PSU normally died before the ports had a chance!

Paul

1724. Re: 56001 DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr28.155038.277@genrad.co.uk>
Source record: 26681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <3n46l6$hb0@nyheter.chalmers.se>,
d8klojo@dtek.chalmers.se (Johan Klockars) writes:

>In article <1995Apr7.122615.235@genrad.co.uk>,
>Paul Hills <hillsp@genrad.co.uk> wrote:
>>In article <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>, (jason) writes:
>>
>> The 56001 is capable of three external memory transfers per cycle,
> ^^^^^^^^
>As has been mentioned by one or two others here, this is not true.
>If you don't believe me, please take a look at the chip. If what you're
>saying was true, then there'd be 3 * (24 + 16) = 120 pins just for the
>memory busses. You'll have trouble finding all those pins. ;-)

Sorry, I was wrong. Only one EXTERNAL memory transfer per cycle.
An instruction can *refer* to three external memory locations, but
extra cycles will be inserted to cope with them.

Paul

1725. Re: STe Pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D7rALw.AKJ@cix.compulink.co.uk>
Source record: 26682

```
>I need the pinouts for the analog joystick ports on the 1040
>STe. (No manual!) Does anyone have them handy?
Courtesy of The Atari A to Z *

Analogue Controller Port A: STE, Mega STE, Falcon
15-pin male D
1Up Port 0
2Down Port 0
3Left Port 0
4Right Port 0
5Pad Y Port 0
6Fire Port 0
7+5 VDC
8not connected
9Ground - GND
10Fire Port 2
11Up Port 2
12Down Port 2
13Left Port 2
14Right Port 2
15Pad X Port 0

Analogue Controller Port B: STE, Mega STE, Falcon
15-pin male D
1Up Port 1
2Down Port 1
3Left Port 1
4Right Port 1
5Pad Y Port 1
6Fire Port 1
7+5 VDC
8not connected
9Ground - GND
10Fire Port 3
11Up Port 3
12Down Port 3
13Left Port 3
14Right Port 3
15Pad X Port 1

*
Only from:

Linnhe Computing
Linnhe, Shore Street
```

Inver, by Tain
Ross-shire
IV20 1SF

Price
UK
The cost is a very reasonable £12.50 including postage and package.
Payment is by Cash, Cheques (drawn on UK banks only) and Postal Orders only. Cheques must be made out to "Mark S Baines".

EEC
Including postage - total £14.10

US and Canada
Including postage - total £17.00

Australia
Including postage - total £18.10

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

1726. Re: Falcons and PC power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3nqjdl$i70@news.rim.or.jp>
Source record: 26683

In article <3nq815$b7l@ixnews3.ix.netcom.com>,
Joseph Radomski <radomski@ix.netcom.com> wrote:
>The large supplies are nice for people who have multiple HD and Syquest
>drives or are planning on purchasing the BARACUDA (especially if you
>want to put the extra ram up to 128mb). Otherwise a 150watt is
>sufficient
>

So, when will it be ready? I've originally heard that will be ready by the
end of December last year, then by the end of Feburary, I've even told that
it will be coming out in two weeks. And that was in March...
But it's good to know that you are still in development, at least.

Takashi

1727. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D7r26o.I6I@sci.kun.nl>
Source record: 26684

In <D7ovMH.5ou@sci.kun.nl> I wrote:

>In <D7o387.G2z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>This is not necessarily true. Even if you have a right to make a backup copy
>>- it still doesn't give you the right to patch it.

>Geez... Look, I'm all against piracy and such, but when they're going
>to insist on such stupid rules, I'm very sorry but I won't listen to
>them. Imagine buying a book and being legally prosecuted for making
>notes in it... Propostruous! If I buy software, I consider it *mine*.

See? I got carried away. Than this is what you get when trying to
use fancy words and don't take the time to look them up. I humbly
admit to my *awful* spelling mistake and hope that in only a few years
you all will stop pointing at me and whispering to each other about
this black day in history.

Sigh. I *hate* it when such a thing happens. It makes my whole
posting look stupid and makes me feel like sincrap.

I guess the only way to make up is to write some good program and
release it PD. I'll try. If you can come up with a reasonable name
for a new word processor using SpeedoGDOS fonts, I'll write one.

Oh, and you'll all have the right to copy, destroy or alter it, burn it
into EPROMS, write it on toilet paper or *whatever*.

Sigh. Mumble.
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1728. Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2fa0d917_Christian.Andersson@tnogobl.ct.se>
Source record: 26685

> MiNT != MTOS

Totally Agree with you here! but As I want to Mtask several GEM applications I NEEEEEED MTOS and then the Computer is SLOOOOOW! :(

> You are mixing things up. You can run MiNT, _without_ the rather slowish
> MTOS-AES. That gives you all the benefits of MiNT, without slowing the
> machine down considerably.

And how are I gonna use several GEM-program without using Mint? Coz thats the only reason for me to Mtask! Otherwise I Don't Mtask. I use as little TOS Programs as possible.

> When are we gong to see it?

Well I Will be starting on the SLIP/PPP Connection interface and such stuff next week, so lets just hop RSN! :) (I know its like Atari, but what can I do when I don't know how hard it will be)

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)
GEM-WWW-Browser in 95!

(UUCP Dialup connection)

1729. Re: Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3nrj8a$6dn@news.uncc.edu>
Source record: 26686

In article <ftn_2.203.611.5_2fa0d917_Christian.Andersson@tnogobl.ct.se>,
Christian Andersson <christian.andersson@tnogobl.ct.se> wrote:
>
>Totally Agree with you here! but As I want to Mtask several GEM applications I
>NEEEEEED MTOS and then the Computer is SLOOOOOW! :(
>
>/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)
>GEM-WWW-Browser in 95!
>
>(UUCP Dialup connection)
>
Well, if you just want to Mtask GEM apps, Geneva is supposed to be a really
good option. I put my order in two days ago, and have read (from Dan Wilga
on GEnie) that the next version of Geneva will support Mint, replacing MTOS's
AES, thus faster :)

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

1730. Re: Joystick problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950428133912.22268A-100000@ss1.bath.ac.uk>
Source record: 26687

References: <3nov4q$m80@lyra.csx.cam.ac.uk>

In the referenced article, Adrian Bridgett <apb25@cam.ac.uk> writes:
>Games think that I am pulling down on the joystick all the time -
>left mearly changes this into a down-left motion. I have
>disconnected my HDD, printer, even mouse and joystick and this
>doesn't help. Have I blown a chip on the keyboard or damaged a
>wire somewhere? I have looked at the circuit board of the keyboad
>and all appears fine - even the connectors themselves.

If you resolder the joystick port (and mouse while you're at it), you'll probably find it works ok again. This is due to the stupid positioning of the ports. When my ports went, it took out the whole machine, it wouldn't boot. So I sent it to The Upgrade Shop, and they just resoldered the ports.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

1731. PARI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Apr28.083022.37726@ac.dal.ca>
Source record: 26688

Would anyone happen to know if there's a more recent version of PARI around than the Feb/91 release (v1.35)? PARI (sometimes called GP) is usually referred to as a multilple precision interactive calculator - it's a very nice program from a bunch of French mathematicians. The file on aa is gp.zoo; the date on the archive may be 1992 or 93, but I'm pretty sure it's the old v1.35 release.

Thanks,
John

1732. re: falcons and pc power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1333rcain@nest.demon.co.uk>
Source record: 26689

On 28 Apr 95 Invalid wrote::

IU> From: Rob <robo28@delphi.com>
IU> That's really all I need to know. I'm putting my falcon in a tower
IU> case and the PC PS has a different connector than the Atari PS.
IU> The PC PS has all the voltages for each wire on it as dose the atari
IU> PS, all I was wondering about was the amperage. Would this cause a
IU> problem?

Nope! The PC PSU is probably around 200w (look for a sticker on its
shielding) which is more than enough to run the Falcon and half a dozen
devices.

Roger
rcain@nest.demon.co.uk

--

1733. re: iomega tape drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1334rcain@nest.demon.co.uk>
Source record: 26690

On 27 Apr 95 Nick wrote::

NF> From: nickf@fleet.cadence.com (Nick Forde)
NF> I have been offered a cheap IOMEGA Tape Drive which was used with a
NF> PC. Can this be used with my ST? I believe its an internal drive
NF> and hence doesn't have a power supply or case.

I would forget it, Nick, unless it is a SCSI device (50-way header on the back). Most of these PC streamers are not SCSI.

Roger
rcain@nest.demon.co.uk

--

1734. SLIP OR PPP For atari 1040?????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: tim@perth.DIALix.oz.au
Message-ID: <3nsrjj$8lh$1@perth.DIALix.oz.au>
Source record: 26503

HI,

I own an old atari 1040ST with no hard drive. I was wondering whether SLIP
or PPP (including FTP, TELNET ETC.....) is available on one 720K floppy?
I am also interested in any info on SLIP or PPP for the atari's.

Thanks.

PS. Please email me.

Tim Middleton
tim@perth.dialix.oz.au
aka timbo@ws.com.au

1735. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: paul@xciv.demon.co.uk
Message-ID: <799155193snz@xciv.demon.co.uk>
Source record: 26504

In article <3nq0dt$d9k@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard.." writes:

> >> >> interfaces from ICD for my 1040? Would I need a new version of TOS or
> >> >The SyQuest should work fine. If you have a TOS version older than 1.04,
> >> >you'll have to use small partitions (16 megs or less). Other than that, no
> >>
> >> With TOS < 1.04 the hd-access will be s - l - o - w, though.
> >
> >And install FATSPEED and it will speed up again. ;-)
>
> NO...!! Get TOS 1.04 Roms and get all the New Features, I would never use a
> Atari at all unless it had TOS 1.04 or later....

Good for you.

TOS 1.2 with the right patch(es) is perfectly useable with a hard disk.

Upgrading from 1.2 to 1.4 no doubt has many advantages, but 1.2 is still
quite quite usable. Going from 1.2 to 1.4 means you have to run a different
set of patches though..

For my every day use (1.2) this means the folder fix (which is built into
the ICD booter anyway), FATSPEED and a serial patch.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

1736. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: paul@xciv.demon.co.uk
Message-ID: <799155250snz@xciv.demon.co.uk>
Source record: 26505

In article <wongck.156.000C62B5@ti.com> wongck@ti.com "William Wong" writes:

> >NO...!! Get TOS 1.04 Roms and get all the New Features, I would never use a
> >Atari at all unless it had TOS 1.04 or later....
>
> NO...!! Since you're getting TOS ROMs, get TOS 2.06 and get all the extra New
> Features...

Good point, and if you get a decent 2.06 upgrade, you can have the board
house both sets of ROMs and switch between them.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

1737. Re: Ghostlink

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: JayCee@midmarsh.demon.co.uk
Message-ID: <603228539wnr@midmarsh.demon.co.uk>
Source record: 26506

In article: <3no02j$a07@mailer.york.ac.uk> jat5@york.ac.uk (john..) writes:
>
> I'm interested in the ghostlink program - I've found a version on
> the HENSA archives. My questions are:
>
> 1) is this the latest version? (v1.02 BETA)

Don't know but I use this version and it works fine on my STFM and with 286,
386 and 486 machines.

> 2) what version of DOS does it require?

It doesn't appear to mention that in the txt file! I've used it with DRDOS 6
and MSDOS 6.2

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1738. Re: problems with BJ-10e ink cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: sbparker@rex.dircon.co.uk
Message-ID: <H.Q9n9jxVCeeE@rex.dircon.co.uk>
Source record: 26507

In <3njccv$n0m@oban.cc.ic.ac.uk>, Mr R. Mellish writes:
>The only thing I can think of is that you are not doing the head-cleaning
>operation (as described in the manual, hold down the [forward] & [reverse]
>buttons as you turn on the printer) when you replace the cartridge.

Unfortunately, I am following the correct procedure :-(

>If you are, maybe you should try doing it several times?

I have. The ink still doesn't flow unless I shake the cartridge hard,
and then only for a little while.

I'm beginning to suspect that my supplier has a bad (or maybe just old)
batch of BC-01 cartridges :-(

--

Steve Parker Home: sbparker@rex.dircon.co.uk
Work: SteveP@bartley.demon.co.uk

1739. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <a2a_9504300458@tor250.org>
Source record: 26508

-=> Quoting Sheppard_r@ix.wcc.govt.nz to All <=-

Sh> From what I have read about US copy right laws most of it is all HOT
Sh> AIR, does not stand up in court at all...

You've not read about Microsoft defending itself against Stac
Electronics, I guess? Although the end result was Stac being bought by
Microsoft, they DID take it to court, and it DID stand up.

I'd be interested in hearing what exactly you have read about
US Copyright Law. Might be good for a laugh...

Sh> Why did Atari never ever took Kaos to court....???

Can you say lack of capital? Can you say lack of potential earnings
compared to legal costs? Can you say why bother?

It wasn't due to lack of legal grounds, I'm sure.

___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

1740. Re: SCSI port on an ol' 1

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <a2b_9504300458@tor250.org>
Source record: 26509

-=> Quoting Sheppard_r@ix.wcc.govt.nz to All <=-

>And install FATSPEED and it will speed up again. ;-)

Sh> NO...!!

YES!!! Fatspeed WILL speed up floppy/hard drive access times on
Tos 1.02. If that's all he's interested in, then it works fine, and it's
extremely cost-effective.

Sh> Get TOS 1.04 Roms and get all the New Features, I would never
Sh> use a Atari at all unless it had TOS 1.04 or later....

That's your opinion. Personally, I don't ever see the desktop, so
TOS 1.02 works fine for me. To each their own, Roger. Stop beating people
over the head, for God's sake.
___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

1741. Re: Anyone using Ghostlink-Help Please

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: JayCee@midmarsh.demon.co.uk
Message-ID: <310590041wnr@midmarsh.demon.co.uk>
Source record: 26510

In article: <3nlnff$6dv@noc1.portland.net> mmcinnis@biddeford.com (Michael S. McInnis) writes:
>
>
> I'm trying to get Ghostlink to work between my 1040st & 486. With the ports
> setup as described in the docs and the computers connected with a null modem
> cable..nothing happens when I try to open the drive icon on the ST, it locks
> busy until I abort with contorl/shift/alt.

I found it can take a while to find the correct baud rate and that varies between 286 / 386 / 486 machines. You may well need a hi-speed modem fix prg in the auto folder on the ST as with a 486 you should get it to work easily at 19200. Also make sure handshaking is off on the ST. I use a German CPX file (MODEM.CPX) to fix this for me and use HSMODEM1.PRG in the AUTO folder. Take your time when changing the baud rate on the PC as it can take a while to lock in when trying different settings.

I have seen and heard of it working OK on many combinations of ST(E) and PC so keep at it.

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1742. Re: High Speed Modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nt7fl$t4k@golem.wcc.govt.nz>
Source record: 26511

In article <3no57l$3m4@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:
>I'm thinking of purchasing a ZyXEL 16.8 kbps modem, and am wondering what
>modifications (if any) I need to make to my Mega 4/T25 in order to get
>best use out of it. I understand there is a 38400 bps modification on can
>make. Is it absolutely necessary, or is there a software solution? How
>easy is the modification (for a relative novice)? Is there a fully
>translated version of the instructions available?

HSMODA/RSVE Mod is the way to go, Connect and other German software supports it, and from memory can go to 115kbps, it changes the low baud rates to high ones...

You can make is your self but you have to get a GAL programed, but I think you can get all this from the Author and I think a UK firm....

There is no real way to do it in software...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1743. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513639371snz@deancoll.demon.co.uk>
Source record: 26512

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1744. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nto5crid3@mhadg.production.compuserve.com>
Source record: 26513

> Just understand that mere possession of the software does NOT automatically
> give you the right to copy it.

As I mentioned before, I'm not entirely sure how the adoption of the Berne Convention affects this issue, but the United States copyright laws were changed in the 1980s to allow the creation of "archival copies" of software without the expressed permission of the copyright holders because of the fragile nature of the media used.

Thus you DO have the right to make one backup copy of software that comes on floppy disks.

The new law specifically excluded copying ROMs because they are not as fragile as magnetic media.

BobR

1745. test

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <950429Z105916.448dbrewood@nest.demon.co.uk>
Source record: 26514

```
Test, please ignore.
--
```

NeST info on the WWW at: http://www.mcc.ac.uk/~dlms/atari.html
ZC's mailing system.

□
□
□

Usenet archive: comp.sys.atari.st.tech (1995) Page 1913

1746. Re: IBM drive/Link II woes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD4PDHBDUP@galaxy.teuto.de>
Source record: 26515

In <a5f_9504231806@tor250.org> Dan Dreibelbis wrote:

> 1) it doesn't seem to like my original Conner 40meg drive, in
>fact both drives absolutely refuse to boot if they're both

That looks to me like the old Conner vs. TheRestOfTheBunchDrives.

I've seen this quite often a couple of years ago. The Conners don't behave correctly according to the SCSI-specs, and therefore give other brands a hard time.

I don't know of a cure for it, other than dumping that mechanism :-/

> 2) when used as my main drive, I have to warm boot the computer
>after first switching it on after switching on the hard drive to get
>it to recognize the IBM mechanism (which is weird, as I've had no

Perhaps the drive needs a Unit Attention or s.th. like that!? Perhaps that can be configured with one of the common harddisk tools, e. g. SCSI-Tool or Diskus. Wouldn't wanna bet on this, though.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1747. Re: Problem with PAL?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: Doug Hohenstein <dhohenst@gpu.srv.ualberta.ca>
Message-ID: <Pine.A32.3.91.950429133603.65341A-100000@gpu2.srv.ualberta.ca>
Source record: 26516

On Fri, 28 Apr 1995, Bruce Carso wrote:

> last I heard was that you had to replace the pal when you droped in a
> math co.
> try calling
> B&C 408 986-9960
> best 408-243-6950
> bpat

Well, I didn't have to replace a PAL, but I did have to install one.
And I figured out it I jiggle it just right, It works with everything.
There's some loose connection in the socket someplace (great).
I just wish programs that could make use of it, did! All the JPEG and
MPEG viewers want a DSP, but won't look for an FPU, which will do the
job, in a pinch. Only the Falcon has a DSP. Falcon, MSTe, and TT have
FPU sockets.

==========
Without Questions, there is no Truth. Doug Hohenstein
==========

1748. How much is my old ST worth??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: shoeboy@aol.com
Message-ID: <3nucg7$9oo@newsbf02.news.aol.com>
Source record: 26517

Hello out there!!

I have an old 520STfm w/mono monitor, upgraded to 2.5meg ram, with a Toadfile 44meg removable media syquest drive, Spectre GCR. I have some software, but the most useful title (In my opinion) is Notator v2.2 (a midi sequencing and music notation package). I also have an HP Deskjet Plus printer. All items are in excellent shape and work very well.

I havent used this equipment in about two years, and am thinking that I may as well sell it to someone who could use it. How much would this stuff be worth in the current market, and is anyone out there interested in it??

Thanks in advance!

-mark flegg

1749. Cabletrouble.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fa205eb_Jesper.Kock@kockens.ct.se>
Source record: 26518

Hi!

I have two problems.

1.How do i connect my ST/STFM/STE to a Hercules monitor or to a VGA-mono monitor.Anyone??

2.How do i connect my Jaguar to a RGB monitor.I know there is a cable for sale in England,but i want to fix it myself.Im tired of carrying my TV around.Its a bit big and heavy ;----)

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

1750. Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: david.williams@deancoll.demon.co.uk
Message-ID: <513616522snz@deancoll.demon.co.uk>
Source record: 26519

BD:-> Has anyone any experiences with the Overscan Hardware mod for the
:-> Atari ST?
Yes, I run the public domain modification in my ST, and it is pretty ace.

BD:-> I see Compo sells a kit for about 50 ukpounds, but have also heard of
:-> a PD solution. Which is more compatible with most GEM applications
:-> (or for that matter X11 under Mint?) or do they both do exactly the
:-> same job?

The PD one DOES run under MiNT and X, but you can't use it with just MiNT, as
text scrolling doesn't work. GEM also works with no problems, but some GEM
stuff like Arabesque, for instance, gets it blitting routines in a twist
and make a mess on your screen. Most of the newer software works with no
problems and it is only the minority of older stuff that causes a problem.

BD:-> BTW the hardware I am using is a 4MB STFM with PAK/3 accelerator
:-> board.

I use a 4Mb ST with the System Solutions MM-100 or 140 or whatever mono
monitor. This gives me a 752 x 480 resolution which is lush under X.

How good is the PAK, BTW. Have you tried linux with it?

Please don't mail me, as mail doesn't work yet at this site!!

David Williams @ Royal Forest Of Dean College
---
* OLX 1.53 * John Major, the EDLIN of Prime Ministers.
* wcECHO 4.0 RFDC BBS: Gloucestershire, England. +44 (0) 1594-836970

1751. Re: Falcons and PC power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-29 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FD4ADJVW@ttgk.nextjk.stuyts.nl>
Source record: 26520

In <5W59J16.robo28@delphi.com> Rob wrote :

>That's really all I need to know. I'm putting my falcon in a tower case
>and the PC PS has a different connector than the Atari PS. The
>PC PS has all the voltages for each wire on it as dose the atari PS, all
>I was wondering about was the amperage. Would this cause a problem?

No problem, most PC power supplies can handle up to 20 Amps at 5 Volts and more than 5 Amps at 12 Volts, the Falcon's power supply is rated at about 7 Amps at 5 Volts and 0.2 Amps (no typo..) at 12 Volts. On the PCB of the power supply there is usuallly some small print which states what voltage comes out where.

Gert

--

-- --
Atari TT-Point
-- --

1752. Re: FS: Digidesign Sound Tools for Atari Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: 73173.603@compuserve.com
Message-ID: <73173.603-3004951517350001@mac41.kip.apple.com>
Source record: 26521
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,rec.music.makers.marketplace

I'm interested if you still have the stuff.

In article <3npq3l$9tb@homer.alpha.net>, drichard@execpc.com (Dean
Richard) wrote:

> For Sale: Digidesign Sound Tools system for Atari Mega ST. Note,
> this system REQUIRES a Mega ST because the DSP board plugs directly
> onto the Mega ST's bus. I paid over $2000 for this system, and
> am asking $450 or best offer. It's in very good condition and
> comes with original manuals, etc. If you're unfamiliar with
> the system, here's what it does:
>
> The Digidesign Sound Tools system is a hard disk digital audio
> recording, playback, and editing system. It can be used for
> mastering CD's, tapes, etc. or for editing digital audio. The
> system I'm selling consists of the following 3 components:
>
> 1) DAT I/O digital interface for doing direct digital audio I/O
> (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD
> player that has digital output. It has both AES/EBU and
> S/P DIF ins/outs. This is a separate box with cable that
> plugs into the DSP processor described below.
>
> 2) The Sound Tools DSP, a Motorola 56001 DSP processor
> on a 'card' that plugs onto the Mega ST bus. This processor
> speeds up DSP functions, and allows things like realtime
> EQ during playback.
>
> 3) The Sound Designer II software. This is the software that
> drives the hardware described above. In addition to
> recording and playing back digital audio it includes cut
> and paste editing, scrub editing, EQ, waveform redraw,
> normalization, regions and playlists, fades and gain
> changes, smoothing, mixing of sound files, sample
> rate conversion, and time compression/expansion.
>
> In addition to the components described above I also have
> final beta copies of the Digidesign MasterList software
> (For putting together a Master List of several songs with
> timing, blank space, etc. for a CD or tape).
>
> If interested in this system please reply via Email to
> drichard@execpc.com.
>

> Thanks,
>
> Dean

1753. Re: HPDJ 540 Driver.acc/.cpx

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD5KBBALUP@galaxy.teuto.de>
Source record: 26522

In <3ngn8q$m7s@ra.ibr.cs.tu-bs.de> Axel Kielhorn wrote:

>Does anyone has a controll-acc (or cpx) to set the new HP Deskjet 540?

Which level of PCL does it support? And does it support the newer control language, PJL (IIRC)?

If so, all the available applications for the older HPs should be fine. If the 540 "talks" PJL, I'd take a look at the set of CPXes for the LaserJet 4 series.

>button to select default-fonts, landscape, draft, etc.

The tribute to the WinDoze world :-/

>I can set it by cat-ing (or echo-ing) the requiered codes from

Buahh, I hate PCL5 it is terrible to remember and to combine ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1754. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nvqnh$e6i@golem.wcc.govt.nz>
Source record: 26523

In article <D7ovMH.5ou@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>In <D7o387.G2z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
>>This is not necessarily true. Even if you have a right to make a backup copy
>>- it still doesn't give you the right to patch it.
>
>Geez... Look, I'm all against piracy and such, but when they're going
>to insist on such stupid rules, I'm very sorry but I won't listen to
>them. Imagine buying a book and being legally prosecuted for making
>notes in it... Propostruous! If I buy software, I consider it *mine*.
>Even if I decide to flip every second bit of my original floppies,
>that's *my* business. And even (and I know this is a legal problem)
>if I decide to sell it to someone else, nobody's going to stop me from
>that. Luckily, the Dutch law doesn't care about that, even if the law
>of the country the software originates from, forbids it. When I buy
>software here, that's under the *Dutch* trade laws.
>
>What if I want to burn my TOS in faster or wider EPROMs? That,
>again, should be my right.
>
>Aargh, I must cool down now, before the CIA comes down on me and
>kidnaps me for provoking illegal actions on the net. Sigh.

Good on you for speaking out, we think alike....

Yes those hyped USA copyright laws that are all Hot Air, from what I have read
on some GEnie posts..

Why didnt Atari take Kaos to court...??

Here in NZ copyright is not infringed unless money is invoved, we have many
many software hire libaries here....

So you USA people what I buy I own, and I can burn it and trash in any way I
like and I can fix the Bugs that you put into it as long as there is no
money invoved...

So come on you Yanks get a life and wake up to what the reast of the world is
doing, may be you can bully other nations but you can't bully New Zealand,
we have stoped your Nuk ships from coming here for good....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1755. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nvtvb$feh@golem.wcc.govt.nz>
Source record: 26524

In article <wongck.156.000C62B5@ti.com>, wongck@ti.com (William Wong) writes:
>In article <3nq0dt$d9k@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
writes:
>
>>NO...!! Get TOS 1.04 Roms and get all the New Features, I would never use a
>>Atari at all unless it had TOS 1.04 or later....
>
>NO...!! Since you're getting TOS ROMs, get TOS 2.06 and get all the extra New
>Features...

Yes and all those compatible problems and games that don't run, I run
Neodesk 3.4 and TOS 1.04, no one has ever convinced me that things would be
better with TOS 2.06.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1756. Re: SLIP OR PPP For atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: Graeme Bennett <graeme@tcp.mindlink.bc.ca>
Message-ID: <3o0jqo$s89@wolfe.wimsey.com>
Source record: 26525

You should be able to access the Internet and WWW through CompuServe,
GEnie etc. Does anyone know if any of the Mac emulators (Spectre etc.)
support Internet tools and connections?

please cc: your reply to graeme@tcp.mindlink.bc.ca

Thanks

1757. Re: Intermittent Blindness

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3nukmn$hpr@loose.apana.org.au>
Source record: 26526

: Difficult to say exactly,you don't say how often this happens & what the
: time interval between problems is, but could be:-

: (a) The drive needs more time to spin up- if the problem only occurs on startup
: this might be it

: (b) Intermittent cable problem.

: (c) Defective drive mechanism.

: Would suggest trying another cable & another drive in place of the Quantum.
: BTW I am using a supra adapter & AHDI. Before I switched from using Supra
: HD Utilities, I had problems with drives not being detected during a
: restart several hours after the computer was started.

Thanks for the repy Gerry. I think that (a) might be the answer, (b) and
(c) are not the problems. I will also keep in mind the AHDI utilities if
the problem keeps occuring.
Regards, Julian.
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

1758. Ethernet/LAN?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nv5rs$s7l@cville-srv.wam.umd.edu>
Source record: 26527
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

At school here, there are outlets in all the rooms for ethernet connections. Is there a way to use these with Localtalk ports? Are they compatible in some way, or are they the same, or what? Thanks in advance!

--Lunatic

1759. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nv8re$8a4$3@mhadg.production.compuserve.com>
Source record: 26528
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Can I use a standard PC case with ST peripherals?

Yes.. that's a popular choice. The power supply in a typical PC case is more than adequete for anything you'd want to mount in the case, and there should be plenty of mounting bays for drives and other things.

In fact, a rather popular modification is to remount the entire ST motherboard inside a tall tower case and use an IBM keyboard interface adapter to connect a detached keyboard PC-style.

The problems with doing this are first, making sure the case you get is large enough to hold your ST motherboard (Mega STs are easier to fit), and second, bringing all the connections out from the ST motherboard to the standard connectors on the PC case.

Many of the ST connectors are not standard, so you have to come up with some way to plug in your monitor and floppy drives, but the connectors to make extension cables ARE available (try Best Electronics, whose phone number I've unfortunately lost track of at the moment).

Special PC style cases ARE made specifically for the ST, but unfortunately these are rather expensive by comparison with a $79 PC style tower case.

If all you want to do is mount a hard drive, an inexpensive PC case is ideal.

BobR

1760. Re: Falcons and PC power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nv926$8a4$4@mhadg.production.compuserve.com>
Source record: 26529

>all I was wondering about was the amperage. Would this cause a problem?

As long as the power supply in the PC case can supply AT LEAST as much as
the Falcon will draw, there will be no problem.

The fact that the PC power supply undoubtedly can supply MORE current than
the Falcon will need is NOT a problem. (It's like having power in reserve..
the Falcon will only take what it needs.)

BobR

1761. Re: Ghost link from ST to 286?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: JayCee@midmarsh.demon.co.uk
Message-ID: <578687829wnr@midmarsh.demon.co.uk>
Source record: 26530

In article: <Pine.SUN.3.91.950427204301.19641B-100000@ss1.bath.ac.uk>
py4sdh@bath.ac.uk (Sim H) writes:
>

> Does anybody know if ghost link will run on a 286? I might be able to get
> a m40 dirt cheap, so i'd like to nick the hard disc space for my St. Well
> thats all a 286 is good for anyway!

I successfully used it on an Amstrad 2286. The only disadvantage I found was
a maximum baud rate of 9600, probably as the drive was a slow RLL which was
double spaced using Stacker which slowed things down a lot!

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1762. Me!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Apr30.204410@phlem.ph.kcl.ac.uk>
Source record: 26531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I'm now installed at Logica in South London, so if anyone
has been trying to contact me, the address to use is:

gornalls@lgcp.logica.com

I'm in the process of getting news access, but this may take a
while, so email will be more likely to get a reply for the time
being...

I've still got the FTP site, so things are still welcome for
upload, though it may take a day or two to move from pub/ from
now on :-(

ATB,
Simon.

[PS: New Mega-archive (the 2nd volume) due out any time now :-]

--
>>> Simon Gornall - (ex)Kings College London. Email: sjg@lgcp.logica.com <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1763. C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3o0pfi$hvj@cville-srv.wam.umd.edu>
Source record: 26532

This is a serious question, please don't start a flame war on
this thread...

I'm just looking for more information on the C-Lab Falcon
(MK-II?). It seems really expensive compared to the standard Falcon. Is
this because of a new OS, better CPU, or what? I would like a Falcon,
but it seems a high price to pay if it's not a lot better...
--Lunatic

1764. Joystick problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: Rick Nolan <rickn@pointless.gen.nz>
Message-ID: <50501072143$6FC8@pointless.gen.nz>
Source record: 26533

April 5, Sim H writes to All:

> References: <3nov4q$m80@lyra.csx.cam.ac.uk>
>
> In the referenced article, Adrian Bridgett <apb25@cam.ac.uk> writes:
>
>> Games think that I am pulling down on the joystick all the time -
>> left mearly changes this into a down-left motion. I have
>> disconnected my HDD, printer, even mouse and joystick and this
>> doesn't help. Have I blown a chip on the keyboard or damaged a
>> wire somewhere? I have looked at the circuit board of the keyboad
>> and all appears fine - even the connectors themselves.
>
> If you resolder the joystick port (and mouse while you're at it),
> you'll probably find it works ok again. This is due to the stupid
> positioning of the ports. When my ports went, it took out the whole
> machine, it wouldn't boot. So I sent it to The Upgrade Shop, and they
> just resoldered the ports.
>

Basic design fault of the ST..the mechanical support bracket that is
supposed to stop this from happening does not :-(after resoldering,slip
a strip of 4 mm rubber under the bracket and it will not break again.

Regards,
Rick

1765. Graphics cards and STEs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: paul@bigbox.demon.co.uk
Message-ID: <799271422snz@bigbox.demon.co.uk>
Source record: 26534
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've recently got my hands on a nice 19" monitor and I've got it working
on my STe quite nicely, however, ST High res looks very blocky and
the text is too big to read. I would like to know something about reflex
graphics cards, or another graphics card which works on an STe with
a T28 accelerator and compatable with the operating system (MiNT).
I'd like a resolution of about 1280 x 1024 in monochrome. The price
can't be too much as I'm a student with no cash.

~~ What's the point of MS Windows, moving the power switch to
. the 'off' position is much quicker and easier!
` Paul Sanders, 6 Kirby Road, Corsham, Wiltshire, SN13 9DS
\/ paul@mantrap.bigbox.demon.co.uk

1766. F030, dumped the old Conner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FD5WCEAGUP@zumdick.rhein-main.de>
Source record: 26535

Recently I got sick of my builtin IDE disk, which
was overheating the system anyway. And now I'm running
solely with my SCSI harddisk(s). The only thing which bothers
me now is, that the boot procedure takes quite a while
longer. I think its because the Falcon wants to boot
off the IDE disk, or wants to find it in any case, and
takes a long time to time out.

Is there a way to get things going more quickly ?

Thanks in advance
Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

1767. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XYQOnV1A0TI@semprini.waterloo-rdp.on.ca>
Source record: 26536
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3nmmta$78k@cville-srv.wam.umd.edu>, Lost writes:
> Perhaps a FAQ, but does anyone know if I can use a standard PC
>case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would save
>me a lot of money, as internal units are cheaper than externals...
> If not, what other options do I have to hold internal SCSI
>devices? Thanks in advance!

AFAIK this is what most people do. I've got four (count 'em!) SCSI hard drives stuck in an old (and really, really heavy) NCR TOWER case, along with a 200W power supply and an ICD AdSCSI+ host adapter. Works great, and there's a tonne of room inside, so I don't have any problems with heat.

I typical PC mini-tower case or a used full-size AT case would work just as well, but this TOWER case was free. I just had to take out all the old power supplies and PCBs (the TOWERs were 68000 and 68010-based UNIX systems many years ago).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

1768. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-04-30 00:00:00 UTC
From: Koos_Kuil
Message-ID: <2fa3d2db@f397.n282.z2.fidonet>
Source record: 26537

To: sheppard_r@ix.wcc.govt.nz

> NO...!! Get TOS 1.04 Roms and get all the New Features, I would never use
> a Atari at all unless it had TOS 1.04 or later....

My Atari does bomb very fast while booting when older TOS versions are
installed then 1.4. The only thing which does work is startup directly
with MagiC or something else.

TOS 1.0 and 1.2 are horrible to use, they should upgrade immediate!

Greetings,
Koos

--- JetMail 0.99beta18
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

1769. Re: Copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505011527.AA03460@ilmen.lanl.gov>
Source record: 26391

In a previous article, BobR <76702.1466@CompuServe.COM> wrote:

> ... the United States copyright laws were changed in the 1980s to allow
> the creation of "archival copies" of software without the expressed
> permission of the copyright holders because of the fragile nature of
> the media used.
> The new law specifically excluded copying ROMs because they are not as
> fragile as magnetic media.

Maybe it was the ROMs situation that I was thinking about. Sounds about right. And we all know that some 'Licensing Agreements' were restrictive well -above- the letter of the law, anyway.

But it doesn't matter really since it is a moot issue anyway. No one really cares what you do with your own copy of software as long as it remains YOUR copy and you don't call for support after you modify it. :)

Thanks for the added info, Bob.

-Hutch- @ Fair Dinkum Tech

1770. Ghost Link

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: Huey@mediafrg.demon.co.uk
Message-ID: <D7v70M.BzE@demon.co.uk>
Source record: 26392

Can anyone help me find this Ghost Link program.

Many Thanks!

```
| |
| |
|HUEY|
| |
| |
```

1771. PAK 030/Network Help Needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <acurtis-0105950255310001@theshack.demon.co.uk>
Source record: 26393

Hi There!

I am in need of help. It's as simple as that. Here's the problem:

I want to run a cartridge port network (Lantech101) using a PAK68030 fitted to an Atari STe 4Mb. The software I use at present is PowerNET. This is basically PowerDOS with a NETWork driver bolted on. This software completely fails to drive the network with the PAK system switched on. The driver loads but the network does not become active. Does anyone know of a fix for this? I believe the PAK board uses TOS 3.06, is this the problem? Does anyone out there know how to make the PAK run with TOS 2.06? I have heard that this may be possible. I am looking for compatibility, folks. If I can't get the network up and running by fair means or foul then the PAK is of no use to me. I have two Networked BBS's to keep running and I would like to use the extra speed advantage that the PAK provides.

I have heard of a program called Universal Network which is an alternative way of using this cartridge port networking hardware. If anyone has a second hand copy of the Universal Network Software that I could beg, steal, borrow or even buy I would be very anxious to hear from you.

Finally - and as a last resort - does anyone have an Adspeed ST 16Mhz upgrade? I already run one and it supports PowernET just fine as well as enabling use of high speed serial port mods as well. At 8Mhz with PowerNET loaded I cannot use a 28800 modem effectively, the processor is too tied up.

There must be someone out the who can help me in one way or another. Please email me as soon as you can. I can be reached at the following addresses:

<andyc@adlib.netkonect.co.uk> <acurtis@theshack.demon.co.uk>
<Andy.Curtis@adlib.centron.com>

Thank you in anticipation!

Cheeers,
Andy.

--
@@@

1772. Re: Ghost Link

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3o1ldb$7dl@cville-srv.wam.umd.edu>
Source record: 26394

Huey (Huey@mediafrg.demon.co.uk) wrote:
: Can anyone help me find this Ghost Link program.

It's at hensa...

: Many Thanks!

: | |
: | |
: |HUEY|
: | |
: | |

1773. hard drive for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: kevins2823@aol.com
Message-ID: <3o1qd3$6jd@newsbf02.news.aol.com>
Source record: 26395

I would like to add a hard drive to my Atari ST. I would like to
how,what, where ect. Any help from anyone would be appreciated.

1774. Re: VGA, SVGA, what?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEBIFGALUP@galaxy.teuto.de>
Source record: 26396
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3nklm4$n3a@cville-srv.wam.umd.edu> Lost wrote:

> This may be a FAQ, but can I use a VGA or SVGA with my 1040STfm?

For all three resolutions? That'll be tough.

ST-high should be possible, but newer monitors won't sync the colour ones.

Here's a list (partly German, but the figures speak for themselves, don't
they):

------------------------------cuthereplease-----------------------------

Datei: MONITOR.TXT ï¿½ Michael Ruge Rï¿½sselsheim, den 11.11.1993

Email: Michael_Ruge@WI2.MAUS.DE)

Einige MultiScan-Monitore haben einen H.- und V.-Frequenz-Arbeitsbereich,
der auï¿½erhalb der H.- und V.-Frequenz liegt, die der ST/STE durch die Hard-
ware vorgibt. Diese Monitore kï¿½nnen die gewï¿½nschten Auflï¿½sungen nicht wie-
dergeben und kï¿½nnen ggf. Schaden nehmen.

Um einen MultiScan-Monitor am ST/STE (in allen Auflï¿½sungen) zu betreiben,
muï¿½ der Monitor die Horizontal-Frequenzen aller gewï¿½nschten Auflï¿½sungen
darstellen kï¿½nnen.

Diese sind beim ST/STE in:
Farbe - 15,625 KHz
S/W (SM124) - 35,700 KHz

Diese sind beim TT030 in:
Farbe (VGA) - 31,500 KHz
Monochrom - 72.000 KHz (NUR TTM194/TTM195/Protar 19Zoll Monitor mit
ECL-Eingang)

Diese sind beim Falcon030 in:
Farbe (RGB/TV) - 15,625 KHz
Farbe (VGA) - 31,470 KHz (~31,500KHz)
ST-Hoch (VGA) - 31,470 KHz (~31,500KHz) mit 60Hz Bildwiederholfrequenz
SM124 (SM124) - 35,700 KHz mit gewohnten 71HZ Bildwiederholfrequenz

Er sollte also einen H.-Frequenzbereich von 15,625 - 35,7 kHz haben, wobei
das Frequenzband auch grï¿½ï¿½er sein darf, also z.B. 15,5 - 38,5 kHz.

Ferner muï¿½ der Monitor auch die Vertikal-Frequenzen der gewï¿½nschten Auflï¿½-
sungen darstellen kï¿½nnen, da er sonst nicht synchronisiert wird.

Diese sind beim ST/STE in:
Farbe - 50-60 Hz
S/W (SM124) - 72 Hz

Diese sind beim TT030 in:
Farbe (VGA) - 60 Hz
Monochrom - 72 Hz (NUR TTM194/TTM195/Protar 19Zoll Monitor mit ECL)

Diese sind beim Falcon030 in:
Farbe (RGB/TV) - 50 Hz Interlaced oder auch nicht
Farbe (VGA) - 61 Hz
ST-Hoch (VGA) - 61 Hz
SM124 (SM124) - 71 Hz

Er sollte einen V.-Frequenzbereich von 50 - 72 Hz haben, wobei ebenfalls
das Frequenzband wieder grï¿½ï¿½er sein darf, aber - wie bei der H.-Frequenz
- die beiden Frequenzen beinhalten muï¿½.

Reine VGA-Monitore sind zum Betrieb am ST/STE vï¿½llig ungeeignet!
(Ich kann Dir genug Monitore zeigen, die SThoch eben nicht machen, weil es
reine VGA-Monis sind. Also ist ein Blick in die Doku dringend angeraten, ob
der Typ 38KHz horizontal macht, denn auch 35.5KHz-Bï¿½chsen liefern z.T. sau-
mï¿½ï¿½ige oder gar keine Bilder, und die reinen 31.5KHz liefern ï¿½berhaupt kein
brauchbares Bild.

------------------------------cuthereplease------------------------------

>If so, what additional hardware/software would I need? Unfortunately, I

A cable-adaptor.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1775. Re: F030, dumped the old Conner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D7wrLG.3Jn@ssbunews.ih.att.com>
Source record: 26397

In article <FD5WCEAGUP@zumdick.rhein-main.de>,
Nat! <nat@zumdick.rhein-main.de> wrote:
>Recently I got sick of my builtin IDE disk, which
>was overheating the system anyway. And now I'm running
>solely with my SCSI harddisk(s). The only thing which bothers
>me now is, that the boot procedure takes quite a while
>longer. I think its because the Falcon wants to boot
>off the IDE disk, or wants to find it in any case, and
>takes a long time to time out.
>
>Is there a way to get things going more quickly ?
>
>Thanks in advance
> Nat!

Nat, Not sure if this will work or not - but if you are running
the ICD utilities, you might try telling ICD to skip scsi id 16
(that is the value it assigns to the IDE drive - and I know that
16 is beyond 0-15. I suppose they just use it internally to make
identification of the IDE easy.) You can also turn off scanning
of any other scsi ids that you do not have installed. It should
speed up your boot access. Wayne Booth

1776. Re: Falcon and Scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D7wruy.3vJ@ssbunews.ih.att.com>
Source record: 26398

In article <3o281m$on@eden.adam.com.au>,
geoff camp <geoffc@eve.adam.com.au> wrote:
>
>I've got hold of a second hand Golden Image hand scanner that comes with
>Touch-Up software. Unfortunately this doesn't work on my Falcon. It works
>on an ST so the scanner is ok.. anyone know of a software driver that
>will work on the Falcon? or an e-mail address for Micgraph or Golden Image?
>
>Thanks,
>Geoff
>
>geoffc@adam.com.au

Geoff, I think Migraph made a hardware adapter that allowed you to use
their scanners on the falcon. It may have also included a software
patch/upgrade because I think they came in a different port for the
falcon. If I remember right, the upgrade was somewhere in the vicinity
of $69 or $79US. I am not positive the upgrade would work with the
Golden IMage scanner but it seems to me that Migraph sold that scanner
for a while so there is a fair chance that it would. I don't have
Migraph's address handy though. Wayne Booth

1777. Re: Falcons and PC power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEBTEAAFUP@galaxy.teuto.de>
Source record: 26399

In <3nq815$b7l@ixnews3.ix.netcom.com> Joseph Radomski wrote:

>I design for Wizztronics and we sell a rack case that uses a modified

Ahh, the man himself ...

>drives or are planning on purchasing the BARACUDA (especially if you
>want to put the extra ram up to 128mb). Otherwise a 150watt is

When is the killer-fish finally coming? I still remember the word you've told
me (an others) on proTOS in November '94 :-/

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1778. Re: intermittent blindness

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3o2ljs$34k@loose.apana.org.au>
Source record: 26400

```
: Some SCSI drives don't respond to the first command sent to them - to get
: round this you need a driver which will do re-tries. I use the Supra s/w
: and had a similar problem with a Micropolis drive. The solution was to
: install the driver provided for HDDs with removeable media (SUPBTRM.PRG}
: and use its configurer to allow it to do a few retries.

Thanks Roger.
Wouldn't you know it, it's been behaving ever since I posted the question.
I have been waiting longer before switching on the STe to let the HDDs
get up to speed. Maybe that was the only problem:-)
Thanks, regards.........
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| ( _ | |/ |/ / \_/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ \_| |/|_/|_/\_/ |/\/|_/
(| julian@loose.apana.org.au |) |)
```

1779. IDE vs SCSI on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D7wHE9.DBs@sci.kun.nl>
Source record: 26401

Hi all,

Could someone tell me what the verdict was in the IDE vs SCSI case? I keep hearing about problems with SCSI on accelerated Falcons with high resolutions and speed loss compared to (even!) ST DMA. I seem to remember that I had to buy a SCSI anyway (even if they're harder to come by and maybe a bit more expensive). So why would I want to do that? I remember something about being better (faster?) in multitasking. Can anybody explain to me why I'd better buy SCSI?

Regards, and thanks in advance,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1780. Re: PAK 030/Network Help Needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.15.0015EDEA@euronet.nl>
Source record: 26402

Hi!
>Hi There!

>I am in need of help. It's as simple as that. Here's the problem:

>I want to run a cartridge port network (Lantech101) using a PAK68030
>fitted to an Atari STe 4Mb. The software I use at present is
>PowerNET. This is basically PowerDOS with a NETWork driver bolted
>on. This software completely fails to drive the network with the PAK
>system switched on. The driver loads but the network does not become
>active. Does anyone know of a fix for this? I believe the PAK board
>uses TOS 3.06, is this the problem? Does anyone out there know how
>to make the PAK run with TOS 2.06? I have heard that this may be
>possible. I am looking for compatibility, folks. If I can't get the
>network up and running by fair means or foul then the PAK is of no
>use to me. I have two Networked BBS's to keep running and I would
>like to use the extra speed advantage that the PAK provides.

Just plug in a 4 EPROM set of plain unpatched TOS 2.06. It works flawlessly.
I've built a PAK/3-020 and a 030. The first test of the 030 was @ 16 MHz and
TOS 2.06. After that I managed to get a patched 3.06 and went to 32 MHz.

>I have heard of a program called Universal Network which is an
>alternative way of using this cartridge port networking hardware. If
>anyone has a second hand copy of the Universal Network Software that
>I could beg, steal, borrow or even buy I would be very anxious to
>hear from you.

>Finally - and as a last resort - does anyone have an Adspeed ST
>16Mhz upgrade? I already run one and it supports PowernET just fine
>as well as enabling use of high speed serial port mods as well. At
>8Mhz with PowerNET loaded I cannot use a 28800 modem effectively,
>the processor is too tied up.

>There must be someone out the who can help me in one way or another.
>Please email me as soon as you can. I can be reached at the
Sorry no answers on the network stuff... :-(

>Thank you in anticipation!

>Cheeers,
>Andy.

ATB
Egbert Jan

1781. Re: STFM power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7xA59.828@cix.compulink.co.uk>
Source record: 26403

In message <3o2t3m$4cv@lyra.csx.cam.ac.uk>, ttfw100@cus.cam.ac.uk said:
> Hi. I'm buying a STFM, but it has no leads or manuals. I don't know
> anything about STs, so : do I nead a power supply, or is there a power
> supply in the computer, and I just need a lead?

The STFM has a PSU built in. You need a 'kettle' type lead for the mains.

For the video - an ordinary RF lead to connect to a TV. A monitor will need a special lead.

Don't forget to make sure you get a mouse - you will need it!

:-)

Roland.

@CiX

1782. Re: Overscan...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995May1.232512.18499@bradford.ac.uk>
Source record: 26404

You might be interested to know that your article has been posted 7 times
now to the newsgroup comp.sys.atari.st.tech

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1783. SCSI problem : Different sockets

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995May1.144356.15257@zippy.dct.ac.uk>
Source record: 26405

Having recased my ST, my hard disk is in the same case as the motherboard, so it has an IDC-type scsi conenctor, whereas my host adaptor has a centronics port. Does anyone have the pinouts to either connector ? Failing this, if you have a dead hard disk, then I am after the lead that connects the external socket to the internal drive. Can small costs.

thanx

the hatter

1784. Zip drive hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: RLSA99A@prodigy.com
Message-ID: <3o3iek$1ce4@usenetw1.news.prodigy.com>
Source record: 26406

I have my zip drive but I can't hook it up to the "Link". I need an adapter or a cable with female SCSI 1 connectors on each end. Can anyone help.
(I know this has been reported not to work so don't bother to tell me, unless
you have tried it yourself; in which case I would like to hear your experiences.

R.King

1785. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEBWDHVG@ttgk.nextjk.stuyts.nl>
Source record: 26407

What about the following:

I recently obtained a TT board with a German TOS 3.06 on it, my own TT has TOS 3.06 UK version, as I use UK keyboards I'd like to reprogram the german TOS 3.06 Eproms with my 3.06 TOS. In fact I'm swapping one TOS for another.

Would this be legal ?

Gert

--

-- --
Atari TT-Point
-- --

1786. Re: C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o29gm$kss@dux.dundee.ac.uk>
Source record: 26408

Lost (abstract@wam.umd.edu) wrote:

: This is a serious question, please don't start a flame war on
: this thread...

: I'm just looking for more information on the C-Lab Falcon
: (MK-II?). It seems really expensive compared to the standard Falcon. Is
: this because of a new OS, better CPU, or what? I would like a Falcon,
: but it seems a high price to pay if it's not a lot better...
: --Lunatic

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1787. Re: Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3o2c84$gq4@whitbeck.ncl.ac.uk>
Source record: 26409

In article <ftn_2.203.611.5_2f94ea0c_Christian.Andersson@tnogobl.ct.se>,
christian.andersson@tnogobl.ct.se (Christian Andersson) writes:
|> There is only 1 problem with MiNTNet! How do I use it if I don't use MiNT?
|> Using Multitos (MiNT+ the New AES) Makes my Falcon so slow, so I can't even
|> dare to think of how slow it will be on a ordinary ST!

You don't have to use MultiTOS to run MiNT. Would be possible to write a
GEM based browser that used MiNT-net & have it run under single tasking
GEM just as well. If someone compiles the MiNT-net & MiNTlibs libraries
for Lattice C, I'll do it my bloody self just to prove a point (bet it would
be fairly easy if you poach the actual http code from chimera or Lynx).

|> Thats Ehy I'm trying to make a WWW-browser which don't need MTOS to run! and
|> because of that I need to make my own system! Unfourtunally this will Make my
|> program unable to work together with other Intrernet progs since We can't share
|> the Com-port, with a seperate standard like MiNT-net this would be possible,
|> but for MiNTnet I think someone else is already programming a WWW-browser And
|> you could always see mine as a substitute for those that don't want ot run MinT
|> just to be able to get out to the net! (or something)

Another approach is to take the TCP/IP code from KA9Q / NOS and bolt a GEM
shell onto it....you will still need to implement http on top of that though,
the MiNT-net way is easier to code.

Craig.
(Who doesn't really care, 'coz he has Chimera running fine under MiNT-X+Fvwm)

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1788. TT: HSYNC and system software interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <A3LZBCM@moacs.indiv.nl.net>
Source record: 26410

Hi,

I would like to use the system and VME software interrupts. The
former one lies at IPL 1, while HSYNC lies at IPL 2. Off course
I don't want those ~70000 horizontal blanks per sec. to get
through to the CPU. Would there be any negative side effect
if I simply turn off the HSYNC int. in the SCU's sysmask
register?

Waldi

1789. STFM power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: ttfw100@cus.cam.ac.uk
Message-ID: <3o2t3m$4cv@lyra.csx.cam.ac.uk>
Source record: 26538

Hi. I'm buying a STFM, but it has no leads or manuals. I don't know anything about STs, so : do I nead a power supply, or is there a power supply in the computer, and I just need a lead?

Thanks
Tony

--

Tony Wong E-Mail : TTFW100@CUS.CAM.AC.UK ///
Churchill College ///
Cambridge \\\///
CB3 ODS \XX/



1790. Ghostlink (was Re: File

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: jabrana@lightning.powertech.no
Message-ID: <3o347b$r3d@lightning.powertech.no>
Source record: 26539

On <22 Apr 1995 12:54:44> limchung@iscs.nus.sg (Charlie Mike) wrote:

> : Get hold of a PD utility called ghostlink. It contains a prog for the
> ST and
> : one for DOS. This will let the ST control all the drives on the PC (floppy,
> : hard and CD) using a null modem cable to connect the serial ports. Very
> : useful for transferring large files in either direction. The PCs drives get
> : added to the fileselector and so you can save direct from an ST prog to the
> : PCs drives, or load stuff from the PC into an ST prog.
>
> Can I lauch ST programs from the PC? If it allows that, then it will be
> great. I'm short for cash and it is much cheeaper for me to find an old
> 386 with harddisk to link up then to add a SCSI harddisk to my ST.

Hmmm ,nice idea .. . but then the ST serial port is limited to
19.2K. The data transfer speed rate will be even slower than a
normal DD disk drive!

To improve the speed both the ST and the PC will require a bit of work.
And I'm not sure wheater it's possible to improve so much that the speed
comes so high as of a fast harddrive. If that an be done then surely
it will be much better to buy a 286 or even a real cheap XT with HD than
a ST harddrive.

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
____________ jib@login.bigblue.no _ jabrana@powertech.no _//

... Cut my pizza in six slices please; I can't eat eight

1791. Update: Anyone using Ghostlink-Help Please

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-01 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3o2vnf$8oa@noc1.portland.net>
Source record: 26540
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3nlnff$6dv@noc1.portland.net>, mmcinnis@biddeford.com (Michael S. McInnis) says:
>
>
>I'm trying to get Ghostlink to work between my 1040st & 486.

Turned out to be a bad null modem cable from an office supply chainstore.
Thanks for the help!

Regards,

Michael

Michael S. McInnis Sound Designer/Composer/Audio Editor
Michael McInnis Productions 207-775-3362
Portland, Maine U.S.A mmcinnis@biddeford.com

1792. re: hard drive for 520st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1393rcain@nest.demon.co.uk>
Source record: 26411

On 02 May 95 Kevins2823 wrote::

K> I would like to add a hard drive to my Atari ST. I would like to
K> how,what, where ect. Any help from anyone would be appreciated.

Apart from the odd bit of cabling you need a host adaptor to attach to the ST DMA port - this connects to the 50-way socket on a conventional SCSI drive. You will also need a power supply to run the kit and some driver and utilities s/w.

You can get the whole lot as a package (new or second hand) or search around for the bits. HDDs aer easy to come by. The bit you may have difficulty with second-hand is the host adaptor although, in theory, any one upgrading from an ST with HDD to the Falcon should have an h/a spare (as the Falcon has an integral SCSI interface).

Second-hand the whole lot should cost less than £120 for around 120Mb.

Roger
rcain@nest.demon.co.uk

--

1793. re: intermittent blindness

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1394rcain@nest.demon.co.uk>
Source record: 26412

On 02 May 95 Julian wrote::

JG> Thanks Roger.
JG> Wouldn't you know it, it's been behaving ever since I posted the
JG> question. I have been waiting longer before switching on the STe to
JG> let the HDDs get up to speed. Maybe that was the only problem:-)
JG> Thanks, regards.........

Ah, it was just that, was it. I have stuck the ICD COLDBOOT in the AUTO of a permanently loaded floppy to get round this. Time delay of 10 secs is enough for my slowest drive to come up to speed.

Roger
rcain@nest.demon.co.uk

--

1794. re: stfm power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1395rcain@nest.demon.co.uk>
Source record: 26413

On 02 May 95 Tony wrote::

TW> Hi. I'm buying a STFM, but it has no leads or manuals. I don't know
TW> anything about STs, so : do I nead a power supply, or is there a
TW> power supply in the computer, and I just need a lead?

I think you will find that the STFM has an integral PSU. It was some of the
early ST and STM which needed the external "brick".

Can't you tell from the connectors on the back? An external PSU connects
through a 6-pin DIN at the far left (looking from the back).

Roger
rcain@nest.demon.co.uk

--

1795. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3o4q94$392@percy.cs.bham.ac.uk>
Source record: 26414

sheppard_r@kosmos.wcc.govt.nz writes:
>Why didnt Atari take Kaos to court...??

Because KAOS (EOS) didn't have any Atari code in it.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1796. Re: TT: HSYNC and system software interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <schwabnelwhma9w@issan.informatik.uni-dortmund.de>
Source record: 26415

In article <A3LZBCM@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net (Waldi Ravens) writes:

|> Hi,
|> I would like to use the system and VME software interrupts. The
|> former one lies at IPL 1, while HSYNC lies at IPL 2. Off course
|> I don't want those ~70000 horizontal blanks per sec. to get
|> through to the CPU. Would there be any negative side effect
|> if I simply turn off the HSYNC int. in the SCU's sysmask
|> register?

Linux does this, so i don't think this does any harm.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1797. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: steve-j@teleport.com
Message-ID: <3o536h$9gu@linda.teleport.com>
Source record: 26416

In article <3nq082$d9k@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@ix.wcc.govt.nz> wrote:

>>In a previous message, legal 'expert' sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
wrote:
>>
>>>You can do what you like with the Roms that you own, but ONLY for yourself..
>>
>>
>>OK... here we go again; dispelling more of Roger's misinformation.
>>
>>When you purchase software (be it on floppy disk or encoded into silicon
>>chips such as TOS ROMs) you do -NOT- automatically earn the 'right' to
>>make copies of that software, even if only intended for your own use.

>From what I have read about US copy right laws most of it is all HOT AIR,
>does not stand up in court at all...
>
>Why did Atari never ever took Kaos to court....???

It's not all hot air. Current laws do not allow making backup copies
of ROMs for ANY reason w/o permission. All the hot air is in your head,
Roger!

1798. DSP on-chip sine table?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <799415799.10@cs.york.ac.uk>
Source record: 26417

I need to know how the on-chip sine (and mu-law/a-law) tables are configured on the 56001 DSP. I've had a look around for the Reference Sheet but can't get it on the net (no surprise there). Any help via e-mail would be gratefully received.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

1799. IDE hardware...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: f92sk@efd.lth.se
Message-ID: <3o5bdg$irl@nic.lth.se>
Source record: 26418

I heard about a german mag, ST Computer I think, that had an article about a Do It Yourself IDE-
interface for ST. Has someone this mag? Is it still possible to obtain this mag or can I get a copy
of the article from someone?

Regards Sven Karlsson, Istari Software

1800. PAK030+Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: vasileia@polhp5.in2p3.fr
Message-ID: <3o5ekc$h47@ccpnws.in2p3.fr>
Source record: 26419

Hi,
Does anybody knows if PAK030 and the GCR-Spectre emulator are
compatible?
thank you
--
--
| George Vasileiadis Email : vacs@hpna49-2.cern.ch |
| LPNHE,Ecole Polytechnique vasileia@polhp5.in2p3.fr |
| 91128,Palaiseau vassild@cernvm.cern.ch |
| France vasileia@slac.stanford.edu |
| _____________________ |
| Tel: 33-1-6933-3151 (Off.) |
| 33-1-43294548 (Hom.) |
--

1801. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3o4ksk$89l@golem.wcc.govt.nz>
Source record: 26420

In article <799155193snz@xciv.demon.co.uk>, paul@xciv.demon.co.uk (Paul Civati) writes:
>In article <3nq0dt$d9k@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard.." writes:
>
>TOS 1.2 with the right patch(es) is perfectly useable with a hard disk.
>
>Upgrading from 1.2 to 1.4 no doubt has many advantages, but 1.2 is still
>quite quite usable. Going from 1.2 to 1.4 means you have to run a different
>set of patches though..
>
>For my every day use (1.2) this means the folder fix (which is built into
>the ICD booter anyway), FATSPEED and a serial patch.
>

Paul I feel very sorry for you, you just don't know all the BUGS that are in
TOS 1.2, if you did you would not post a supid reply like that...

TOS 1.2 is not supported in many new programs, it has to many bugs and lacks
to many new features...

But then again you seem to know it all, and those people are beyond help...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1802. ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: ellisd@bldg284.awacs.af.mil
Message-ID: <3o5qmj$dru@romulus.ucs.uoknor.edu>
Source record: 26421

Does anyone know of a shareware or PD 'C' complier for the ST series computer. I am getting ready to take a class for work, and really want to do the homework at home on my ST, not at work on a PC. I would like the nice $279. lattice complier, but not on my paycheck. Unless they have a student price????

1803. Re: How to upgrade a 520ST to 1 meg

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: cad413@ccsun.strath.ac.uk
Message-ID: <3o5hcn$kjj@rockall.cc.strath.ac.uk>
Source record: 26422

In article <3nbm5o$qlh@news.asu.edu> dagley@aztec.asu.edu (KELLEY DAGLEY) writes:
>
>I need to upgrade my 520ST. Which chips are the RAM (where are
>they located on the motherboard)? Where can I get replacements
>to bring me up to 1 meg?
>

You need to be more specific of the ST's type. If it's an 'E' or an 'e' you
can *probably* use 256k SIMMS, and if not, SIPPS.

If it's an FM or other, it all because more complicated and outside my
first-hand experience.

AG
--
Alan Gauton Tel +44-(0)141-552 4400
Signal Processing Division ext. 2686
Dept. of Electronic and Electrical Eng. Fax +44-(0)141-552 2487
University of Strathclyde E-Mail ag@spd.eee.strath.ac.uk

1804. Re: MagiC-compatible programming tools

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FECTECAJUP@galaxy.teuto.de>
Source record: 26423

In <djs.798994980@gen-off-1> David Stevenson wrote:

>>What proportion of the Mint GEMDOS calls does MagicMac have?
>Fuck all, as far as I can tell. If I understand Ofir correctly, MagiCMac
>is based on Magic 2, not Magic 3. It is the latter that partially implements

MagiCMac contains MagiC3, not 2.

But it seems that there a still a lot of problems to overcome with the
MiNT/MTOS compatibility of M3 and therefore MM.

>Anyone know where I can get any English programming docs for MagiC?

IIRC, there's only the German one around. Available from Behnes directly.
Perhaps the UK-distributors have s. th. handy?

>Welcome to ciderspace.

To your health :*)

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1805. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950502163934.10216A-100000@moose.erie.net>
Source record: 26424

On 2 May 1995, Roger Sheppard.. wrote:

> In article <799155193snz@xciv.demon.co.uk>, paul@xciv.demon.co.uk (Paul Civati) writes:
> >In article <3nq0dt$d9k@golem.wcc.govt.nz>
> > sheppard_r@ix.wcc.govt.nz "Roger Sheppard.." writes:
> >
> >TOS 1.2 with the right patch(es) is perfectly useable with a hard disk.
> >
> >Upgrading from 1.2 to 1.4 no doubt has many advantages, but 1.2 is still
> >quite quite usable. Going from 1.2 to 1.4 means you have to run a different
> >set of patches though..
> >
> >For my every day use (1.2) this means the folder fix (which is built into
> >the ICD booter anyway), FATSPEED and a serial patch.
> >
>
> Paul I feel very sorry for you, you just don't know all the BUGS that are in
> TOS 1.2, if you did you would not post a supid reply like that...
^^^^^
>
> TOS 1.2 is not supported in many new programs, it has to many bugs and lacks
> to many new features...

Why don't you list all the bugs for us, Roger, then maybe we
won't be so supid!!!!

1806. Re: F030, dumped the old Conner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FECSAIEPUP@zumdick.rhein-main.de>
Source record: 26425

In <FD5WCEAGUP@zumdick.rhein-main.de> wrote:

>Recently I got sick of my builtin IDE disk, which
>was overheating the system anyway. And now I'm running
>solely with my SCSI harddisk(s). The only thing which bothers
>me now is, that the boot procedure takes quite a while
>longer. I think its because the Falcon wants to boot
>off the IDE disk, or wants to find it in any case, and
>takes a long time to time out.
>
>Is there a way to get things going more quickly ?
>
>Thanks in advance
> Nat!
Thanks to the people who replied, apparently I made myself
not all too clear lemme rephrase the question:

My model of what's happening on reset is:

0. Usual memory checking...

1. TOS tries to read a bootsector
the order being

Floppy (maybe not)
IDE
SCSI

Now if there's no IDE drive connected the Falcon waits
quite some time before it timeouts and then moves on
to the SCSI where it pulls in the boot sector.

2. Now AHDI is loaded, which again looks for the IDE device
taking yet some more time and finally checking the
SCSI devices.

How can I reduce any of the two timeouts ? I don't want to
change drivers.
I fiddled with the Delay in the NVRAM but that didn't have
any noticeable effect.

Thanks for the replies I got (and hopefully will get)

Nat!

----------"Bang that bit that doesn't bang"----------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

1807. 1020 color printer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: joelak@aol.com
Message-ID: <3o6sk4$b2n@newsbf02.news.aol.com>
Source record: 26426

I don't know if this the correct group for this question but I had to ask.
Could anyone give me info on the comm protocol for "ATARI Home Computer"
-> ATARI 1020 Color Printer? This printer looks to have been made several
years ago.

Thanks in advance,

Joel A. Kunze

1808. Falcon: SCSI port died... Help !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FECXFBUR@ttgk.nextjk.stuyts.nl>
Source record: 26427

Hallo,

A friend of mine asked me to look at his Falcon because his SCSI port recently died... After connecting some SCSI drives from another Falcon owner the busy light of that SCSI drive stayed on and the system didn't recognized any SCSI devices. Back at his own place he connected his SCSI drive and the same problem. I tried at my place with his Falcon connected to a SCSI CD-Rom and the same, busy light of the drive stayed on all the time and the Falcon failed to recognize any SCSI devices. Sometimes it returned 'SCSI ID4: @@@@@@@@@@' (Hushi driver) but most of the time nothing at all. The internal IDE runs just fine as does the rest of the Falcon.

Anybody got a clue what might be wrong, I guess the SCSI driver chip has gone to silicon heaven but I'd like to be sure before attempting to replace the SMD bugger.

I've also tried to access the SCSI chip (from GFA Basic) to determine which line of the SCSI port might be faulty. On my TT, I can access the chip by using SPOKE and PEEK without problems. On the Falcon however I get a BUS-Error (2 bombs). AFAIK the Falcon and TT use the same hardware addresses for the SCSI chip. ($FFFF878x) I also tried accessing it from a little assembler program, first entering supervisor mode and then executing some simple byte read ops. on the port, but again 2 bombs.... I don't get it, why can I access the chip on the TT but not on the falcon???

Gert

--

-- --
Atari TT-Point
-- --

1809. re: iomega tape drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FECEDHUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 26428

In <1334rcain@nest.demon.co.uk> Roger Cain wrote :

>On 27 Apr 95 Nick wrote::
>
> NF> From: nickf@fleet.cadence.com (Nick Forde)
> NF> I have been offered a cheap IOMEGA Tape Drive which was used with a
> NF> PC. Can this be used with my ST? I believe its an internal drive
> NF> and hence doesn't have a power supply or case.
>
>I would forget it, Nick, unless it is a SCSI device (50-way header on the
>back). Most of these PC streamers are not SCSI.
>
I am also interested in the Iomega tape drives, so if anyone can
tell me if it'll work with an Atari, please let me know. (Oh, and
they come as SCSI devices, Roger)

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1810. Wizztronics Falcon RAM-board. Any experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995May2.124347.1885@cathy.ijs.si>
Source record: 26429

I am considering buying the Wizztronics Falcon RAM-board, because the Hard&Soft ram cards uses 30 pin RAMs and is finicky. Apparently Wizztronics board uses the more modern 16MB, 70 pin RAMs.

Does anybody have any experiences with instalation? How hard is it to do?
And most important: would it fit into a falcon that has a H&S speed resolution enhancer fitted? (One more: do you think it will work with 20MHz bus speed?)

I'll be gratefull for any hard data on this subject.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1811. How to upgrade a 520ST to

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-02 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <095_9505070047@tor250.org>
Source record: 26430

D > I need to upgrade my 520ST. Which chips are the RAM (where are
D > they located on the motherboard)? Where can I get replacements
D > to bring me up to 1 meg?

The 520ST is simply a wanna-be 1040ST. They have the space to add the extra
512K to the board.

Your going to need 256K DRAMS to upgrade the 520ST to 1 meg. You will need
16 of the memory chips, and you'll need a few resistors, and some capacitors.

As for the position, that'll depend on what year the computer was
manufactured in. There are a few different versions of the mother board so
the RAM will be in different places for each mother board version. One
board has the RAM under the keyboard, another has it up off to the mid-upper
-left, I think there is a third type.

To do the upgrade you need to solder chip sockets into the unfilled spaces on
the board. Solder in the resistors and capacitors in the right places, and
finally plug in your 16 256K DRAMS.

If you want deeper details just ask.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1812. Re: STFM power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: bosem@delphi.com
Message-ID: <pg+9S46.bosem@delphi.com>
Source record: 26431

Tony,

The STfm has a builtin power supply so all you need is a standard power cable just like the ones used on PC's and a myriad of other equipment. (The only ST that had an external power supply was the original 520ST, which also had no internal drive and was noticably smaller than the STfm.

Bob

1813. Re: F030, dumped the old Conner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3o7eur$pr7@rs18.hrz.th-darmstadt.de>
Source record: 26432

Hi!

In article <FECSAIEPUP@zumdick.rhein-main.de>, nat@zumdick.rhein-main.de (Nat!) writes:
> How can I reduce any of the two timeouts ? I don't want to
> change drivers.
> I fiddled with the Delay in the NVRAM but that didn't have
> any noticeable effect.
Well, that's a problem of TOS. When there's no IDE-drive attached, it will
use a very long timeout to accept this is true... You can't change the
length of this timeout with the NVRAM, you have to patch the ROMs. There's
a small utility available which does that (and other useful things for the
Falcon-TOS), but AFAIK it only works with 4.04, and, even worse, I can't
remember the name right now... But you could contact Michael_Ruge@wi2.maus.de
for details.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

1814. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D7z7BB.A8w@midway.uchicago.edu>
Source record: 26433

In article <3o5qmj$dru@romulus.ucs.uoknor.edu>,
Dale Ellis <ellisd@bldg284.awacs.af.mil> wrote:
>Does anyone know of a shareware or PD 'C' complier for the ST series computer.
>I am getting ready to take a class for work, and really want to do the homework
>at home on my ST, not at work on a PC. I would like the nice $279. lattice
>complier, but not on my paycheck. Unless they have a student price????
>
>

IMHO, if you have enough memory, you should go for GCC; it can be used
on every (or almost every) C dialect, including C++ (!), and it is
FREE!

Gustavo

1815. FS:Digidesign Sound Tools for Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3o6sfb$dct@homer.alpha.net>
Source record: 26434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1816. question about command line args

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D7zMIz.MCC@midway.uchicago.edu>
Source record: 26435

I'm having trouble compiling a .ttp program using gcc. It essentially boils down to this: after succesfully compiling and linking the C code below, when I try to run the executable, I get two bombs. What am I doing wrong? Any help will be appreciated.

```
--------------------------------------------------------------------------------
#include <stdio.h>
#include <stddef.h>
#include <stdlib.h>

main(int argc,char *argv[])
{int c;
c=argc;
printf("\n%d\n%s\nOK",c,argv[0]);
return EXIT_SUCCESS;
}

--------------------------------------------------------------------------------
```

1817. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: ellisd@bldg284.awacs.af.mil
Message-ID: <3o7uvo$fil@romulus.ucs.uoknor.edu>
Source record: 26436

In message <D7z7BB.A8w@midway.uchicago.edu>, gustavo@dent.uchicago.edu (Gustavo Comezana) writes:

>In article <3o5qmj$dru@romulus.ucs.uoknor.edu>,
>Dale Ellis <ellisd@bldg284.awacs.af.mil> wrote:
>>Does anyone know of a shareware or PD 'C' complier for the ST series computer.
>>I am getting ready to take a class for work, and really want to do the homework
>>at home on my ST, not at work on a PC. I would like the nice $279. lattice
>>complier, but not on my paycheck. Unless they have a student price????
>>
>>
>
>IMHO, if you have enough memory, you should go for GCC; it can be used
>on every (or almost every) C dialect, including C++ (!), and it is
>FREE!
>
> Gustavo
>
What is the full name of it and where can I get it. I have 2.5Meg memory. Do you have an address (email,internet,snailmail) that I can get it from. I am also on-line with GEnie.

Thanks
Dale

1818. Re: IDE vs SCSI on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <H5NZBSM@moacs.indiv.nl.net>
Source record: 26437

Sander Stoks (sanders@sci.kun.nl) wrote:

> Could someone tell me what the verdict was in the IDE vs SCSI case? I
> keep hearing about problems with SCSI on accelerated Falcons with high
> resolutions and speed loss compared to (even!) ST DMA. I seem to
> remember that I had to buy a SCSI anyway (even if they're harder to
> come by and maybe a bit more expensive). So why would I want to do
> that? I remember something about being better (faster?) in multitasking.

SCSI may be faster under some OSs. It depends on the SCSI driver. AFAIK
the driver under Linux disconnects, if possible, so several SCSI disks
can be doing some work at the same time (e.g. target 0 could be seeking,
while target 1 is transferring a couple of sectors to the computer, and
target 2 is filling it's internal buffer). Therefor it is important to
spread partitions containing highly active filesystems (e.g. newsspool)
amongst several disks.

Waldi

1819. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <799540490snz@birnie.demon.co.uk>
Source record: 26438

In article <3nq0dt$d9k@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard.." writes:

> In article <798852284snz@xciv.demon.co.uk>, paul@xciv.demon.co.uk (Paul Civati)
> writes:
> >In article <FDYUABAKUP@galaxy.teuto.de>
> > neptune@galaxy.teuto.de "Hendrik Mylius" writes:
> >
> >> >> interfaces from ICD for my 1040? Would I need a new version of TOS or
> >> >The SyQuest should work fine. If you have a TOS version older than 1.04,
> >> >you'll have to use small partitions (16 megs or less). Other than that, no
> >>
> >> With TOS < 1.04 the hd-access will be s - l - o - w, though.
> >
> >And install FATSPEED and it will speed up again. ;-)
>
>
> NO...!! Get TOS 1.04 Roms and get all the New Features, I would never use a
> Atari at all unless it had TOS 1.04 or later....
>

I got the same problem. Just installed a new Quantum 540Meg SCSI and much
to my horror found that it was MUCH slower than my old one despite having
half the access time and three times the data rate! I guess this is cos
the partitions/FATs are 3 times as big.

FATSPEED helps a lot, but i thought to try the ROMS (1.6) from my
daughter's STE. They wouldn't work - my STFM just sat and did zilch.
Anyone know why this should be? Are STE & STF ROMs different?

Re 16 Meg partition limit in 1.2, ICD's docs mention BGM partitions which
can be as big as a house (larger clusters i think). Has anyone tried
them with TOS 1.2?

Alex
>
>
> **
> * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
> * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
> **
>
>

--
Alasdair Campbell

ali@birnie.demon.co.uk

1820. RE:C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: "Tom Swift"
Message-ID: <D806y5.wt@cee.hw.ac.uk>
Source record: 26439

In article <3o0pfi$hvj@cville-srv.wam.umd.edu> abstract@wam.umd.edu (Lost) writes:
>
> This is a serious question, please don't start a flame war on
>this thread...
>
> I'm just looking for more information on the C-Lab Falcon
>(MK-II?). It seems really expensive compared to the standard Falcon. Is
>this because of a new OS, better CPU, or what? I would like a Falcon,
>but it seems a high price to pay if it's not a lot better...
> --Lunatic

I've seen an article on it in Atari World. I remember it having
various sound and hard drive upgrades/fixes for D2D recording and
possibly some other stuff as well.

Tom Swift
phxts@phyfs1.phy.hw.ac.uk

PS I think it was in a rack mountable case or something.

1821. Re: C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-03 00:00:00 UTC
From: rudi <cazeauxr@hlc2ec.boat.bt.com>
Message-ID: <3o8bkd$7vp@pheidippides.axion.bt.co.uk>
Source record: 26440

abstract@wam.umd.edu (Lost) wrote:
>
>
> This is a serious question, please don't start a flame war on
> this thread...
>
> I'm just looking for more information on the C-Lab Falcon
> (MK-II?). It seems really expensive compared to the standard Falcon. Is
> this because of a new OS, better CPU, or what? I would like a Falcon,
> but it seems a high price to pay if it's not a lot better...
> --Lunatic

I hope the following helps:

1) MK-II includes an upgraded 1 gigabyte hard disk drive that is
fast enough for direct-to-disk audio recording and deosn't
suffer from re-calibration problems (which cause "audio hiccups")

2) The input and output audio circuitry has been upgraded and the
built-in "bass-boost" removed.

3) This is only a rumour but I heard that as part of the license
agreements, Atari didn't want MK-II to compete with the original
Falcon while stocks of the original model continue

4) The guy that helped teh C-Lab/Atari deal come about works for a
UK music retailer called either the "Audio Village" or "Digital
Village" (can't recall the exact name) might be able to help.
I *think* his name is Paul Wiffen.

5) A new UK mag called "Atari World" should be doing a revue
soon.

Has anyone noticed how the MK-II adverts in Europe show the new
Falcon as the ideal companion for Cubase Audio? Could this be
because there is a teesy-weensy bit of bad blood between C-Lab
and their former employees who started up E-magic...

Anyway good luck with your Falcon

Rudi Cazeaux
3-May-95
London
UK

1822. Re: intermittent blindness

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: em09@liverpool.ac.uk
Message-ID: <D81oAF.C7y@liverpool.ac.uk>
Source record: 26441

Julian Gifford (julian@loose.apana.org.au) wrote:
: : Some SCSI drives don't respond to the first command sent to them - to get
: : round this you need a driver which will do re-tries. I use the Supra s/w
: : and had a similar problem with a Micropolis drive. The solution was to
: : install the driver provided for HDDs with removeable media (SUPBTRM.PRG}
: : and use its configurer to allow it to do a few retries.

: Thanks Roger.
: Wouldn't you know it, it's been behaving ever since I posted the question.
: I have been waiting longer before switching on the STe to let the HDDs
: get up to speed. Maybe that was the only problem:-)
: Thanks, regards.........
: --
: /| |\ o _, /"" o |\ |\ _ ,_ _|
: | | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
: \|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
: (| julian@loose.apana.org.au |) |)

I have a small program called COLDSTART which is the only program
in my AUTO folder on a floppy I keep in the drive. All it does is
to cause a cold REBOOT of the computer.

When my SCSI drive warms up the STe boots from there but, if it is
not ready, it boots from the floppy which just says 'boot again'

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
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1823. Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950504093235.19780A-100000@bull.mimuw.edu.pl>
Source record: 26442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have got SCSI HD Quantum Empire E1080S - 1GB an when I was installing
it, I move autobooting with connected IDE drive. Now I sold my old IDE
and I have a lot of data on SCSI drive, but it doesn't want to autoboot! :((
It's installed with ICD (no AHDI compatibility) and option Boot for
selection of boot partition works but doesn't make any effects.

PLEASE HELP ! (It isn't funny to boot F030 from FDD :(((

Simon. :((((

1824. Re: canon bj10e

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3oa1ar$8u6@sunrise.pg.gda.pl>
Source record: 26443

OK.
I'll try explain my problem again.

I need Polish characters in my printouts made in character mode.
(In graphic mode I can use Calamus). It can be done in two ways:
-by fitting an EPROM chip with new character set into my printer
(it's expensive) or
-by downloading set of fonts (only Polish characters) into the printer
after every switch on.
For my 9-pin printer I've choosen the second way (much cheaper)
and it works. Now I want to do the same for my BubbleJet. So, what I
need from all of You, is a piece of software, that downloads _ANY_
characters to printer BJ. I'll analyse it and will make my own downloads.
I'm not sure, is GDOS capable of doing it (BTW: I do use GDOS software: a new
Idealist!).
So, thanks for You help in advance

--
+---+
| Jaroslaw "Banan" Banachowicz | tel. (+ 48 58) 25 39 48 |
| mms02bj@loqi.elka.pg.gda.pl | (+ 48 58) 22 23 55 |
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.
+---+

1825. DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <799594396.10@cs.york.ac.uk>
Source record: 26444
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which is good but has a number of bugs, (namely, jumping to '*' doesn't decrement the PC by one). I tried to compile the GCC-56K with little success. If anyone has managed to set-up a good PD DSP programming system, please get in touch with me.

Thanks in advance.

--
Andrew Hague
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

1826. NTSC monitor/LCD projector - will it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: rampelt@ibm.net
Message-ID: <3o9knu$2lot@news-s01.ny.us.ibm.net>
Source record: 26445

Help! I'm a teacher helping to organize a workshop on computer use for highschool students. A musician has volunteered to demonstrate MIDI applications using his ST.

Is there any way to get video output to an LCD overhead projector (VGA type) or to an NTSC monitor or projection TV? (Approx. 50-80 kids need to see this at the same time)

Thanks for any help, John Rampelt

1827. Re: C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D81KB9.8Hq@cix.compulink.co.uk>
Source record: 26446

In message <3o0pfi$hvj@cville-srv.wam.umd.edu>, abstract@wam.umd.edu said:
>
>I'm just looking for more information on the C-Lab Falcon
>(MK-II?). It seems really expensive compared to the standard Falcon. Is
>this because of a new OS, better CPU, or what? I would like a Falcon,
>but it seems a high price to pay if it's not a lot better...

New OS - No, 4.04 still.
Better CPU - No, 16 MHz '030

What is does have is 14 Mb RAM and 500 MB SCSI inside. All the fixes
needed to make it work with some sampler prgs have been done.

It's too expensive, you could probably get it cheaper as an Atari Falcon
and add the extras.

Phil.

1828. Re: STFM power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D81KBA.8IB@cix.compulink.co.uk>
Source record: 26447

In message <3o2t3m$4cv@lyra.csx.cam.ac.uk>, ttfw100@cus.cam.ac.uk said:

>Hi. I'm buying a STFM, but it has no leads or manuals. I don't know anything
>about STs, so : do I nead a power supply, or is there a power supply in the
>computer, and I just need a lead?

STFM's have an internal supply, you will of course need a power lead -
standard Euro plug to 3 pin mains, this should come with the computer.

Phil.

1829. MiNTnet & Geneva?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3oa1p0$ipq@news2.delphi.com>
Source record: 26448
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I already have Geneva. Should I get MiNTnet? What else do I need to set up an Internet connection?

I am new at this (SLIP/PPP/etc.), but not new to computing/telecomputing. Are the available Lynx and Chimera programs GEM based or .TOS based?

Please point me in the right direction on how to do this and where to get everything. I.e. what files at umich, etc.

Thanks in advance!

Dom

P.S. Since most people feel that AES4.0/MultiTOS is so slow, I figure Geneva/MiNTnet should be pretty speedy.

1830. Atari audio questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: markw@southwind.net
Message-ID: <3oa38i$lce@onyx.southwind.net>
Source record: 26449

Could someone please give me information on Atari computers???

I know next to nothing about the models and their audio capabilities but
would like to find out!!

What connections are on each model? (such as midi, audio in\out, etc.)
Which models have a built in DSP?

Also,

What digital audio recording hardware\software is available for the Atari?

I would appreciate any info. Thanks.

1831. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEEQFGAIUP@galaxy.teuto.de>
Source record: 26450

In <3nq082$d9k@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>When you purchase software (be it on floppy disk or encoded into silicon
>>chips such as TOS ROMs) you do -NOT- automatically earn the 'right' to
>From what I have read about US copy right laws most of it is all HOT AIR,
>does not stand up in court at all...

Dunno about that, but

>Why did Atari never ever took Kaos to court....???

is very simple to answer. The commercially distributed KAOS 1.4.2 _required_ a
TOS 1.04 in ROMs. And in Germany it is perfectly legal to patch or modify any
software, as long as it is only for ones own use. Not for distribution!

I remember the CeBIT perfectly well, when KAOS 1.4.2 was announced. Normen
Kowalewski went BEZERK after he heard the news ;-)

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1832. Re: Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <799614332snz@bigbox.demon.co.uk>
Source record: 26451

> You don't have to use MultiTOS to run MiNT. Would be possible to write a
I think this and "MiNT-net doesn't need megs of programs and a degree in
Unix administration to install" should be posted daily to c.s.a.s(.t) ;-)

> GEM based browser that used MiNT-net & have it run under single tasking
I have heard so many plans for writing of a MiNTnet + GEM based WWW browser
one of them must come to fruition soon.

> GEM just as well. If someone compiles the MiNT-net & MiNTlibs libraries
> for Lattice C, I'll do it my bloody self just to prove a point (bet it would
> be fairly easy if you poach the actual http code from chimera or Lynx).
I was going to ask about that myself today. I know the MiNTlibs have been
ported but I don't think socket.lib has. I compiled it myself yesterday but
I had to cludge my way through one of the headers (containing char bitfields)
and I can't be sure I have got it right. The other problem is that socket
calls mintlib calls (ioctl etc) and I don't have a working MiNTlib so I have
to wait until I feel I can afford to go on anoother FTPing trip...

> Another approach is to take the TCP/IP code from KA9Q / NOS and bolt a GEM
> shell onto it....you will still need to implement http on top of that though,
> the MiNT-net way is easier to code.
Please please everyone writing TCP/IP stuff support MiNTnet. It isn't hard
for a user to install and it has so many advantages to the end user (like
compatability between inet apps).

> Craig.
> (Who doesn't really care, 'coz he has Chimera running fine under MiNT-X+Fvwm)
And who surely has >4 Megs :-) If not, please tell me how you've managed to
squeeze it in! I can run it all but I have virtually no memory left for
pages and file transfers if I do.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1833. PLCC wire-wrap sockets????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-04 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3obig2$b23@hasle.oslonett.no>
Source record: 26452

I'm not sure if I've asked this before- forgive me if I have.

The problem is finding a suitable socket that will let me "sandwich"
a new circuit board with connections to the PLCC shaped 68000
processor in my STE and put the 68000 on top of the circuit board.

In other words, the 68000 connects to the same IC socket as before, but
in addition, a new PCB comes between.
How do i solve this problem?
I've been looking through lots of catalogues for a suitable socket
but with no luck so far, i don't even know what to look for (a PLCC wire
wrap socket???)
Any ideas?
And in case you're wondering what I'm going to make... an IDE hard disk
interface.
Thanks.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

1834. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <799613090snz@xciv.demon.co.uk>
Source record: 26453

In article <3o4ksk$89l@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard.." writes:

> >For my every day use (1.2) this means the folder fix (which is built into
> >the ICD booter anyway), FATSPEED and a serial patch.
>
> Paul I feel very sorry for you, you just don't know all the BUGS that are in
> TOS 1.2, if you did you would not post a supid reply like that...

What are all the bugs then?

Sure, I've seen a list and there are a lot, BUT, when it comes to my
everyday normal use then it's FATSPEED, folder fix, serial fix and that's
it.

> TOS 1.2 is not supported in many new programs, it has to many bugs and lacks
> to many new features...

1.4 doesn't add much functionality over 1.2 AFAIK, not program feature wise.

> But then again you seem to know it all, and those people are beyond help...

Really, so where did I state I know everything?

So it comes down to insults now does it.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk FYI it's 'sivarty' ;-) Civ on IRC
Computer nut looking for internet/unix/PC network support/admin job.
"Don't worry Mr B, I have a cunning plan."

1835. Decision on MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3obro9$sb5@cville-srv.wam.umd.edu>
Source record: 26454
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm considering downloading MiNT, but is it really all that?
Should I use it, is it worth my time? I'm not sure how to use it, but
it's the end of the semester, so I've got a little more time to spend
exploring now... Thanks for any comments, opinions, etc.

--LuNATIC

1836. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950504.195418.06@powerslv.demon.co.uk>
Source record: 26455

```
>Subject: Re: ANSI 'C' complier
^^^^^^^^
Excellent! This group needs more humour (esp. bad puns :-)

--
Cheers __
| /\ |\ |
\/ \/ | \|
```

1837. Re: SLIP OR PPP For atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3od2av$miu@btmpjg.god.bel.alcatel.be>
Source record: 26456

I couldn't get MacPPP to work with Spectre: something about a modem
signal which Spectre doesn't implement because the Mac+ didn't have it.
I also can't get the latest MacCIM -- the one you need to ftp and gopher
via CIS -- to run, it always complains I don't have enough memory. The
previous version worked fine (but didn't have the internet stuff).

Currently I'm using KA9Q-NOS with a dialler script which logs onto CIS
with GO:PPPCONNECT; works, but no graphical interface. One day I'll
get MintNet and X running (but maybe not this year).
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1838. Re: C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3ocu8r$2fo@whitbeck.ncl.ac.uk>
Source record: 26457

In article <3o29gm$kss@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> Lost (abstract@wam.umd.edu) wrote:
|>
|> : This is a serious question, please don't start a flame war on
|> : this thread...
|>
|> : I'm just looking for more information on the C-Lab Falcon
|> : (MK-II?). It seems really expensive compared to the standard Falcon. Is
|> : this because of a new OS, better CPU, or what? I would like a Falcon,
|> : but it seems a high price to pay if it's not a lot better...

Valid question, it does seem a little high in the price stakes - but
they aren't making base models at all, the high price for their standard
model gets you a fully loaded machine. They've ditched the IDE,
and have a 500Meg internal SCSI drive and 14Meg memory, so that accounts
for some of the price differance (but not all of it by any stretch of the
imagination). I think they are aiming more at studios & music pro's who
want a digital mixing set up, where a mac or PC expanded to perform the
same stuff as the falcon will out of the box, will cost more than they
are asking for the falcon - making it seem value for money - and with
the advantage of not having to fart around with DOS/windows to get
it to work.

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1839. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3ocub9$2fo@whitbeck.ncl.ac.uk>
Source record: 26458
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
|> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
|> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
|> the PC by one). I tried to compile the GCC-56K with little success. If

Buy DevpacDSP from HiSoft - it's quite cheap and pretty good.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1840. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <3ocu76$6s0@m1.cs.man.ac.uk>
Source record: 26459

Sometimes I've found my ST discs will read on a PC, but this isn't
particularly reliable. Far better is to format your discs on a PC
and use them as normal. The ST will happily read the PC formatted
disc without any problems as though it was a normal ST disc.
There always seems to be a file entitled 'PC' which is 0 bytes
on the disc as well. This is (I think) because of the way the PC
formats the disc and places an identifier on it.

Gaz

1841. Kaosdesk & Multitasking?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3od3fe$jne@cville-srv.wam.umd.edu>
Source record: 26460
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know what multitasking program is most compatible
with Kaosdesk? I'd like this program, but I want to make sure I can use
it!
--Dazed and Confused (-;

1842. Re: Graphics cards and STEs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3od2n4$miu@btmpjg.god.bel.alcatel.be>
Source record: 26461
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Contact Titan Designs in Birmingham -- email at the Compuserve address
if you can't afford to ring directory enquiries. ;>

To fit it into an STe you need to use an adaptor which piggybacks onto
the CPU socket: not for the faint-hearted (and not to easy to get back
into the old clamshell case). But it works just great.
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1843. Re: IBM drive/Link II woes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: dominik@d255s228.mch.sni.de
Message-ID: <3ocvv9$4vu@d255s228.mch.sni.de>
Source record: 26462

In article <FD4PDHBDUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>In <a5f_9504231806@tor250.org> Dan Dreibelbis wrote:

>> 2) when used as my main drive, I have to warm boot the computer
>>after first switching it on after switching on the hard drive to get
>>it to recognize the IBM mechanism (which is weird, as I've had no
>
>Perhaps the drive needs a Unit Attention or s.th. like that!? Perhaps that can
>be configured with one of the common harddisk tools, e. g. SCSI-Tool or
>Diskus. Wouldn't wanna bet on this, though.
You should disable the unit attention if you have a TOS <=1.04.
With the unit attention disabled everything works fine.
You can disable it with a jumper (but I havent the spec by hand.)

Dominik
--
Dominik Strasser | Phone: +49 89 636-43691
SIEMENS NIXDORF Information Systems | Fax: +49 89 636-48716
SU BS2000 SD225 (C/C++ Compilers) | E-Mail:Dominik.Strasser@mch.sni.de
Otto-Hahn-Ring 6, D-81739 Muenchen, Germany |

1844. Re: Ghost Link

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ode3a$ipe@epsilon.qmw.ac.uk>
Source record: 26463

Huey (Huey@mediafrg.demon.co.uk) wrote:
: Can anyone help me find this Ghost Link program.

Take a trip to HENSA. :-)

Danny
--
.signature.signature

1845. C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <ddf_9505061232@tor250.org>
Source record: 26464

-=> Quoting Abstract@wam.umd.edu to All <=-

Ab> I'm just looking for more information on the C-Lab Falcon
Ab> (MK-II?). It seems really expensive compared to the standard Falcon.
Ab> Is this because of a new OS, better CPU, or what? I would like a
Ab> Falcon, but it seems a high price to pay if it's not a lot better...

The large factor with the C-Lab Falcon MkII is that it comes with
14Mb of RAM as standard. It also has a 500Mb SCSI-II internal HD. I've
also heard that there was some fine-tuning of TOS involved, but I can't
substantiate that rumour. Otherwise, it's the same case, same CPU, same
everything. (Oh, they fixed the audio I/O problems with distortion, etc).

Regards,

Rob - rcooper@io.org

___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

1846. Re: Atari audio questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3od2vt$o98@prime.mdata.fi>
Source record: 26465

In article <3oa38i$lce@onyx.southwind.net>,
mark weddle <markw@southwind.net> wrote:
>
>I know next to nothing about the models and their audio capabilities but
>would like to find out!!

There's only one model for audio work: Atari Falcon 030 (now manufactured
by C-lab and named C-Lab Falcon MkII). Atari has quit computers, and the
design of new TOS-based (Atari's operating system) computers is now
in the hands of few smaller (but more effective) companies.
Standard Falcon is driven by Motorola 030/16Mhz, but that is very
sufficient because the OS is so light.

>What connections are on each model? (such as midi, audio in\out, etc.)
>Which models have a built in DSP?

Falcon has 1 built in DSP, along with audio sub-system that allows you
play 8 simultaneous channels of non-compressed 16bit/48Khz audio (D2D).
It has 1 stereo input and 1 stereo output, plus Midi in/out ports.
Record while playing is possible, also using RAM as sample memory.

You can expand it with relatively cheap add-ons: SPDIF-interface
with optical/coaxial I/O and DAT backup software, interface which
gives you 8 more analog outputs, and a few Midi expanders with
4-8 in and 4-8 out and some with SMPTE I/O and MTC.

For Direct-to-Disk work you'll have to get an external case for
SCSI-drives (there's no room for them in a standard Falcon).
Falcon has SCSI-, Printer-, Modem-, Audio-, ROM-, DSP-, Monitor-,
MIDI-, LAN-, and TV-ports.

Rack cases are available (and recommended). C-lab is planning to produce
a pro-Falcon with 040 and 2 DSP's, with 8 outputs, Digital I/O, SMPTE/
VITEC sync card and enchanced graphics capabilities - all in one rack case.
You can get a 33Mhz/040 accelerator for 950$ from Wizztronics.

>What digital audio recording hardware\software is available for the Atari?

There are several Shareware programs, that can do stereo recording with
effects. then there are a few commercial Direct-2-disk recorders (4 or
8 tracks with effects, but no MIDI - although some have SMPTE or MTC
sync).

some names:

D2D edit
Musicom

Clarity

Cubase Audio Falcon (CAF) is the program to get, if you need integrated MIDI/Audio (128 track of midi + 8-16 tracks of audio with realtime effect). It's manufactured by Steinberg.

The program "core" is same as Cubase Score 2, added with Digital D2D audio (44,1 or 48 khz /16bit) and plenty of editing power (non-destructive) and DSP manipulations. It can have 1 realtime-effect at a time (choose from 10-band graphic EQ, Reverb, Chorus or 3-band parametric EQ) - everything is automated.

Logic Audio Falcon is also available (no realtime effects), but CAF is sooooo much better....

Hope this helped.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1847. Cubase + Geneva Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: rudi <cazeauxr@hlc2ec.boat.bt.com>
Message-ID: <3odieq$i7@pheidippides.axion.bt.co.uk>
Source record: 26466

I currently use Cubase on an 4MB Atari ST. I am also using MagiC
which cannot run Cubase even with multi-tasking disabled.

Does any one know if Geneva is compatible with Cubase?

Cheers,

Rudi
5 May 95
London
UK

1848. Re: re: iomega tape drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: Paul Spear <pspear@symantec.com>
Message-ID: <3odsbc$14b@symiserver.symantec.com>
Source record: 26467

There are three versions of the IOMEGA tape Drives - none are SCSI. The 1080-PX connects to a PC thru a parallel port. (Writing software drivers would be a major pain because the protocol is IOMEGA internal). The IOTAPE 250 is a QIC-40/80 compliant drive and connects to the floppy controller (writing the software is still dificult but at least specs to the Atari floppy controller and to the QIC spec are public information). The third type I dont have a model name for connects to a PC IDE interface (again proprietory spec per IOMEGA). All three drives hold 120 MB of uncompressed data on a DC-2000 cartridge (about $15-$20).

1849. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3odtpn$d0o@ccpnws.in2p3.fr>
Source record: 26468
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have mounted my MegaST+PAK3 inside a DEC VAXstation3100 case. Everything
is working great and DEC cases are really well made (and free for the one
I have!).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

1850. Re: SLIP OR PPP For Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950505134240.27107A-100000@srv1.freenet.calgary.ab.ca>
Source record: 26469

So you're trying to get PPP and a graphical WWW browser to work with Spectre. I've tried this, but can't find a WWW browser that doesn't need System 7. How about you?

1851. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995May5.224648.9668@nntp.brisnet.org.au>
Source record: 26470

: FATSPEED helps a lot, but i thought to try the ROMS (1.6) from my
: daughter's STE. They wouldn't work - my STFM just sat and did zilch.
: Anyone know why this should be? Are STE & STF ROMs different?

They certainly are. You can't use STe ROMs in an ST(F)(M) simply by plugging them in.

TOS 1.6 actually lives in a different location in memory to prior TOS releases, and the STe has different hardware that must be treated in different ways. Similar machines, but not close enough.

Dancer

1852. Re: SLIP OR PPP For atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3oec32$i6u@nkosi.well.com>
Source record: 26471

[The base note asks if Mac InterNet tools run on the Mac emulator.]

In the two Mac emulator's I've written, I constantly saw programs
which referred "to the metal" -- to the specific chips inside the Mac.
I couldn't get several of them to run, in fact. (You can see I had to "map"
all the Mac HW accesses to ST HW).

In terms of EtherNet and TCP/IP protocols for the Mac, I'm out
of my league. However, I've seen (in ads) that they plug into the serial
ports, which are driven by an SCC 8530 chip, or the SCSI port, which
is driven by an NCR 5830. Neither of these is in the Atari, and there would
have to lots of chip specific code in the Mac programs to drive them.
This'll translate to a "bus error" crash when the emulator sees memory
up where these chips are mapped ($580000, SCSI, and $9 xxxx and $B xxxx for
SCC) being accessed.

The former Gadgets by Small company marketed a product called
MegaTalk, which plugged into the expansion slot of the Mega-ST (ONLY!).
It had the SCC, the SCSI chip, and the addition VIA timer used by many MIDI
applications. It also had the 2 DIN-8 and 1 DB-25 connectors for hooking
up serial, "printer" or network, and SCSI devices. I recall running a Mac
formatted HD and LightningScan off the SCSI hook, and LaserPrinter II'd off
the "network" port, and ran a modem off the "serial" port. It was very
highly compatible. (Heck, we were *adding the Mac chips*, you might say).

There is, thus, a very high possibility that with a MegaTalk board,
and software version 3.0 that is needed to be compatible (the current ver),
that Mac TCP/IP, SLIP, PPP, Mosaic and whatnot would work.

I am no longer with Gadgets by Small, which went away last November.
I know that there are some MegaTalk boards out there, and possibly you might
be able to pick one up. (You WOULD need a Mega-2 and Mega-4 ... nothing else
fits!)

As for mapping accesses into the SCC chip in the TT or Falcon,
well, it's a trip. The AppleTalk ROM, for instance, uses timing loops (!!!)
to cause delays in the AppeTalk/LocalTalk protocol, and the TT cache blows
that away (along with the TT bus, in ST RAM, seeming to run at twice ST speed,
without cache...) Gadgets never did get the TT's SCC to rcv Appletalk;
we did slow it down enough to match the patterns sent by a Mac IIfx.
The Falcon would be closer, but since it's slowed by ferocious video
contention, it might not be predictable.

If you were *real* clever, you could go in with the MMU of the 68030
and trap all accesses to the SCC and SCSI chips, and simulate them. This is
not trivial -- be sure to get a virtual memory implementation for the 030

and study it to find out how to restart after a bus error, for example. Just determining what register (or other thing) is storing/reading the chip is a trip in itself. Still, now, Bill Teal got a VERY compatible PC running in emulation, with serial chip emulation working, with PC-Ditto, and he didn't use an MMU.

I think it would be many month's work to emulate the SCC and SCSI chips successfully, and you're just plain speed limited by divide-by-16 on the MFP srial chip to 19,200 baud (and that ain't great).

I hope this helps define the "perimeter" of the problem at hand.

-- thanks, Dave Small

formerly Gadgets by Small VP R&D

1853. Re: SST accellerator card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-05 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3oeci3$ias@nkosi.well.com>
Source record: 26472

[The base note refers to a used 50 Mhz SST board.]

When I was with Gadgets, we tested the SST at various speeds.
Depending on PALS and so forth (if we got a particularly zippy set),
we could hit 46 Mhz touch&go ... sometimes have to cool the chips down
with freezemist to sustain it. 40 Mhz was pretty safe, 33 Mhz (shipping ver)
was always fine.

Essentially, you run into propagation delays. Note the PALs have
-15 on them -- that means 15 nanoseconds (billionths sec) for electricity
to get through them. Lightspeed is around 1 foot/ns, electricity on a PC
board runs 1/3 of that (copper). So around 50 Mhz, you have to be *very*
careful about all the signals getting to where they should go in time.
When silicon heats up, it generally slows down, and *bang*, you crash.

The SST manual recommends testing the board out and finding its
envelope, then backing off a little bit for safety.

The SST itself was planned for 16 Mhz, then 32 Mhz when other
parts appeared that were rated for 32-33 Mhz. The extra Mhz is probably
a bonus of a good design (minimal ground bounce, minimal inductive effects,
and so forth.)

However ... I did a lot of writing and stuff on SST's, where
a crash would be a disaster, and I played it conservative, in the 33 Mhz
range.

Don't go 48 Mhz or under 18, by the way.

Again, I am a *former* Gadgets employee and this is just idle
chit-chat. If someone has the board running 50, great!

-- thanks, Dave Small / formerly of Gadgets / VP R&D

ps. Gadgets went away as of Nov. 1994

1854. Re: Cubase + Geneva Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3ofih9$rur@prime.mdata.fi>
Source record: 26473

In article <3odieq$i7@pheidippides.axion.bt.co.uk>,
rudi <cazeauxr@hlc2ec.boat.bt.com> wrote:
>I currently use Cubase on an 4MB Atari ST. I am also using MagiC
>which cannot run Cubase even with multi-tasking disabled.
>
>Does any one know if Geneva is compatible with Cubase?
>

A friend of mine runs Cubase Score 2 in a Mega Ste under Geneva
(single-task!). But I'd recommend using a boot-selector, and
use only those system add-on's which are neccessary for running
Cubase (=nothing but NVDI) :-) It's safest.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1855. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <3ogp9q$k43@newsbf02.news.aol.com>
Source record: 26474

All this battle of TOS versions...whew!

I'm a newbie. How can one tell what TOS is in the ST, in the first place?
I'm curious to check mine out.

George

1856. Golden Image mouse WANTED!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3oecrl$q1n@sinsen.oslonett.no>
Source record: 26475

I'm still looking for the Golden Image replacement mouse.
Someone here replied to me (from the US), but since I got a reply
from Golden Image (UK), I didn't save that address.
Now, Golden Image replied to me, and it seems that all they sell now
is "Alfa data". I want the Golden Image one- i like it better.

If the person(s) who replied to me and had the Golden Image mouse
for sale reads this- could you please email me again?

Anyone got any other suggestions for a good replacement mouse that looks
and feels good? The "Pilot" mouse from Logitech? Anyone tried it?
Thanks.

Hallvard

--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

1857. Atari ST Stuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: howe@mik.uky.edu
Message-ID: <howe.799732896@mik.uky.edu>
Source record: 26476
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

1040STFM mostly works, good for spare parts, asking $50.00

DS/DD Ext. disk drive, works great, asking $40.00

2 Monochrome Monitors, both work good, asking $40.00 for each

Spectra GCR ver.3.0 with Mac system Disk, asking $90.00 (roms too!)

ICD Host Adapter with shoe box and 50 Meg SCSI hard drive, asking $100.00

Several commercial Software packages: PageStream, Diamond Back and Edge,
Diamond Data Lite, DC-Shower, DC-Utils, GFA Basic 3.0,Etc, asking $100.00
for these items.

All items do not include shipping.

Please send mail to Howe@ukpr.uky.edu or this address.

Thanks.

1858. WTB: Cheap ST 1040 RAM expansion, mouses & mono monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <3oevo8$a37@newsbf02.news.aol.com>
Source record: 26477

E-Mail offers, please. Thanx!

VS

1859. Re: PAK 030/Network Help Needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3oeell$j93@nkosi.well.com>
Source record: 26478

(Base note mentions trouble with PAK030 and net cartridge)

You *may* be running into a problem I did with the TT.
The cartridge timing is not identical to the ST -- the address
lines decay REALLY fast after "cartridge chip select" (the FA and FB
lines) go false. A lot of people "latch" on that edge, assuming
the address lines will be okay. It worked fine on a pre-production TT,
not on production. Drove me crazy.

You *may* also have a blown fuse on the TT cartridge port.
It looks like a little resistor, just to make life fun. Test for +5 V
at the port. If the fuse blows, 'nuthin gonna run on that cart.

The fix for the timing thing is not that bad ... latch on the
FALLING edge of the fa/fb select + some arbitrary delay (62.5 ns?),
so you're in mid-cycle, when the address bus should be okay.
(You have to write to carts using the address bus, since the cartspace
is RO via the Atari chipset.)

Of course, test the net cart on an ST, and test it on your
production system, if you can, without the PAK board, and make sure
all is well up to there. Could be a popped decoder or something somewhere,
too.

I hope this helps.

-- thanks, Dave Small / formerly Gadgets VP R&D

1860. Re: HPDJ 540 Driver.acc/.cpx

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3ofjv3$g79@ra.ibr.cs.tu-bs.de>
Source record: 26479

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <3ngn8q$m7s@ra.ibr.cs.tu-bs.de> Axel Kielhorn wrote:

: >Does anyone has a controll-acc (or cpx) to set the new HP Deskjet 540?

: Buahh, I hate PCL5 it is terrible to remember and to combine ...

I love PCL, it's easier to remember than ESC/P :-)

The DJ 540 understands PCL3 but (AFAIK) with some severe
Problems:

No 100 DPI support (only 75,150,300)
No ESC= command (half-linefeed)

(Information taken from comp.hp.hardware)

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

1861. Falcon Developers List

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ofq07$gsc@dux.dundee.ac.uk>
Source record: 26480
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

The is now availble via WWW on

http://www.mcs.dundee.ac.uk:8080/~rmccall/fdl.html

It also contains some information regarding programs which run on the
Falcon and ST.

If you subscribe to the Falcon Owners List, you will get this sent
automatically.

Rod McCall

Falcon Lists Co-Ordinator

--
If you've got a problem and the A-Team can't help...

Robert McCall : Dept of Maths & Computer Science, Dundee Univ.
"The Equaliser"
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)

1862. Mega STe External HD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950507152833.17963D-100000@moose.erie.net>
Source record: 26241

I have two Mega STe's. Both have 4 meg of RAM and TOS 2.05. I
have an external hard disk case which works fine on one of the Mega
STe's, but doesn't get recognized properly on the other. Both computers
have the standard 50 meg internal drive which is SCSI ID 0. The external
case has a 44 meg Syquest drive at SCSI ID 1 and an 80 Meg Seagate ST296N
at SCSI ID 2 and an ICD AdSCSI+ host adapter. I'm using the ICD hard disk
booter version 6.5.5 PRO.

On the Mega STe which doesn't recognize the external drives, the
ICD booter lists SCSI ID's 1 & 2 but says "UNRECOGNIZED UNIT" for each one.
The only thing I know of that is different about the Mega STe which won't
recognize these drives is that it has a 1.44 meg floppy and the
internal hard disk was originally formatted using AHDI.

I'd appreciate any suggestions on how to correct this problem.

1863. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D86LIx.Hpz@cix.compulink.co.uk>
Source record: 26242

In message <D7ovMH.5ou@sci.kun.nl>, sanders@sci.kun.nl said:
> In <D7o387.G2z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland
> Givan") writes:
>
> > This is not necessarily true. Even if you have a right to make a
> > backup copy - it still doesn't give you the right to patch it.
>
> Geez... Look, I'm all against piracy and such, but when they're going

If the question hadn't been asked - I wouldn't have posted my answer. All the things you suggest are 'reasonable usage' - but it doesn't mean they are legal.

However the original question was basically to determine if copying ROMS *and giving them away* was pirating or not. It is - and its as simple as that.

> What if I want to burn my TOS in faster or wider EPROMs? That, again,
> should be my right.

Maybe it should be - but it isn't necessarily.

Roland.

@CiX

1864. Re: SCSI port on an ol' 1

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <885_9505080458@tor250.org>
Source record: 26243

-=> Quoting Sheppard_r@kosmos.wcc.gov to All <=-

Sh> Paul I feel very sorry for you, you just don't know all the BUGS that
Sh> are in TOS 1.2, if you did you would not post a supid reply like
Sh> that...

I'm sure he cares. If he's so stupid, would you please provide
a list of these bugs that are in 1.02, to enlighten the masses? Try to
back up your rhetoric with at least a BIT of fact, won't you?

Sh> TOS 1.2 is not supported in many new programs, it has to many bugs and
Sh> lacks to many new features...

Name one new program that's not supported because of "bugs" in
TOS 1.02.

Sh> But then again you seem to know it all, and those people are beyond
Sh> help...

Coming from the self-proclaimed font of all knowledge, this is
extremely amusing.
___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

1865. Re: SCSI port on an ol' 1

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <886_9505080458@tor250.org>
Source record: 26244

-=> Quoting Ali@birnie.demon.co.uk to All <=-

Al> FATSPEED helps a lot, but i thought to try the ROMS (1.6) from my
Al> daughter's STE. They wouldn't work - my STFM just sat and did zilch.
Al> Anyone know why this should be? Are STE & STF ROMs different?

Yes. TOS 1.06/1.62 have code in them to access the STe-specific
hardware that is not present in the STfm. Your options are either 1.04
or a jump to 2.06 with an accompanying modification.
___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

1866. Falcon Analog Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D87LBy.MFA@news.hawaii.edu>
Source record: 26245

I am interested in the pinouts from the Jaguar/STe/Falcon analog controller ports. My Falcon didn't come with a manual (where the diagram would normally be located). Can someone e-mail or post the pin configuration? This information should be in the back of the STe or Falcon manuals.

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

1867. Re: question about command line args

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199505070044.AA03612@moroder.demon.co.uk>
Source record: 26481

In a recent article, gustavo@dent.uchicago.edu (Gustavo Comezana) wrote:
>I'm having trouble compiling a .ttp program using gcc. It essentially
>boils down to this: after succesfully compiling and linking the
>C code below, when I try to run the executable, I get two bombs. What
>am I doing wrong? Any help will be appreciated.
[..]
>printf("\n1\n\nOK",c,argv[0]);

argv[0] is a null pointer. Unfortunately, GEMDOS doesn't point it at the
name of the program.

Stephen

1868. ST XFormer cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3oh7h1$bel@ixnews3.ix.netcom.com>
Source record: 26482

Hello All,

I've started using the old ST XFormer and PC Xformer again. I'd like to make an XFormer cable so that I can hook my 8 bit drive directly to my ST. I know there was a pinout / instruction file floating around at one time. Can someone direct me to this file or tell me the pinouts of the cable ends so that I can make my own? It would be greatly appreciated. Thanks in advance.

Sincerely,
Byron Followell
followel@ix.netcom.com

P.S. - I'm sure i'll have several posts concerning where I could buy a cable or people who are interested in selling me their old one's, however, as I have ton's of spare parts around the house, i'd like build my own.

1869. Re: MiNTnet & Geneva?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3ohiam$83t@news.uncc.edu>
Source record: 26483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3oa1p0$ipq@news2.delphi.com>,
DOMINGO@DELPHI.COM <DOMINGO@news.delphi.com> wrote:
>I already have Geneva. Should I get MiNTnet? What else do I need to set
>up an Internet connection?
>
>I am new at this (SLIP/PPP/etc.), but not new to computing/telecomputing.
>Are the available Lynx and Chimera programs GEM based or .TOS based?
>
>Please point me in the right direction on how to do this and where to get
>everything. I.e. what files at umich, etc.
>
>Thanks in advance!
>
>Dom
>
>P.S. Since most people feel that AES4.0/MultiTOS is so slow, I figure
> Geneva/MiNTnet should be pretty speedy.
>

You'll have to wait for the next rev of Geneva, as the current one is not
compatible with MiNT.

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

1870. 4*36, 72 PIN SIMM FOR FALCON??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.6.002238F7@mailserv.cuhk.hk>
Source record: 26484

Can I use simm with parity checking with Falcon?
Please reply directly.
Thanks.

s925377@mailserv.cuhk.hk

1871. Re: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3oi9gd$5t4@mercury.dur.ac.uk>
Source record: 26485

```
: |> There is only 1 problem with MiNTNet! How do I use it if I don't use MiNT?
: |> Using Multitos (MiNT+ the New AES) Makes my Falcon so slow, so I can't even
: |> dare to think of how slow it will be on a ordinary ST!
: You don't have to use MultiTOS to run MiNT. Would be possible to write a
: GEM based browser that used MiNT-net & have it run under single tasking
: GEM just as well. If someone compiles the MiNT-net & MiNTlibs libraries
: for Lattice C, I'll do it my bloody self just to prove a point (bet it would
: be fairly easy if you poach the actual http code from chimera or Lynx).

I wouldn't hack the code out of those browsers ... both use the CERN WWW
library which is available from info.cern.ch. I believe someone (I can't
remember who now) has already compiled this under GNU C. It contains a
whole load of stuff which helps out with parsing, caching, fetching,
translation for ftp and gopher URLs etc. It looks neat, but big, and
would probably take a while to learn.

ATB,

Martin

--
*********************************************************************
* ---------------- M.J.Maisey@durham.ac.uk ------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
*********************************************************************
```

1872. 16 Mhz trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <3oiq9r$jao@daneel.sds.no>
Source record: 26486
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Suddely one of my MEGA STEs (the one running ABK-BBS) won't run in 16 Mhz
As soon as I set the 16 MHz control-register the machine locks up completly.
Does anyone have any idea of what this could be (is there a chip to change) ?

--
Lars-Erik 0sterud Phone +4767131571 BBS/fax +4767132659 larserik@oslonett.no
Atari Developer Pager +4796634222 At work +4722886938 leo@merkur.sds.no
SysOp ABK-BBS Info & Picture at http://www.oslonett.no/home/larserik/

1873. Wanted:emdealers in Europe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ojf58$nv9@sinsen.oslonett.no>
Source record: 26487

I'd like to get hold of a new mouse for my STE, and instead of writing snail
mail and waiting for weeks for a reply it would be convenient to just write
and order via email.
Anyone got any addresses of dealers (preferrably in Europe) that sell
Atari ST parts?
Thanks.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

1874. STe Paddle lines

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950507080221.4969A-100000@moose.erie.net>
Source record: 26488

I need to know what the resistance potentiometer to use to get
the full range of the STe paddle lines. Does anyone have this
information handy?

1875. Chimera crashes all the time!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: smselick@ios.com
Message-ID: <3oihg1$m5v@ankh.iia.org>
Source record: 26489

Hi!

I've gotten X up and running just fine, and have used ppp with an X server to run Mosaic, and such on the ST.

I now have to use Chimera since it is a long distance phone call to a real PPP account (I use TIA now) and I can't do a real X connection with TIA (can this be remedied?)

So here's what I did - I run Chimera instead of Xterm so I have enough memory to use it. Problem is, 9 times out of ten, it bombs while printing my home page on the screen. If it makes it through that, it is just a matter of 3 or 4 new document loads before it bombs anyway. The Internet connection runs fine though.

Am I just plain running out of memory?
-Steve
smselick@ios.com

1876. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-07 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <799846213snz@xciv.demon.co.uk>
Source record: 26490

In article <3ogp9q$k43@newsbf02.news.aol.com>
verysmooth@aol.com "VerySmooth" writes:

> All this battle of TOS versions...whew!
>
> I'm a newbie. How can one tell what TOS is in the ST, in the first place?
> I'm curious to check mine out.

Get something like Mark Baines' Profile that tells you loads of system
information, or there are plenty of other system info programs.

A last resort is going by the copyright dates in the desktop info, although
I don't know which refer to which TOS versions.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk FYI it's 'sivarty' ;-) Civ on IRC
Computer nut looking for internet/unix/PC network support/admin job.
"Don't worry Mr B, I have a cunning plan."

1877. Re: File transfer from ST to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.159.000A9E16@ti.com>
Source record: 26246

In article <3ocu76$6s0@m1.cs.man.ac.uk> gjones@cs.man.ac.uk (S94) writes:

>There always seems to be a file entitled 'PC' which is 0 bytes
>on the disc as well. This is (I think) because of the way the PC
>formats the disc and places an identifier on it.

That's the disk label.

William

1878. Re: How to upgrade a 520ST to

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.160.000AE4F6@ti.com>
Source record: 26247

In article <095_9505070047@tor250.org> Jeff.Thomas@balmybeach.gryn.org (Jeff Thomas) writes:
>Your going to need 256K DRAMS to upgrade the 520ST to 1 meg. You will need
>16 of the memory chips, and you'll need a few resistors, and some capacitors.
>

If the 520ST uses 4 x 1 Meg chip, then you just need another 4 more 1 meg chip to get up to 1 Mb.

William

1879. Re: Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3okueb$qu0@whitbeck.ncl.ac.uk>
Source record: 26248

In article <799614332snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk (Ben Bell) writes:
|> > Craig.
|> > (Who doesn't really care, 'coz he has Chimera running fine under MiNT-X+Fvwm)
|> And who surely has >4 Megs :-) If not, please tell me how you've managed to
|> squeeze it in! I can run it all but I have virtually no memory left for
|> pages and file transfers if I do.

Nope - just 4Megs on a falcon (32Mhz). I only run pty & kbd from MiNT.CNF,
xinit runs the X server, then launches an Xvt+sh shell to configure X with
the xmodmap patch & also does an xhost + for me. Fvwm is run last by xinit.
The GoodStuff button bar is launched from .fvwmrc as a module, and I have
DIP (connect & disconnect) and Chimera as buttons on the GoodStuff button bar.

DIP is run inside an Xvt window, so I click DIP(connect) and wait 30 seconds.
When the DIP window closes, I click on Chimera. Up it comes, no problems
(apart from a few 'font not found' style messages), and it runs fine.

It's not like I've got a really minimal setup, I've got a few extra fonts
in besides the naff default one, and new Icons for everything. Also, I'm
using FalconScreen to run MiNT-X at 880*640 mono, expended to 1920*1280 using
the Fvwm virtual desktop (*4, using GoodStuff's multiple desktop buttons)...
...so folks should stop moaning :)
It's very misleading when people say you need 8Meg to run Chimera, it's just
not true - it runs ok on a 4Meg machine.....

Craig

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1880. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: gauthe_a@meson.epita.fr
Message-ID: <3ol74h$2g8@boson.epita.fr>
Source record: 26249
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3ocub9$2fo@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
|> In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague)
writes:
|> |> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
|> |> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
|> |> the PC by one). I tried to compile the GCC-56K with little success. If
|>
|> Buy DevpacDSP from HiSoft - it's quite cheap and pretty good.

DevpacDSP is full of bugs...
Many adressing modes are not allowed though they should.

If I have an advice: use the Motorola assembler: a bit slow but it works
perfectly. You may need a tool because several programs need to be called, but
it's not difficult to write and it has already been written...

|>
|> Craig.
|> __ _
|> | \ | | / | Makers of CLA Logic
|> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
|> ------------------------------- o ---------------------------
|> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
|> WWW: http://www.ncl.ac.uk/~n08z7

/---\
| Alain GAUTHEROT EPITA, French Computer Science School |
| Atari Falcon Coder |
| If anyone agrees with you, you are either very clever orelse the BOSS |
|____|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/ |
\---/

1881. Re: Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3ol15v$mpa@hpg30a.csc.cuhk.hk>
Source record: 26250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>I have got SCSI HD Quantum Empire E1080S - 1GB an when I was installing
>it, I move autobooting with connected IDE drive. Now I sold my old IDE
>and I have a lot of data on SCSI drive, but it doesn't want to autoboot! :((
Did you format your boot partition less than 16 or 32 meg?

And unless you use software to change the setting of Falcon, you have to
wait for a long time to boot from SCSI.

====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk==========
```

1882. Atari TT, High resolution and Multisync Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: Jaak Arendi <jarendi@se.oracle.com>
Message-ID: <3okmcr$pp1@inet-nntp-gw-1.us.oracle.com>
Source record: 26251

Hi!
I'm trying to get my TT to recognize a multisync monitor as
high resolution monitor without success. I think that the TT needs
some special signal from one of the pins in the connector and
i've tried to get the info from some of the Atari WWW sites but
unfortunately i haven't found any technical info at all. Does any
of you atarians out there know the High Res technique or have a
good pointer to a WWW server with tech documents.

Thanks in advance

Jaak

1883. Re: question about command line args

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3okn50$gvm@news.uni-paderborn.de>
Source record: 26252

In article <D7zMIz.MCC@midway.uchicago.edu>,
Gustavo Comezana <gustavo@dent.uchicago.edu> wrote:

>I'm having trouble compiling a .ttp program using gcc. It essentially
>boils down to this: after succesfully compiling and linking the
>C code below, when I try to run the executable, I get two bombs.

>main(int argc,char *argv[])

Perhaps try it with "const char *argv[]".

>{int c;
> c=argc;
> printf("\n%d\n%s\nOK",c,argv[0]);

argv[0] may be undefined under TOS. argv[1] contains the 1st argument of
the commandline.

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

1884. mpegplayer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <D89MB3.Fqw@inter.NL.net>
Source record: 26253

I am looking for a mpegplayer for the atari 1040
where or what ??????????????

please email to: geheniau@solair1.inter.NL.net

1885. Re: Chimera crashes all the time!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3olemq$rnc@whitbeck.ncl.ac.uk>
Source record: 26254

In article <3oihg1$m5v@ankh.iia.org>, smselick@ios.com (Steven Selick) writes:
|> Hi!
|>
|> I now have to use Chimera since it is a long distance phone call to a
|> real PPP account (I use TIA now) and I can't do a real X connection
|> with TIA (can this be remedied?)

I've never used TIA, but I do use Chimera over a CSLIP connection.

|> So here's what I did - I run Chimera instead of Xterm so I have enough
|> memory to use it. Problem is, 9 times out of ten, it bombs while

What else do you have in (window manager, etc) ?

|> printing my home page on the screen. If it makes it through that, it
|> is just a matter of 3 or 4 new document loads before it bombs anyway.

How much mem do you have ? I've had chimera die on me before, but it's
a problem in 1.63 with parsing certain pages - it always hangs up on
one of the pages here at newcastle......

|> The Internet connection runs fine though.
|>
|> Am I just plain running out of memory?

If you have 4Meg, then thats not the problem. Try using Fvwm instead of
Twm to get some more memory back (Fvwm is better anyway).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1886. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950508205259.6240A-100000@mars>
Source record: 26255
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 7 May 1995, Lars-Erik 0sterud wrote:

> Suddely one of my MEGA STEs (the one running ABK-BBS) won't run in 16 Mhz
> As soon as I set the 16 MHz control-register the machine locks up completly.
> Does anyone have any idea of what this could be (is there a chip to change) ?

I've had the "16 mhz blues" in two flavours:

1. The socketted chips had become a little loose. Pressed them back.

2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
metal arrangement (what I found in the kitchen) on top.

/ Jens M Andreasen

1887. slm 605 probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: nhcfwett@rrzn-user.uni-hannover.de
Message-ID: <1995May8.104727.5929@newsserver.rrzn.uni-hannover.de>
Source record: 26256

Help !

I have some problems with my laserprinter SLM 605:
The discharge wire behind (looking in the paper feed direction) the little 5 mm black
roller was teared up. One can look at this, if the the drum and developer unit is removed.

problem 1:
Which is the material of this wire ?
I've replaced it with a 0.1 mm diameter tungsten and a 0.2 mm copper wire
and i've only succeeded with the tungsten wire for 4-5 times. The original wire
looks like brass or something which is coated with gold.

problem 2:
What is the exact position of the wire ?

like this:
(- , \ , / is for the wire, + is for the little roller
X |-------------------|-O
o o |
| | o means the items, over which the wire is stretched,
++++++++++++++++++++++ |
or this: X means the position, where the spring,
O means the position, where the loop is hanged up.
X | | O
\ o o/
\|-------------------|
++++++++++++++++++++++

If I open the printer while the paper is just completely inside, I can see
clearly the letters or pics on the drum, but only with a weak intensity on the
paper.
I'm not quite shure wheather there's another item which was damaged, because
at the first try as I replaced the wire, there were 4 to 5 good printings,
but then I've heared some squeeking sounds and afterwards the printings had
the same poor quality like before.

Please help me, in the next 2-3 weeks I'm particular dependant on my slm.
(perhaps someone can have a look in his slm 605 to tell me, where the exact position
of this wire should be).

Thanks in advance,

Dirk Wetter,

Dirk Wetter
Institut fuer Physikalische Chemie
Universitaet Hannover

Germany

1888. Re: Chimera crashes all the time!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D8A0Hu.Cs4@watserv3.uwaterloo.ca>
Source record: 26257

In article <3olemq$rnc@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>In article <3oihg1$m5v@ankh.iia.org>, smselick@ios.com (Steven Selick) writes:
>|> Hi!
>|>
>|> I now have to use Chimera since it is a long distance phone call to a
>|> real PPP account (I use TIA now) and I can't do a real X connection
>|> with TIA (can this be remedied?)
>I've never used TIA, but I do use Chimera over a CSLIP connection.
And I use ot over PPP with no problems.

>
>|> So here's what I did - I run Chimera instead of Xterm so I have enough
>|> memory to use it. Problem is, 9 times out of ten, it bombs while
>|> printing my home page on the screen. If it makes it through that, it
>|> is just a matter of 3 or 4 new document loads before it bombs anyway.
>
>How much mem do you have ? I've had chimera die on me before, but it's
>a problem in 1.63 with parsing certain pages - it always hangs up on
>one of the pages here at newcastle......
If it just hangs and stays there, it's probably not a memory problem (that
happens once in a while on very specific pages). If it closes itself
after it bombs that probably is due to lack of memory - I have seen this
happen on 4 meg machines.

>
>|>
>|> Am I just plain running out of memory?
>
>If you have 4Meg, then thats not the problem. Try using Fvwm instead of
>Twm to get some more memory back (Fvwm is better anyway).
Definitely get Fvwm - and make sure you only have one pty running and
keep your font set to a bare minimum. Also, make sure your /bin/sh
is small (ie don't sub it with tcsh or something) since a shell is
always in memory for the .xinitrc file parsing. AS well, don't use
MintOS init and getty stuff since these process will also take up
unecessary memory. Basically try to run a bare minimum system because
Chimera really likes to hog a LOT of memory.

Sam

1889. HSMINT?? and TT video card questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D8A2Bp.DrJ@watserv3.uwaterloo.ca>
Source record: 26258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

1) Some people have been mentioning an HSMODEM driver for MiNT (so that MiNT uses the HSMOD routines instead of its own) - where can I find this?? (I tried looking in many archive sites and archie also turned up with nothing)

2) I'm curious about TT video cards - is it possible to switch off the TT inernal video (so as to speed up the bus for the CPU?) IF I get a video card with VRAM, I assume then the TT video can be off and the video should then be very fast since the video card should not really tie up the bus on a regular basis - is this how most video cards are set up? I assume a DRAM video card + TT video would be a real bus hog. Anybody know for sure or have any specs?

Thanks,
Sam

1890. Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: ken.macdonald@canrem.com
Message-ID: <60.6598.4019.0N1E0869@canrem.com>
Source record: 26259

I was given Laser C (version 2.0) original disks and manuals. However when I try to run it, I am informed that it does not work with TOS 1.06 (I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well, well ,well :^) I can not find a "Patch.prg" anywhere on my four disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone have a clue as to what is going on here?
Thanks for any help.
If you're going to e-mail rather than posting, please use
macdonald@cfcsc.dnd.ca
thanks.merci
-ken

1891. ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <36a_9505091258@tor250.org>
Source record: 26260

```
E > Does anyone know of a shareware or PD 'C' complier for the ST
E > series computer. I am getting ready to take a class for work,
E > and really want to do the homework at home on my ST, not at
E > work on a PC. I would like the nice $279. lattice complier,
E > but not on my paycheck. Unless they have a student price????

One very popular Shareware 'C' compiler program is the Sozobon
("No Bozos") compiler. This is the compiler used by Holger Weets to
program ST-GUIDE, so you can be assured that it's a pretty good
program. The latest version, the "Heat n' Serve" compiler is also
available for download.

There's also a GNUSOFT compiler available for the ST, but that
one requires a fair bit of RAM and a hard drive to utilize it.

... I found a new friend underneath my pillow..... - TMBG
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

1892. Re: Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-08 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEIWEEVE@ttgk.nextjk.stuyts.nl>
Source record: 26261
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3ol15v$mpa@hpg30a.csc.cuhk.hk> Malcolm wrote :

>Did you format your boot partition less than 16 or 32 meg?

This is not necessary, my boot partition is 100 Mb...

I use the Hushi SCSI tools (5.x) and they are considered very good, my DEC RZ28 SCSI drive does not start it's spindle motor unless it is told to do so (which the TT does not..). Result is that I can't boot from this drive, it also has the nasty habit of always being SCSI ID0... With Hushi however it is possible to boot up from the second drive (ID1) which starts up the first (ID0) and then run stuff from the first drive, my C partition is on the DEC and is 50 Mb, the boot partition 'I' is on the Quantum and is 100 Mb, no problem...

Gert

--

-- --
Atari TT-Point
-- --

1893. Re: Mega STe External HD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3onckarpp1@perth.DIALix.oz.au>
Source record: 26262

Dennis McGuire (mcguired@moose.erie.net) wrote:

: I have two Mega STe's. Both have 4 meg of RAM and TOS 2.05. I
: have an external hard disk case which works fine on one of the Mega

: On the Mega STe which doesn't recognize the external drives, the
: ICD booter lists SCSI ID's 1 & 2 but says "UNRECOGNIZED UNIT" for each one.

G'day Dennis, Try changing the internal SCSI interface... My MSTE used to work
fine with any extenal drive until the genuine Atari HD interface died...
It was repaired (replaced) under warranty and since then it will only read
certain drives.... I think that Atari may have changed the HD card....

Hope this is of help, I'm not a wizz on hardware (or anything else really)
RegardS
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

1894. Re: Seagate HDD Crash...Help Pls.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8B51n.7EB@crash.cts.com>
Source record: 26263

Julian Gifford (julian@loose.apana.org.au) wrote:
: After pulling apart my friend's HDD to see if there was room for a second
: drive, it will no longer write anything to disk, erase anything, move
: files, or even be reformatted. :-(

: I can copy from it and use the programs on it. It seems as if it is write
: protected. I have tried everthing I can think of and I have proved the
: Seagate ST157 (48 Meg), drive itself to be faulty.

: I STUFFED UP but I honestly don't know how, as I only took out the drive,
: turned it over and looked at it. Now....NO WRITING to it. Write error,
: write error etc.....

: Help !!!!! Please.

First of all...it's a Seagate. That should explain everything. The
Seagate brand is to hard drives as the Yugo brand is to cars.

Anyway, try running a "Mark Bad Sectors" type of program. If you have
the AHDI driver, then run the HDX software and click on Mark Bad. If you
have the ICD, then run "HDUTIL.PRG" and click on "Mark Bad Sectors".
Once that has been completed, you may use the drive (hopefully).
However, I do recommend backing up what's left and doing a complete low
level format and partition. Some older HDD's were very sensitive to
movement and vibration. It's not just a so-called "head" problem. It
could even be the vibration itself actually repositioned microscopic
magnetic molecules causing them to change their orientation (think back to
your physics).

My two Seagate mechanisms are also quite sensitive to vibration even when
parked.

I hope this helps.

Rich

P.S. For those of you that think I'm am "full of it" in the physics
arena. Remember, any metal rod, tool, etc. that is struck on one end
violently (like hitting it on concrete) becomes magnetic. That's because
the molecules become more uniformly positioned instead on just randomly
placed. Try it with a wrench...

1895. Re: mpegplayer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3onttp$9vi@news.iesd.auc.dk>
Source record: 26264

In article <D89MB3.Fqw@inter.NL.net>, geheniau@inter.NL.net (J. Geheniau) writes:
> I am looking for a mpegplayer for the atari 1040
> where or what ??????????????
>
> please email to: geheniau@solair1.inter.NL.net
>
>

Well there is 1ST Guide, but it's terrible slow on an ST.

Resonable fast MPEG-players only exists for the Falcon, like MPEGPLAY v.0.70.

Keep Cool and Flying...

ChainXOR...

1896. Seagate HDD Crash...Help Pls.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3olakj$ba0@loose.apana.org.au>
Source record: 26265

After pulling apart my friend's HDD to see if there was room for a second drive, it will no longer write anything to disk, erase anything, move files, or even be reformatted. :-(

I can copy from it and use the programs on it. It seems as if it is write protected. I have tried everthing I can think of and I have proved the Seagate ST157 (48 Meg), drive itself to be faulty.

I STUFFED UP but I honestly don't know how, as I only took out the drive, turned it over and looked at it. Now....NO WRITING to it. Write error, write error etc.....

Help !!!!! Please.

--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

1897. Floppy disk replacements for Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: mcneely@binah.cc.brandeis.edu
Message-ID: <3oo0ed$aue@news.cs.brandeis.edu>
Source record: 26266

Hi,
I am looking for a source of replacement floppy disk drives for an
Atari 1040 st if anyone out there can give me a few pointers as to
where I can find some of these drives I really would appreciate it.
I am also wondering if a standard 720k pc clone disk drive could
be used as a replacement?

Thakns in advance,
Matt

1898. Re: C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950509.143522.62@powerslv.demon.co.uk>
Source record: 26267

In message <D81KB9.8Hq@cix.compulink.co.uk> "Phil Hodgkins" wrote:

> In message <3o0pfi$hvj@cville-srv.wam.umd.edu>, abstract@wam.umd.edu said:
> >
> >I'm just looking for more information on the C-Lab Falcon
> >(MK-II?). It seems really expensive compared to the standard Falcon. Is
> >this because of a new OS, better CPU, or what? I would like a Falcon,
> >but it seems a high price to pay if it's not a lot better...
>
> New OS - No, 4.04 still.
> Better CPU - No, 16 MHz '030
>
> What is does have is 14 Mb RAM and 500 MB SCSI inside. All the fixes
> needed to make it work with some sampler prgs have been done.
>
> It's too expensive, you could probably get it cheaper as an Atari Falcon
> and add the extras.

From the Digital Village price list (Paul Wiffen, head honcho at DV, is AFAIK the man who persuaded C-Lab to go with the Falcon rather than a PC or Mac-based system):

Falcon Audio Plus: Atari Falcon, 270MB Syquest + CAF - UKP2500 inc VAT
Falcon Audio Plus w/ C-Lab Falcon Mk II, 500MB int + CAF - UKP2500 inc VAT

Spot the difference. CAF is Cubase Audio 16 for Falcon. The Atari Falcon system uses Syquests rather than a fixed HD (speeds approx. equal) but apart from that the systems are identical; both also include the FDI (RRP UKP350) Subtract UKP1150 for CAF and the FDI and you're left with UKP1350 for Falcon, 14MB RAM and 0.5GB of HD - rather more reasonable. I haven't seen an unbundled price but that's hardly suprising - if you're selling a computer as a digital audio workstation it's kinda useless w/out any digital audio software.

--
Cheers __
| /\ |\ |
\/ \/ | \|

1899. Using a Seagate ST41650

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <800048496snz@bigbox.demon.co.uk>
Source record: 26268

Hi,

I have just got my hands on a Seagate ST41650, 1.5Gig harddisk but I can't get it working. I have tried on an Atari Mega STE adapter and a GESoft host adapter, an with HDX 5.0 and SDMANAGE software but I can't format it - it doesn't seem to judge the size correctly and HDX just bombs when it gets to partitioning. Also, I want to partition it mainly as a Minix drive, but I am unsure what the situation on Minix FS and 800 Meg partitions is :-) Finally, I am currently using Minix FS 0.6PL11 but have a few problems. Whenever I try and ls -l a symbolic link I get an error, and secondly, fsck quits saying something like Super block not written out when drive f: invalidated.

Any help appreciated...

Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1900. Re: NTSC monitor/LCD projector - will it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3oop0p$l2p@fitzherbert.pavilion.co.uk>
Source record: 26269

rampelt@ibm.net wrote:

>Help! I'm a teacher helping to organize a workshop on computer use for highschool
>students. A musician has volunteered to demonstrate MIDI applications using his ST.

>Is there any way to get video output to an LCD overhead projector (VGA type) or
>to an NTSC monitor or projection TV? (Approx. 50-80 kids need to see this at the
>same time)

One of the good things about Ataris is that they have a phono socket
on the back for an RF lead to a TV aerial socket, so there should be
no problem. Sounds like an enlightened school!

Keith
100:1011/12.0
2:254/108.12

1901. Atari hand held's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: JARYX@news.delphi.com
Message-ID: <3ootfq$45s@news2.delphi.com>
Source record: 26270

I am unsure as to whether or not to post this to this newsgroup or not, but here it goes. I am looking for a listing of Atari hand-held computers/hand held organizers. If anyone has this information or could point me to the correct newsgroup in which to post this, I would be very grateful.

Jason Zubarik
jaryx@delphi.com

1902. Re: Cubase + Geneva Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.800022277@tiddington>
Source record: 26271

rudi <cazeauxr@hlc2ec.boat.bt.com> writes:

>I currently use Cubase on an 4MB Atari ST. I am also using MagiC
>which cannot run Cubase even with multi-tasking disabled.

>Does any one know if Geneva is compatible with Cubase?

I don't think Cubase is compatible with any multi-tasking OS. The only sequencer that is is Logic, which does run under MagiC and Multitos (but I dunno about Geneva).

The best bet is to run Cubase with NVDI, I think...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1903. DMA sound?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3omom7$j42@cville-srv.wam.umd.edu>
Source record: 26272
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is it possible to add a DMA chip to My 1040STfm for better sound quality? Thanks in advance for any help...

--LuNATiC

1904. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950509084728.8255B-100000-100000@bull.mimuw.edu.pl>
Source record: 26273
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

On 8 May 1995, alain gautherot wrote:

> In article <3ocub9$2fo@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
> |> In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague)
writes:
> |> |> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
> |> |> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
> |> |> the PC by one). I tried to compile the GCC-56K with little success. If
>
> If I have an advice: use the Motorola assembler: a bit slow but it works
> perfectly. You may need a tool because several programs need to be called, but
> it's not difficult to write and it has already been written...

You can use Motorola assembler with GNU package by writing apriopriate
makefile.

regards,

Simon.

1905. 3-D programming on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <abe_9505110252@tor250.org>
Source record: 26274

```
D > 1) I am tooling around, programming some 3D stuff on my Mega STe.
D > Is there any source or docs out there that anyone knows about? I
D > don't wan't to have to re-invent the wheel on some of the low-level
D > stuff.

---------------------------------------------------------------

"ATARI ST 3D Graphics Programming: Concepts and Teqniques"
By Uwe Braun
Published by Abacus Software/Data Becker
ISBN 0-916439-69-0

All the examples are in 68000 ST assembler

---------------------------------------------------------------

"Concepts in Programming: An intermediate programmers tutorial for GFA BASIC
2.0 & GFA BASIC 3.0"
By Gottfried P.Engels
Published by Michtron Inc.
ISBN 0-944-500-15-3

This one is for GFA Basic, but does have info on developing a 3D modeling
program.

Hope this helps...

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

1906. Re: Floppy disk replacements for Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ooifk$ro@sinsen.oslonett.no>
Source record: 26275

mcneely@binah.cc.brandeis.edu wrote:
: Hi,
: I am looking for a source of replacement floppy disk drives for an
: Atari 1040 st if anyone out there can give me a few pointers as to
: where I can find some of these drives I really would appreciate it.
: I am also wondering if a standard 720k pc clone disk drive could
: be used as a replacement?

My guess is that it's harder to get hold of a 720K drive than a 1.44MB
one! I've replaced my 720K drive with a Sony MPF 520-1 drive which
I intend to run in HD mode when I get the circuit done, but right now
I use it as a 720K drive. I didn't cut the case or anything like
people always say that you have to do with a 1.44 drive, I simply
did a little modification to the disk button tab and changed over
the front and eject button from the old drive.
Apart from that you have to turn the connector upside down and
short the disk detect switch.

I plan to make a complete info file with diagrams when I'm done, and
will upload this. The biggest problem now is finding the besat alternative
for the HD/DD switcher circuit.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

1907. Floppy disk replacements for Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-09 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <800050554snz@steil.demon.co.uk>
Source record: 26276

Yes, any 720k PC drive will work technically, but you will probably encounter problems with disk changes not being logged in properly. Usually this can be demonstrated by changing the disk and pressing ESC to no avail. However, this often works fine but you cannot log in a new disk from within an application. There's a program called FMC (Force Media Change) which goes into the Auto folder to get round the problem. If you buy an Epson drive SMD300 (or SMD3000 springs to mind) you will not experience this problem. Atari have been using Epsons in the ST/E for years now. Hope this helps

--

==
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==

1908. Re: Seagate HDD Crash...Help Pls.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: John Charles <JayCee@midmarsh.demon.co.uk>
Message-ID: <524978417wnr@midmarsh.demon.co.uk>
Source record: 26277

In article: <3olakj$ba0@loose.apana.org.au> julian@loose.apana.org.au
(Julian Gifford) writes:
>
> After pulling apart my friend's HDD to see if there was room for a second
> drive, it will no longer write anything to disk, erase anything, move
> files, or even be reformatted. :-(
>
> I can copy from it and use the programs on it. It seems as if it is write
> protected. I have tried everthing I can think of and I have proved the
> Seagate ST157 (48 Meg), drive itself to be faulty.

One possibility is that the pin on the SCSI connector which selects read /
write operations is not seated properly or shorting, maybe to earth.

From the documentation I have with my GESoft host and Seagate ST157 drives:

All SCSI odd pins are connected to ground, except pin 25

Those particularly worth checking, at both ends of the cable, are:

pin 36 -BSY = busy control signal
38 -ACK = acknowledge control signal
40 -RST = reset control signal
42 -MSG = message
44 -SEL = select
46 -C/D = control / data
48 -REQ = request
50 -I/O = input / output control signal

From the symptoms described check particularly that pin 50 isn't bent or
loose. Pin 1 on the plug or socket should be marked with a small arrow or
other symbol.

Connector layout:
```
------------------------50
1------------------------
```

If you fiddled with the DMA connector to the host board then check that pin
18 (read / write) is connected OK and that any socketed chips on the host
adapter board are properly seated.

Please use suitable anti-static precautions when handling the circuit board
and / or HD, touch a well earthed object first to discharge any personal
static charge.

--
Best Wishes - JayCee@midmarsh.demon.co.uk

"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1909. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3oq750$aih@macondo.dmu.ac.uk>
Source record: 26278
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

andrew@minster.york.ac.uk (Andrew Hague) wrote:

>If
>anyone has managed to set-up a good PD DSP programming system, please get in
>touch with me.

OK, Devpac DSP is not PD, but is only(?) 50 pounds and is pretty good
although it has sparse documentation. It is obviously written in C
but it is quite fast and stable. There is one bug I've found with using
too many labels that start with the same letter(s).

I still recommend it.

Alan.

p.s - mail me if you want to discuss DSP programming at all.

se2ap@dmu.ac.uk

1910. 1040STe Ram expansion question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: hellfire@bu.edu
Message-ID: <3opcc6$of5@news.bu.edu>
Source record: 26279

I have the an Atari 1040STe. Is there a way to replace the 4 256k Simms on the system with 4 1meg ones to get 4Megs of RAM? Or is the machine designed to accept a total of 1meg? If this will work, what kind of RAM would I need specifically? Also, I have a couple of SCSI HD's in an external box with 50-pin SCSI-1 type connecters. Can I just hook them up to with the appropriate cables? Thanks for any info.

--

+--><> ><> ><> ><>---------"-"--+
| |\/_-[ ]-_/\/| Having too open a mind can |
| Peter Ng __/ <-'-> __/ be dangerous. All sorts of |
| hellfire@acs.bu.edu | | junk is liable to fall in. |
+---<>< <>< <>< <><---+

1911. NEW 520ST USER/HELP!-U.S.A.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: salbert@gate.net
Message-ID: <3ope02$1t40@news.gate.net>
Source record: 26280

I need help. I just bought a used 520st and don't know where to begin.
Al I have is a mouse, disc drive and monitor, also 2 megs. Can someone
please contact me so that I may speak with them over the phone as to what
I need to buy in order to conect with the internet and make music.
Someone in America is what Im looking for. Any other countries I cant
afford, except Canada. Please e-mail me at salber@gate.net
Thanks ahead of time

Greg

1912. Re: Seagate HDD Crash...Help Pls.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3opp0r$93b$1@perth.DIALix.oz.au>
Source record: 26281

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Julian Gifford (julian@loose.apana.org.au) wrote:
: : After pulling apart my friend's HDD to see if there was room for a second
: : drive, it will no longer write anything to disk, erase anything, move
: : files, or even be reformatted. :-(

<snip, snip>
: First of all...it's a Seagate. That should explain everything. The
: Seagate brand is to hard drives as the Yugo brand is to cars.

I know this might sound a little bias BUT I have to agree, I used a Quatum
52 meg drive for arount 2 years, when it came time to get a bigger unit, the
only brand I could get here in PERTH WA at the time was a Seagate (340meg)
Fitted it to my MSTE, all was great for 2 days then it died, it was replaced,
that one died within 2 weeks. They gave me THE latest model 540meg drive
to componsate, yep you guessed it that died within the month....

I am now upto my 3rd 540meg drive and thats been working for 5 months now
(touch wood). The only good thing I'v found about the drives is that the brake
down WITHIN the warranty period..... What more can I say... sorry about
the whine..... thought you all might like to know....

RegardS
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

1913. Falcon's small IDE connector

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8Cyzs.Ew1@crash.cts.com>
Source record: 26282

Does anyone know of someone in the USA that sells some sort of adapter to convert the 2.5 inch IDE (laptop) connector of the Falcon to a standard 3.5 inch IDE connector? I have this great 540meg drive with no way to connect it easily. I really do not wish to make my own adapter, but it's beginning to look like my only choice.

Thank you,

Rich

1914. DSP programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <800108298.11@cs.york.ac.uk>
Source record: 26283
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Is it possible to use polling (of RDF and TDE in the SSISR) to check if
the DSP has data for reading or writing to the ADC/DAC?

--
Andrew Hague
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

1915. Re: PLCC wire-wrap sockets????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2fb0f7504883803@discworld.oche.de>
Source record: 26284

Hallvard Tangeraas (hallvart@oslonett.no) wrote:

HT>The problem is finding a suitable socket that will let me "sandwich"
HT>a new circuit board with connections to the PLCC shaped 68000
HT>processor in my STE and put the 68000 on top of the circuit board.

What you need is a PLCC socket adapter (square, plugs into the PLCC socket)
and a normal PLCC socket on the other side of your PCB. I think Emulation
Technologies manufactures such socket adapters. Beware, however, that the
prices I know of are between 40DM and >100DM for one.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
There are hardly any excesses of the most crazed psychopath that
cannot easily be duplicated by a normal kindly family man who just
comes in to work every day and has a job to do.
-- (Terry Pratchett, Small Gods)

1916. MiNTOS/setuid/setgid

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3oqt1e$q5d@ccshst05.cs.uoguelph.ca>
Source record: 26285

OK, I've got MiNTOS fairly successfully installed on my system. I would like to use su to become root, but I need setuid/setgid (or is it getuid/getgid) to do so. Where can I get them?

I would just log in as root, but once I log out, I can't log in again, since the machine won't accept any keyboard input at the login: prompt. Any suggestions as to why this might be the case? I have to reset the machine in order to get it to respond again, which is a pain in the butt, and probably not too good for the filesystem.

THeo

1917. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3or2lc$843@duke.cs.duke.edu>
Source record: 26286

From the Holy Book of <36a_9505091258@tor250.org>
as spake by Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) :

> One very popular Shareware 'C' compiler program is the Sozobon
>("No Bozos") compiler. This is the compiler used by Holger Weets to
>program ST-GUIDE, so you can be assured that it's a pretty good
>program. The latest version, the "Heat n' Serve" compiler is also
>available for download.

Heat-n-Serve C is decidedly not the latest version of Sozobon, and it
hasn't been supported for years. The latest version of Sozobon is
SozobonX by Jerry Geiger. Unfortunately, it is only available AFAIK
from ftp.fu-berlin.de, and perhaps from some other German FTP sites.
SozobonX is not ANSI, but it can be made ANSI by adding the c68 package
by Thorsten Roskowetz, available at a.a and mirrors.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

1918. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May10.151148.292@genrad.co.uk>
Source record: 26287
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <799594396.10@cs.york.ac.uk>,
andrew@minster.york.ac.uk (Andrew Hague) writes:

>Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
>is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
>the PC by one). I tried to compile the GCC-56K with little success. If
>anyone has managed to set-up a good PD DSP programming system, please get in
>touch with me.

I find A56 works OK. This is PD and I got it from New Age PDL (which
unfortunately I hear is closing down). I normally use DevpacDSP from HiSoft
though which is much better, and has a debugger.

Paul

1919. Re: PLCC wire-wrap sockets????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May10.175506.295@genrad.co.uk>
Source record: 26288

In article <3obig2$b23@hasle.oslonett.no>,
hallvart@oslonett.no (Hallvard Tangeraas) writes:

> The problem is finding a suitable socket that will let me "sandwich"
> a new circuit board with connections to the PLCC shaped 68000
> processor in my STE and put the 68000 on top of the circuit board.
>
> In other words, the 68000 connects to the same IC socket as before, but
> in addition, a new PCB comes between.
> How do i solve this problem?

This is a tricky one. Here's some ideas:

IDEA 1

The only case that I have seen of this is
with an In-Circuit Emulator for the 68HC11. What they did was to fit four
very small PCBS in a square to the main pod PCB. These four then fitted
snugly inside the PLCC socket. I will attempt to show this in ASCII graphics:

SIDE VIEW BOTTOM VIEW

```
__________________Pod PCB ________ Pod PCB
| |<----small PCBs | |
|| || | | small PCBs
| |<--PLCC socket | |<--(4 of them)
_________|_________|_________ |________|
```

It could be very tricky to make this yourself though. For a start
the small PCBs must have fingers at the same pitch as the processor (I don't
know what the 68000's is, but the 68030 is 0.025inch I think - very tight!)

Idea 2

It is possible to get dummy ICs - that is just the package with no
silicon inside. These are designed for space models and mounting practice.
You could try soldering wires or pins to one of these, going upwards to
the daughter board, and then push the dummy into the socket.
The dummies are available from RS as far as I know, in a variety
of sizes and pin counts.

Idea 3

If the socket is a PLCC to PGA one, then you could try this:
Desolder the socket. In the holes that are left, fit pins going up to
the daughter board. The best type of pins to use are the ones out of
DIN 41612 or IDC sockets/plugs, because they are small and should fit through

the holes in the PCB. Wire wrap pins are much larger and will not fit through most PCB holes (they need 1.5mm or so). Alternatively you could make your own pins out of some stiff wire.

Sorry none of these are brilliant suggestions.

> I've been looking through lots of catalogues for a suitable socket
> but with no luck so far, i don't even know what to look for (a PLCC wire
> wrap socket???)
> Any ideas?

You could try asking any of the In-Circuit Emulator manufacturers where they get theirs from.

Paul

1920. Re: Falcons and PC power supplies, any problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-10 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May10.180009.296@genrad.co.uk>
Source record: 26289

In article <3nq815$b7l@ixnews3.ix.netcom.com>,
radomski@ix.netcom.com (Joseph Radomski) writes:

> I design for Wizztronics and we sell a rack case that uses a modified
> pc power supply (different connector). Small Pc supplies work best
> (150 watt) max.. This is due to the ramp up time on the power supply.
> We sell our units with 250 watt supplies and supply documention for a
> simple mother board mod to all use of large supplies. You CAN use a
> large supply without the mod BUT the system WILL NOT BOOT on powerup.
> After everything powers up you will have to hit the RESET button.

Thanks for that info - interesting. Would it be possible to put
a delay & relay on the low voltage side of the PSU so it comes on after
the SMPS has settled?

Paul

1921. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>
Source record: 26290
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
In article <3oq750$aih@macondo.dmu.ac.uk>, Alan Parker <se2ap@dmu.ac.uk> writes:
|> although it has sparse documentation. It is obviously written in C
|> but it is quite fast and stable. There is one bug I've found with using
|> too many labels that start with the same letter(s).
Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works )
Sometimes it produces wrong lod files ...
bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/
------------------------------------------------------------------------------
From "Canonical List of Famous Last Words":
410-"Quick !! How does one UNSUMMON a demon lord ?"
```

1922. Re: F030, dumped the old Conner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3osqi6$o5o@macondo.dmu.ac.uk>
Source record: 26341

nat@zumdick.rhein-main.de (Nat!) wrote:
>
>Is there a way to get things going more quickly ?

There is a PD program to skip the memory test, hard drive wait
on boot-up. I can't remember it's name now, but it should be
on most ftp sites in the Falcon section.

BTW, this changes the NV Ram so it's more or less
permanent (unless you get a program to change it back).

Alan.

1923. [Falcon] Remove the Atari logo.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3osqli$o5o@macondo.dmu.ac.uk>
Source record: 26342

I want to remove the Atari logo on the bootup of my falcon, does anyone know if part of the NV Ram can be changed to stop this as I have already stopped the memroy test/hd wait on bootup.

Alan. (se2ap@dmu.ac.uk)

1924. Linux swapfiles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3ossf5$45k@mercury.dur.ac.uk>
Source record: 26343

Hi All!

Has anyone here had experience of setting up a Linux swapfile (as opposed to a swap partition)? I don't have the time or the spare disks to back up 50Mb to floppy so I can repartition.

I have tried

mkswap /etc/swapfile 4096
and
mkswap -c /etc/swapfile 4096 (I have no idea what the -c option does)

which both gave 'Could not open /etc/swapfile', so I touched /etc/swapfile and did it again, which seemed to succeed. I then put in the entry in /etc/fstab and rebooted. The system reported (IIRC) 4088Kb of swapspace, but as soon as it got used I got lots of 'Bad swapfile' errors. Can anybody tell me what I'm doing wrong?

My system is a 4Mb Falcon030, with /dev/hda4 mounted on / and /dev/hda3 mounted on /usr (both are 30Mb IDE partitions). The linux kernel is 0.9.5 from tsx-11, and everything works fine apart from I'm running out of memory when doing things like formatting large manpages.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1925. AHDI question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <5Q0draB.cgentry@delphi.com>
Source record: 26344

Which version is the correct version to use for the Falcon. Last time I formated with 6.061 and I just hadd another partition overflow.

-thanks,Chris

1926. Re: DMA sound?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3osvs9$8gr@m1.cs.man.ac.uk>
Source record: 26345
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3omom7$j42@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Color) writes:
> Is it possible to add a DMA chip to My 1040STfm for better sound
> quality? Thanks in advance for any help...

Sadly, no.

S.Lai

1927. Re: Linux swapfiles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz7n7x28un.fsf@issan.informatik.uni-dortmund.de>
Source record: 26346

In article <3ossf5$45k@mercury.dur.ac.uk>, M J Maisey <M.J.Maisey@durham.ac.uk> writes:

|> Hi All!
|> Has anyone here had experience of setting up a Linux swapfile (as opposed
|> to a swap partition)? I don't have the time or the spare disks to back up
|> 50Mb to floppy so I can repartition.

Swap files are slower than swap partitions, because the kernel must go
through the filesystem layer to find the block number to use, whereas
on a swap partition they are just sequentially numbered. But the
actual read/write operation does bypass the filesystem layer, so that
the slowdown may not be that much.

|> I have tried

|> mkswap /etc/swapfile 4096
|> and
|> mkswap -c /etc/swapfile 4096 (I have no idea what the -c option does)

`-c' stands for `check for bad blocks', not needed with swap files.

|> which both gave 'Could not open /etc/swapfile', so I touched
|> /etc/swapfile and did it again, which seemed to succeed. I then put in
|> the entry in /etc/fstab and rebooted. The system reported (IIRC) 4088Kb
|> of swapspace, but as soon as it got used I got lots of 'Bad swapfile'
|> errors. Can anybody tell me what I'm doing wrong?

You have to create a proper file before running mkswap on it:

```
dd if=/dev/zero of=/etc/swapfile bs=1k count=4096
sync
mkswap /etc/swapfile 4096
```

(if: input file, of: output file, bs: block size, count: number of
blocks, /dev/zero yields an infinite stream of nulls). The swap file
must not have any holes, but if you run mkswap on an empty file it
will create such holes. sync is necessary to flush the buffers to
disk.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1928. For Sale: Syquest 44MB Drive & Carts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: steveg@cseic.saic.com
Message-ID: <47825307@MVB.SAIC.COM>
Source record: 26347

For sale:

Syquest SQ555 44MB Removable Hard Drive with 8 cartridges.

Details: 25ms access time
SCSI-1 interface
bare drive - no case or cables

Drive has seen light home use for approx. 4 years.
One cart is a Current Notes' collection of shareware/freeware ST programs.
Asking $300.00 for the works.

Reply directly to:

Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.
--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

1929. MiNT-OS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: lupomesky@kvt.ujep.cz
Message-ID: <lupomesky.38.0010D226@kvt.ujep.cz>
Source record: 26348

-=-=-=-=-=-
From: thopman@uoguelph.ca (Theodore L Hopman)
Subject: MiNTOS/setuid/setgid
Date: 10 May 1995 17:27:10 GMT

OK, I've got MiNTOS fairly successfully installed on my system. I would like to use su to become root, but I need setuid/setgid (or is it getuid/getgid) to do so. Where can I get them?

I would just log in as root, but once I log out, I can't log in again, since the machine won't accept any keyboard input at the login: prompt. Any suggestions as to why this might be the case? I have to reset the machine in order to get it to respond again, which is a pain in the butt, and probably not too good for the filesystem.

THeo
-=-=-=-=-=-

Refusing keyboard output after logging out is known problem with MiNT 1. 12h1 (and maybe below version). To get rid of this get actual version of MiNT.

Bye Borek

1930. Re: How to upgrade a 520S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: Steven.Demetrius@balmybeach.gryn.org
Message-ID: <0f9_9505120740@tor250.org>
Source record: 26349

JT> The 520ST is simply a wanna-be 1040ST. They have the space to add the
JT> extra 512K to the board.
JT> Your going to need 256K DRAMS to upgrade the 520ST to 1 meg. You will
JT> need 16 of the memory chips, and you'll need a few resistors, and some
JT> capacitors.

What "resistors" ???

I upgraded my 520ST years ago and all that was needed was the ram chip and
the capacitors.

It's worked fine for years now and I didn't add any resistorsl.

* CQWK 2.2 * Don't think that I'm stringing you along, but...
--
| Fidonet: Steven Demetrius 1:250/422
| Internet: Steven.Demetrius@balmybeach.gryn.org

1931. monitor questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: markw@southwind.net
Message-ID: <3orljk$5hr@onyx.southwind.net>
Source record: 26350

I was wondering if the RGB pinout on the 1040stf is 15khz or 30khz.

Also, is the composite pinout live without an rf modulator?

I would like to use my tv as a monitor.

thanks for any info

1932. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.165.000BD50D@ti.com>
Source record: 26351

I see alot of writting about TOS EPROM programming / patching / copyrights etc here.

Last week I damaged one of my tos 2.06 EPROM when transfering my one and only tos 2.06 EPROM from 1 system to another. Now the Even EPROM is dead. The question is -- if I can get an EPROM image, and if I program in a new EPROM and use it, will I be infringing copyright?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1933. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: Steven.Demetrius@balmybeach.gryn.org
Message-ID: <0fa_9505120740@tor250.org>
Source record: 26352

E> Does anyone know of a shareware or PD 'C' complier for the ST series
E> computer.

There is a very good compilier call Sozobon C, and what's better is
it's free as in freeware. I have used it in learning C but got a good
deal from a friend on Lattice C. Sozobon C is not ANSI C but it's
close.

The other compilier is "GNU C" and "GNU C++" (it maybe "GUN C")
they are also freeware. I have downloaded it but got confused in
setting-up and using it so I stuck with Sozobon C.
From what I've read on GNU C and GUN C++ it very good and very flexable
if I could just figure it out.

I got both compilers from TAF, the BBS number is 416/421 8999, if it's
not on the BBS you can get it from TAF's library, just leave a message.

* CQWK 2.2 * Dwarven language runed my life...
--
| Fidonet: Steven Demetrius 1:250/422
| Internet: Steven.Demetrius@balmybeach.gryn.org

1934. Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <3osb3a$7te@newsbf02.news.aol.com>
Source record: 26353

Did anyone hook successfully up an Atari ST (with host adapter) to a SCSI chain of a Macintosh to access all the 'accessible' SCSI goodies on it? (my CD-Rom, optical removable 600 Meg, Syquest 44, Bernoulli, and _perhaps_ the two scanners?)

What are the pitfalls of a such operation? Every advice is appreciated. In terms of Atari, I'm a newbie

George

1935. Harddisk or Papyrus problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: npetep@hasler.ascom.ch
Message-ID: <1995May11.062016.1812@hasler.ascom.ch>
Source record: 26354

I have on my Protar Profil 40 harddisk three partitions. On D: i have
I folder called papyrus. When I try to start the PAPYRUS.PRG in this folder
the following mesage appears "Daten defekt..." (datas are corrupted) and the
application cannot be started. After a couple of reboots it works finally.
This happens only with papyrus (until yet!). I tried already sveral things:
- reinstall Papyrus
- rename the old folder and install Papyrus again (so the new must be on
another Part of the disk)
but i got the same result.

Is this now a problem of my disk or from Papyrus? What can I do?

1936. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: gauthe_a@neon.epita.fr
Message-ID: <3osrcr$9ef@boson.epita.fr>
Source record: 26355
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
In article <3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>,
spatzene@informatik.tu-muenchen.de (Roland Spatzenegger) writes:
|>
|> Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works )
|> Sometimes it produces wrong lod files ...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

YES!!! I've sspent nearly 5 hours to find a mistakes in my routines. But
it didn't exist at all! Now, I use .P56...

|> bye
|> Roland
|>
|> --
|> Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
|> http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/
|> ---------------------------------------------------------------------------
|> From "Canonical List of Famous Last Words":
|> 410-"Quick !! How does one UNSUMMON a demon lord ?"

/-------------------------------------------------------------------------\
| Alain GAUTHEROT EPITA, French Computer Science School |
| Atari Falcon Coder |
| If anyone agrees with you, you are either very clever orelse the BOSS |
|_________________________________________________________________________|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/ |
\-------------------------------------------------------------------------/
```

1937. STuff 4 sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: steveg@cseic.saic.com
Message-ID: <47825894@MVB.SAIC.COM>
Source record: 26356

All h/w is in perfect working order except one of the monitors and the
SLM804 as noted below. All s/w includes original disks and manuals.
I've moved on to the Pee Cee world :-(so:

EVERYTHING MUST GO! MAKE AN OFFER!

HARDWARE

Atari SC1224 Color Monitor

Atari SC1224 Color Monitor (Has slight/moderate "pin-cushioning" or
"hourlgass" problem)

Atari SLM804 Laser Printer w/ UltraScript PostScript Interpreter and
UltraScript Type Collection PS 35
Atari LaserBrain (Epson Emulation for SLM804)
Atari Diablo 630 Emulator

NOTE: There is a light scratch on its drum that leaves a fine vertical
line .3 to .5mm (the thickness of fine point mechanical pencil
leads) blank approximately 2" from the right margin. When
printing text it's hardly noticed as the blank output area often
ends up between letters. For serious DTP output a new drum would
be needed but for casual printing and drafts I wouldn't bother
(and haven't for over a year!).

Drive Master Switch

Mac Emulation

Spectre GCR (w/ v3.0 Software)
Mac Software: System 6.05 w/disks, manuals
Hypercard w/disks, manuals
MacDraw Pro w/disks, manuals

SOFTWARE (all w/original disks & docs)

UTILITIES:
NeoDesk CLI
UIS III
MultiDesk Deluxe
Diamond Back II Backup Software
Revolver
G+Plus (GDOS Replacement)

APPLICATIONS:
Word Perfect v4.1
PageStream v1.8
LDW Power Spreadsheet
Easy Draw w/Supercharger w/ Atari GDOS
PC Ditto I
Microsoft Write v1.0 (useless but a conversation piece)

PROGRAMMING:
Mark Williams C v3.06
Mark Williams CSD (debugger)
Mark Williams BC (arbitrary perecision calculator)
Prospero Pascal

TELECOMMUNICATIONS:
Shadow

GAMES:
Lemmings
Falcon
Bloodwych
Heros of the Lance
Dragons of Flame
Star Wars
RoboCop
Gauntlet/Road Runner/Indiana Jones/MetroCross Pack
Uninvited
Wanted (TOS 1.0 Only)
Xenon II / Bombuzal Pack
Defender of the Crown / StarGlider / Barbarian Pack
Winter Games/Mouse Trap/Plutos/Blood Fever/Seconds Out/Frost Byte Pack
Golden Oldies - Classic Games: Adventure, Eliza, Pong, Life
Hellraider

PD / SHAREWARE:
Current Notes Disks #347 thru #459 on 44MB SyQuest Cart

Direct reply to:

Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.
--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

1938. Re: DMA sound?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: rgoolevi@news.etc.bc.ca
Message-ID: <1995May11.214807.1611@news.etc.bc.ca>
Source record: 26357
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

S94 (lais@cs.man.ac.uk) wrote:
: In article <3omom7$j42@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Color) writes:
: > Is it possible to add a DMA chip to My 1040STfm for better sound
: > quality? Thanks in advance for any help...
: Sadly, no.
: S.Lai

You DO however have the option of getting one of the many external
samling.playback cartriges, of which I would highly suggest the
ST Replay, or Stereo Replay cartriges...

On the other had, you can always just pick up a used 1040STe! ;-)

--

```
------------------------------------------------------------------
___ _____ __ _ __ __
/ _ \__ _____ ____ / ___/__ ___ / /__ _ __(_) /_____/ /
/ , _/ // / _ `/ _ \ / (_ / _ \/ _ \/ / -_) |/ / / __/ __/ _ \
/_/|_|\_, /\_,_/_//_/ \___/\___/\___/_/\__/|___/_/\__/\__/_//_/
/___/
rgoolevi@cln.etc.bc.ca
```

1939. Re: C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8F6sA.637@cix.compulink.co.uk>
Source record: 26358

> The large factor with the C-Lab Falcon MkII is that it comes with
> 14Mb of RAM as standard. It also has a 500Mb SCSI-II internal HD. I've
> also heard that there was some fine-tuning of TOS involved, but I can't
> substantiate that rumour. Otherwise, it's the same case, same CPU, same
> everything. (Oh, they fixed the audio I/O problems with distortion, etc).

No changes were made to TOS, period!

Ofir ogal@cix.compulink.co.uk

1940. Re: Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FELKAGJOUP@zumdick.rhein-main.de>
Source record: 26359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3ol15v$mpa@hpg30a.csc.cuhk.hk> wrote:

>[deletions]
>And unless you use software to change the setting of Falcon, you have to
>wait for a long time to boot from SCSI.
>
What software ?

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

1941. Xtra XtraRam ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: zonny@dds.dds.nl
Message-ID: <3osvvf$lme@news.xs4all.nl>
Source record: 26360

Hi.

Does anybody know anything about XtraRam-boards? I have an Atari ST with 2.5 Meg, and it's XtraRam. I've opend it up, but there doesn't seem te be a slot left to put another meg or so in. And that's what I want, preferable 4 Meg's total. Is there anybody out there, with a little bit of experience on 2.5 Meg upgrades? It was originaly 1 Meg, and I don't have the faintest idea why it works with 2,5 (Second hand machine, from my uncle, and the shop that did the upgrade closed down)

I thought ST's could only handle the 'right' ammounts of Mem...?

Greetz,
Thomas (zonny@dds.nl)

1942. Re: 1040STe Ram expansion question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D8FBss.MCy@cix.compulink.co.uk>
Source record: 26361

In message <3opcc6$of5@news.bu.edu>, hellfire@bu.edu said:
>==========
>I have the an Atari 1040STe. Is there a way to replace the 4 256k Simms on
>the system with 4 1meg ones to get 4Megs of RAM? Or is the machine designed
>to accept a total of 1meg? If this will work, what kind of RAM would I need
>specifically?

Yes, just remove the 256k SIMMs and install 1M SIMMs (with or without parity).

> Also, I have a couple of SCSI HD's in an external box with
>50-pin SCSI-1 type connecters. Can I just hook them up to with the appropriate
>cables? Thanks for any info.

You just need a need a host adaptor, eg. ICD Link, and cable.

When you are changing the SIMMs check the part number on the DMA IC U300, IIRC
part C398739-001 is ok, whereas part C025913 can result in corruption of data
on your drives. The replacement IC can be obtained from Best Electronics in
San Jose.

Barry wilsontjb@cix.compulink.co.uk

1943. Re: [Falcon] Remove the Atari logo.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3otnij$k82@prime.mdata.fi>
Source record: 26362

In article <3osqli$o5o@macondo.dmu.ac.uk>,
Alan Parker <se2ap@dmu.ac.uk> wrote:
>I want to remove the Atari logo on the bootup of my falcon, does anyone
>know if part of the NV Ram can be changed to stop this as I have already
>stopped the memroy test/hd wait on bootup.

There's a file in Hensa: TP404V10.LZH
It has several patches to TOS 4.04, including the "make your own logo"
-patch. Bad news is that it has to be EPROMmmed, I think...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1944. Re: MiNTOS/setuid/setgid

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <800220408snz@bigbox.demon.co.uk>
Source record: 26363

In article <3oqt1e$q5d@ccshst05.cs.uoguelph.ca>
thopman@uoguelph.ca "Theodore L Hopman" writes:

> OK, I've got MiNTOS fairly successfully installed on my system. I would
> like to use su to become root, but I need setuid/setgid (or is it
> getuid/getgid) to do so. Where can I get them?

I think I know what you mean. Try doing:
cd /bin
chmod 755 su This sets executable modes
chmod a+s su This sets Setuid and Setgid mode

(I assume you have the file utils and so on)

You will then need to put names of anyone who can su root (if they know the
password) in the first line of /etc/group like this:

wheel::0:bjb,trojan,paul,root
:
V

> I would just log in as root, but once I log out, I can't log in again,
> since the machine won't accept any keyboard input at the login: prompt.
> Any suggestions as to why this might be the case? I have to reset the
> machine in order to get it to respond again, which is a pain in the butt,
> and probably not too good for the filesystem.
You need a new MiNT - MH-MiNT 1.12h2 will do the job nicely.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1945. MagiC and NeoDesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: ap055@lafn.org
Message-ID: <1995May11.053255.12001@lafn.org>
Source record: 26364

Although I have Geneva and Neodesk, I got Magic because it offered more speed. I have read that I can use NeoDesk with it, but I cannot make it load properly. I tried installing Neoload.PRG as the shell and just autorunning neoload, but neither worked.

Also, Magic forces my monitor to 50 Hz and I can't seem to change the colors in Medium rez. The docs are almost as thin and NVDI. Any help would be appreciated.

--
Ronald Chan <rc@pw.usda.gov>
A Pocket Knight *--{------------ <ap055@lafn.org>

1946. Re: Floppy disk replacements for Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3otl9r$hln@hasle.oslonett.no>
Source record: 26365

Steve Delaney (sdelaney@steil.demon.co.uk) wrote:
: Yes, any 720k PC drive will work technically, but you will probably encounter
: problems with disk changes not being logged in properly. Usually this can be
: demonstrated by changing the disk and pressing ESC to no avail. However,
: this often works fine but you cannot log in a new disk from within an
: application. There's a program called FMC (Force Media Change) which goes into
: the Auto folder to get round the problem. If you buy an Epson drive SMD300 (or
: SMD3000 springs to mind) you will not experience this problem. Atari have been
: using Epsons in the ST/E for years now. Hope this helps
: --

I experienced this problem with my Sony 1.44 drive which I just installed,
but by shorting the "disk detect" switch I solved the problem. It works
perfectly now. i guess the same thing applies for any other drive.
You just have to make the machine think the disk is in the drive all
the time. If the disk isn't you'll still get the "disk missing" message
because it can't read a disk that isn't there.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

1947. Anyone with STE/IDE hard disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-11 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3otld7$hsb@hasle.oslonett.no>
Source record: 26366

I'm working on an IDE hard disk interface for my STE, but need some
minor help regarding some details.
I'd like to get in touch with anyone out there who has either built or
bought a ready assembled IDE hard disk interface and uses it with an STE.
Thanks.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

1948. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995May12.101914.7739@bay.cc.kcl.ac.uk>
Source record: 26367

In article <D86LIx.Hpz@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> In message <D7ovMH.5ou@sci.kun.nl>, sanders@sci.kun.nl said:
> > In <D7o387.G2z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland
> > Givan") writes:
> >
> > > This is not necessarily true. Even if you have a right to make a
> > > backup copy - it still doesn't give you the right to patch it.
> >
> > Geez... Look, I'm all against piracy and such,
>
> If the question hadn't been asked - I wouldn't have posted my answer. All
> the things you suggest are 'reasonable usage' - but it doesn't mean they
> are legal.
>
> However the original question was basically to determine if copying ROMS
> *and giving them away* was pirating or not. [snip]
>
> > What if I want to burn my TOS in faster or wider EPROMs? That, again,
> > should be my right.

Surely licensing laws allow one to make backups/copies of
products for private use, be it music records/CD's to tape or software.
Copying and distribution is forbidden.
Therefore, one would think copying TOS and integrating a patch, to an
EPROM for personal use would be within the law.
However, why not simply stick with a software patch instead, and load
on bootup?

-Al-

1949. Re: 3-D programming on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: chapmanl@cs.man.ac.uk
Message-ID: <3ovpkj$89h@m1.cs.man.ac.uk>
Source record: 26368

I can't remember the exact title, but there's a book in the Abacus series (now probably out of print) that has 68000 source for 3D graphics including hidden line removal etc. I'll think you'll find it has just what you're looking for if you can get hold of it...

Maybe someone can remember the title. I own a copy, but unfortunately it's about 250 miles away...

Lee

1950. Re: 3-D programming on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <3ovtho$9t1@m1.cs.man.ac.uk>
Source record: 26369

Yeah, I've got the Abacus book, and it's not bad, although I seem to recall that some of the sources seemed a bit dodgy in places (not the 3D stuff itself - that was all nice and correct), but the setup code wasn't totally there in my opinion and I had to alter some of it. It was 'Real-time 3D graphics for the Atari ST' I think. I've got it and it's pretty good. My advice would be to send off for the disk - typing the source in takes a while....the code isn't particularly fast but that can be sped up fairly easily if you've got a decent knowledge of coding, if you've got a good knowledge of assembler you should be able to really improve the speed (I'm talking about those with access to clock cycle timings for the instructions here). I've never bothered speeding the code up - never really got round to it.

If you want I can mail you the source or put it on my WWW page or something.

Gaz

1951. SLM 804 and ST...for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: abrichards@aol.com
Message-ID: <3ovv8l$1fi@newsbf02.news.aol.com>
Source record: 26370

FOR SALE:
Atari SLM 804... works fine with new toner cart...
drum has lots of life on it. I just cant use it on a Falcon...BEST OFFER

Also, I have A 4 meg 1040 STf that has a problem reading the A drive.
Don't know why... I'll sell it for the best offer too.

Thanks!

1952. Re: DMA sound?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3ouie2$1qc@cville-srv.wam.umd.edu>
Source record: 26371
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Color (abstract@wam.umd.edu) wrote:
: Is it possible to add a DMA chip to My 1040STfm for better sound
: quality? Thanks in advance for any help...

: --LuNATiC

How about if I was using the PAK030?

--LuNATiC

1953. Re: 1040STe Ram expansion question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: hellfire@bu.edu
Message-ID: <3ouvme$l6r@news.bu.edu>
Source record: 26372

Thanks again to all that responded to my question.


```
+--><> ><> ><> ><>---------"-"----------------------------------------+
| |\/\_-[ ]-_/\/| Having too open a mind can |
| Peter Ng \__/ <-'-> \__/ be dangerous. All sorts of |
| hellfire@acs.bu.edu | | junk is liable to fall in. |
+-----------------------------------------------------<>< <>< <>< <><---+
```

1954. re: monitor questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1487rcain@nest.demon.co.uk>
Source record: 26373

On 11 May 95 Mark wrote::

MW> From: markw@southwind.net (mark weddle)
MW> I would like to use my tv as a monitor.

I don't know the answers to your other questions but this is definitely possible. I modified a Ferguson T9 chassis to accept RGB and Sync and got very good results. My job was made easier because of the particular chip the Ferguson used for colour processing. Forget the details I'm afraid but could dig them out if of any interest to you.

Roger
rcain@nest.demon.co.uk

--

1955. Re: 1040STe Ram expansion question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <3p0aob$3qe@newsbf02.news.aol.com>
Source record: 26374

< You can use PC SIMM chips but your
better off getting them from an Atari supplier 'cos there cheaper >

On the Mac side, I can get four 1 Meg SIMMs for $90 altogether. Are Atari
chips cheaper than that? If yes, where should I look?

Would I run into any problem by using Mac SIMMs instead of Atari/PC ones?
VS

1956. Re: Seagate HDD Crash...Help Pls.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: John Charles <JayCee@midmarsh.demon.co.uk>
Message-ID: <4954309wnr@midmarsh.demon.co.uk>
Source record: 26375

In article: <3opp0r$93b$1@perth.DIALix.oz.au> fezzy@perth.DIALix.oz.au (Peter Feszczur) writes:

> : First of all...it's a Seagate. That should explain everything. The
> : Seagate brand is to hard drives as the Yugo brand is to cars.
>

> only brand I could get here in PERTH WA at the time was a Seagate (340meg)
> Fitted it to my MSTE, all was great for 2 days then it died, it was replaced,
> that one died within 2 weeks. They gave me THE latest model 540meg drive
> to componsate, yep you guessed it that died within the month....

Just to put the other side - I have two Seagates, one's been running for 5 years and the other 4 yrs, no bad sectors, no crashes <whispered quietly, in case they're monitoring this newsgroup ;_) >

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

1957. Atari GFA Basic with Magic

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800302010_OASIS_@yeadontt.demon.co.uk>
Source record: 26376
Cross-posted to: ,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello to all GFA Basic programmers

I have been trying to get GFA Basic compiled programs to run under
Magic.
There is a patch program on various ftp sites (GFA patch 1.07) that is
supposed to modify the compiler libraries. The only problem I have is that the
documentation is all in German!

Has anybody used this patch succesfully, or does anybody know where I
can get hold of the documents in English.

Contact me at the address below.

Thanks in advance.

--

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================================================================================

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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

1958. i (E-Mail only !)_/ _| _

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3ovpvo$kju@tron.sci.fi>
Source record: 26377

```
iqco@sci.fi (access from home)_/ _|_/ _|_/ 33580 Tampere
/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/ _|/ _|/ FINLAND
```

1959. Re: MiNTOS/setuid/setgid

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3ovgvn$r9@infa.central.susx.ac.uk>
Source record: 26378

In article <3oqt1e$q5d@ccshst05.cs.uoguelph.ca> Theodore L Hopman (thopman@uoguelph.ca) wrote:
: OK, I've got MiNTOS fairly successfully installed on my system. I would
: like to use su to become root, but I need setuid/setgid (or is it
: getuid/getgid) to do so. Where can I get them?

: I would just log in as root, but once I log out, I can't log in again,
: since the machine won't accept any keyboard input at the login: prompt.
: Any suggestions as to why this might be the case? I have to reset the
: machine in order to get it to respond again, which is a pain in the butt,
: and probably not too good for the filesystem.

: THeo

Get the latest version on MiNT - something like pl12h3. It does not happen on that version. I had this problem, changed to one of the unofficial 1.12 versions - mint mailing patched kernels and it worked fine.

I think you will find it names sometedng like mint-1.12h3.lzh the 1.12. is the standard release and the h3 is the homuth patch level (?).

Not sure where you can find a full ypatched version, I patch mine from stuff posted in the mint mailing list.

Michael

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central
- ATARI Falcon030 4/65/FPU --

1960. Re: Open File Handles on TOS 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3ovhna$19u@infa.central.susx.ac.uk>
Source record: 26379

In article <FDTBDFUQUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:

: A friend of mine needs some help with a problem that he has been
: having involving open file handles. Please direct any help (and any
: help is VERY gratefully accepted) to this address (or perhaps to this
: newsgroup, so it can benefit everyone). Thank you in advance.

: ____

: Can anyone answer this problem with the Falcon:

: The Falcon (TOS 4.04) is only allowing 19 open file handles, yet
: the ST, STE, and TT allow about 75. How can this be increased on
: the Falcon? The Compendium says only that it is "an operating
: system dependant number of handles".

: Dpathconf() only returns the limit. How can one set it?

: More handles are urgently required to run a database program on
: the Falcon which otherwise runs fine, and runs perfect on any
: other machine.

: In DOS one would simply set FILES=60 for example, in config.sys.

: I've included a program which opens files until an error occurs
: for anyone who needs proof.

: ____

: If anyone wants the program, please e-mail me, and I'll send it to
: them UUEncoded. (It's small)

: Leslie

: --
: leslieh@warpcon.ersys.edmonton.ab.ca
: Moo, eh?
: -- --

I believe the patch for this is poolfix, but I an not certain. I thought this was fixed on the Falcon. Hmmm. Anyone?

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central
- ATARI Falcon030 4/65/FPU --

1961. Getting under the hood

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <4a3_9505130447@tor250.org>
Source record: 26380

Here's my dilema so far, I've pried off the case and the top shielding for my 520STfm. I'm down at board level, but I can't get the bottom shield off because there's some shielding around the serial/parallel ports that's blocking it's removal. Anyone had this problem before? Did you find a way past it?

Also I can see that the board has a place for a square shapped chip marked "ST BLITTER". Anyone know whether this means that my ST could make use of a blitter chip if one was added?

Thanks in advance...

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1962. Re: Atari TT, High resolution and Multisync Monit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEMACBVR@ttgk.nextjk.stuyts.nl>
Source record: 26381

In <3okmcr$pp1@inet-nntp-gw-1.us.oracle.com> Jaak Arendi wrote :

>Hi!
>I'm trying to get my TT to recognize a multisync monitor as
>high resolution monitor without success. I think that the TT needs
>some special signal from one of the pins in the connector and
>i've tried to get the info from some of the Atari WWW sites but
>unfortunately i haven't found any technical info at all. Does any
>of you atarians out there know the High Res technique or have a
>good pointer to a WWW server with tech documents.

Well, you can.... forget it :-)

You need a very good 'multisync' to go with the TT's mono output as it's
frequencies are very high, the vertical frequency is 71 Hz and the
horizontal about 77 kHz ! No ordinary multisync can handle these.
Furthermore the video output signal is an ECL output with both a positive
and a negative connection, your monitor can handle only analog and/or
digital signals in either 75 ohm RGB or TTL level RGB.
You'd better shop around for a used mono monitor (I have used a Viking
Moniterm 1 with success) as high resolutions on a 'small' (<15 inch)
monitor aren't usable anyway. The mono monitors have no 'dot-pitch' so they
give a sharper picture than whatever color monitor could ever give.

Gert

--

-- --
Atari TT-Point
-- --

1963. Re: Chimera crashes all the time!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: schrist@io.org
Message-ID: <3p16c3$n0c@ionews.io.org>
Source record: 26382

In article <3oihg1$m5v@ankh.iia.org>, Steven Selick <smselick@ios.com> wrote:
>So here's what I did - I run Chimera instead of Xterm so I have enough
>memory to use it. Problem is, 9 times out of ten, it bombs while
>printing my home page on the screen. If it makes it through that, it
>is just a matter of 3 or 4 new document loads before it bombs anyway.
>The Internet connection runs fine though.
>
>Am I just plain running out of memory?

It has been my experience the more GRAPHICS in the Page the more likely
Chimera will crash. MY STe with 4M does it more frequenly than my TT with
6M. My friends TT with 12M rarely does it. So I've always assumed it's
a memory issue.

So by default I don't load the graphics.

As for crashing 3 or 4 pages after your page... (I haven't done this yet)
You might want to elimate the number of pages storied on your HD.this would
mean you have to reload every page... (these are just ideas. I haven't
tried them...)

Stephen Christian (schrist@io.org) _ Member of: TAF, DWIN
http://www.io.org/~schrist (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of. (For information on each check out my www page.)

--

1964. Re: 3-D programming on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: richara@wmin.ac.uk
Message-ID: <D8GKzJ.4K8@westminster.ac.uk>
Source record: 26383

In article <3o30c8$jfh@gbc.gbrownc.on.ca>, dking@gbc.gbrownc.on.ca says...
>
>1) I am tooling around, programming some 3D stuff on my Mega STe.
>Is there any source or docs out there that anyone knows about? I
>don't wan't to have to re-invent the wheel on some of the low-level
>stuff.

There was a book called Real Time 3d Programming, by Andrew something I think. This had an optional send off for disk but I don't know if it is still available anywhere.

There was also 3D Graphics Programming, (from the same company that published ST Internals, and GEM Programming) but I don't know if that is still available.

(You should be able to get both of these from libraries though (if you know the full names :[ ))

Also ST World did a series a looooong time ago by Jeff Lawson, and there was a disk of source to accompany that series.

If that stuff is in the public domain then I could look out the disk, zip it up and put it on a site somewhere (assuming it isn't on a site already). Does anyone know if it is public domain? Or even if it is on a site already?

I know some of the code filtered into the budgie programmer's library so I think it might be.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk
WWW: http://www.wmin.ac.uk/~richara add /guitaref.htm for my ST prog

1965. Modulator - in reverse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <D8GLCn.4uJ@westminster.ac.uk>
Source record: 26384

Probably not the right newsgroup but.....

I've got a Microvitec 1438 monitor which can handle those tv sync rates.
Where can I get a modulator that runs in reverse so I can connect my video
(normal composite video output) to the monitor.

Would there be any way of hacking out my modulator from my old stfm and getting
this to run in reverse ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

1966. Re: Floppy disk replacements for Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-12 00:00:00 UTC
From: Bastian Schick <schick@hera.rbi.informatik.uni-frankfurt.de>
Message-ID: <3ov9rn$rrn@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 26385

I replaced the 720K EPSON floppy in my STE by a 1.44M one of EPSONS, so
I had no proplems with the measures (?). I also build in a brutal HD-circuit:
I replaced the 8MHz quartz-osci by a little PCB with a 16MHz and 8MHz one
a little switch => HD is possible. (But no auto-detection, and the sound-chip
is twice as fast (tchiirp ;))
But it functions for about 2 years without any proplem (even its no 02-02 !)

Bastian

1967. Re: Modulator - in reverse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8JIy5.KB@cix.compulink.co.uk>
Source record: 26291

In message <D8GLCn.4uJ@westminster.ac.uk>, avsec@westminster.ac.uk said:
> Probably not the right newsgroup but.....
>
> I've got a Microvitec 1438 monitor which can handle those tv sync
> rates. Where can I get a modulator that runs in reverse so I can
> connect my video (normal composite video output) to the monitor.

You need some sort of TV tuner. I have an old Amstrad one converted for
my SC1435 - but it was a bit flaky - so I never bothered to rewire it for
my 1438.

Have a look in the newstand Electronic magazines. I can't remember the
company - but there is a regular advertiser who sells something that will
do. Its a full blown TV tuner which is more than you really need.
Its also about 60ukp though :-(

I *would* recomend Bull Electrical - *but* they are only any good if you know
what you need exactly. My Amstrad TV tuner costs about 15ukp from them -
but they are long sold out.

I believe there are composite video -> RGB boxes available - which *should*
be much cheaper - but I haven't found a cheap one yet.

> Would there be any way of hacking out my modulator from my old stfm
> and getting this to run in reverse ?

No go AFAIK.

:-)

Roland.

@CiX

1968. Re: copying TOS Eproms...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8JIy7.Kw@cix.compulink.co.uk>
Source record: 26292

In message <wongck.165.000BD50D@ti.com>, wongck@ti.com said:
>
> I see alot of writting about TOS EPROM programming / patching /
> copyrights etc here.
>
> Last week I damaged one of my tos 2.06 EPROM when transfering my one
> and only tos 2.06 EPROM from 1 system to another. Now the Even EPROM
> is dead. The question is -- if I can get an EPROM image, and if I
> program in a new EPROM and use it, will I be infringing copyright?

No - this would be okay - as you own a 'license' for this EPROM.

At least AFAIK and IMHO of course ;-)

:-)

Roland.

@CiX

1969. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8JIy8.LH@cix.compulink.co.uk>
Source record: 26293

In message <3osb3a$7te@newsbf02.news.aol.com>, verysmooth@aol.com said:
> Did anyone hook successfully up an Atari ST (with host adapter) to
> a SCSI chain of a Macintosh to access all the 'accessible' SCSI
> goodies on it? (my CD-Rom, optical removable 600 Meg, Syquest 44,
> Bernoulli, and _perhaps_ the two scanners?)
>
> What are the pitfalls of a such operation? Every advice is appreciated.
> In terms of Atari, I'm a newbie

If there are no other host adaptors (ie Macs) on the chain - then it
might work. Otherwise I wouldn't even attempt it.

The risks are lots of expensive damage. Its not too hard to blow SCSI
devices.

If you are going to try it then at least test each device *seperately* on
the ST first. If any one won't talk - then drop it from the chain.

Many Atari host adpators don't like parity. They also don't seem to assign
a SSCI ID to themselves - though the internel SCSI ports in the TT and
Falcon do.

Termination is also going to be a bit tricky.

Honestly though - don't even think about doing it.

:-)

Roland.

@CiX

1970. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3p3g9n$l6l@ccshst05.cs.uoguelph.ca>
Source record: 26294
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
: Does anybody know if a version of Word Perfect was ever released for
: the Atari.

"The Atari" is a broad term. It could mean:

The Atari 400/800/XL/XE line
The Atari ST/STe/TT/Falcon030 line
The Atari 2600
The Atari 5200
The Atari 7800
The Atari Lynx
The Atari Jaguar
The Atari Portfolio
The Atari ABC PC line

If you mean the Atari ST line, then yes. Word Perfect 4.1 was
released.

>> Mark <<
```

1971. Re: monitor questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: harald@manowar.ka.sub.org
Message-ID: <ZIZZB3XC@manowar.ka.sub.org>
Source record: 26295

In article <3orljk$5hr@onyx.southwind.net>,
mark weddle <markw@southwind.net> wrote:

>I was wondering if the RGB pinout on the 1040stf is 15khz or 30khz.

15 kHz. Only the falcon supports 30 kHz for the st low and mid modes.

>Also, is the composite pinout live without an rf modulator?

Yes.

>I would like to use my tv as a monitor.

That is possible. These are the different possibilities, sorted by
decreasing picture quality:

(1) RGB color signals, horizontal sync and vertical sync pin (this is the
scart plug on good tv's)
(2) RGB color signals and composite sync pin (the scart plug on worse
tv's)
(3) composite color (not directly supported by the ST, but you can build
an adaptor very easy) and composite sync (this plug is often called
'video in')
(4) if your tv doesn't support anything else, get an hf modulator.

Bye, Harald
--
Harald Weidner harald@manowar.ka.sub.org

1972. WANTED to trade PC for STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: mercury30@aol.com
Message-ID: <3p1h66$ef5@newsbf02.news.aol.com>
Source record: 26296

Wanted to Trade:

Working or Repairable Atari STe!

I will trade my '386 SX - 30Mhz in a baby tower case, 300 watt power supply,
AT keyboard, Super VGA w/512k, MFM HD card. NO RAM or HARD DISK.

Will trade for any repairable (specify problem) or working Atari 1040 STe CPU.

Write (only) to Charles Kelly, 12 North Lake Ave #104, Duluth, MN 55802.

1973. Re: How to upgrade a 520S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <4a9_9505170211@tor250.org>
Source record: 26297

SD> What "resistors" ???
SD>
SD> I upgraded my 520ST years ago and all that was needed was the ram chip
SD> and
SD> the capacitors.
SD>
SD> It's worked fine for years now and I didn't add any resistorsl.
SD>

I dunno, I read an article about upgrading a 520ST up to 1 meg in
ST INFORMER, and the parts list included a few resistors. I'll have to
re-check how many are needed, but I'm sure that resistors were in the parts
list.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1974. PLCC for STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3p2r0j$jdc@sinsen.oslonett.no>
Source record: 26298

Is there any way to "piggyback" a PLCC socket, so that I can put a circuit that
will access my PLCC type 68000 in my Atari STe and put my 68000 on top
of this again? Some sort of "adapter" socket in other words?

In a case of the 68000 being a DIL shaped IC I would have solved the
problem with a long-legged IC socket (wire wrapped socket),
but I haven't found anything similar for PLCCs.

here's a simple illustration;

```
---------------
68000 processor -> |\\\\\\\\\\\\\\|
------------------
*I need this socket!* -> | |
| |
Accelerator/IDE board -> ============================
| |
Existing PLCC socket -> | |
| |
STe's circuit board -> ==========================================
```

I've been trying to find a solution to this problem for months but with no
luck! I'm grateful for any help, or directions towards the help, so that I can
work this out. And in case you were wondering- I'm planning to build an IDE
hard disk interface for my STe, that's wy I need this socket, so I can let both
the new circuit and the rest of the STe access the 68000.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

1975. TOP LINK H/A PROB

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <05131995.214337@empyr.dircon.co.uk>
Source record: 26299

Hi, I'm having trouble with a Gasteiner Top Link Host Adaptor I've just bought. There appears to be no power getting to it.

I presume it gets its power from pin 26 of the SCSI connector. (Terminator Power). My IBM 0661-371 drive is not providing this, so I hard-wired +5v to pin 26 (not into the drive of course), but I still have the same symptoms..wonky ST that is unable to read from drive A: correctly with the Toplink plugged in.

I know the drive is OK and the power supply is large enough to cope easily. The problem is still there even when the toplink is not connected to the drive (but still plugged into the DMA port).

Any ideas ? Also, does anyone know if and how I can get the IBM drive to provide terminator power so I don't have to hardwire it in.

Cheers,

Kev.

(Could you e-mail me too please : Kevan@empyr.dircon.co.uk)

* ReJoinDer v 1.0 *
* ReJoinDer v 1.0 *
VQWK 6.20 [Rev H - 04/04/94]

1976. Re: Atari ST Stuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <3p2rb1$kgo@newsbf02.news.aol.com>
Source record: 26386

I'm interested in one of the mono monitors and the external DSDD drive.
Please let me know via email if they're still available ...

|| | |||
|| | ||| JMZorko

1977. Re: MiNTOS/setuid/setgid

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3p1ske$gan@mercury.dur.ac.uk>
Source record: 26387

Theodore L Hopman (thopman@uoguelph.ca) wrote:

: I would just log in as root, but once I log out, I can't log in again,
: since the machine won't accept any keyboard input at the login: prompt.
: Any suggestions as to why this might be the case? I have to reset the
: machine in order to get it to respond again, which is a pain in the butt,
: and probably not too good for the filesystem.

This is a problem with MiNT 1.12. Getting the latest MH-MiNT v1.12h3 is
the solution.

ATB,

Martin

--
```
*****************************************************************
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
*****************************************************************
```

1978. Notator Software Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: layman@pen.k12.va.us
Message-ID: <D8Iq4n.11H0@pen.k12.va.us>
Source record: 26388

I am looking for C-Lab Notator software (v. 2.0 - 3.1) complete
w/ manual/disks/dongle for use in Electronic Music Lab at my
high school. If you have upgraded to Logic or another format,
please consider selling your old program materials.
Thanks in advance
SRL

1979. Re: SCSI port on an ol' 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <3p39cs$pbl@news.rhrz.uni-bonn.de>
Source record: 26389

In article <3ogp9q$k43@newsbf02.news.aol.com>, verysmooth@aol.com (VerySmooth) writes:
|> All this battle of TOS versions...whew!
|>
|> I'm a newbie. How can one tell what TOS is in the ST, in the first place?
|> I'm curious to check mine out.
|>
|> George

if you've got a color monitor or if the st is hooked up to your tv look at the atari symbol. If it is animated in color, you have a usable tos, if not, it is old. TOS 1.4 has had the nickname "rainbow tos".

Rule of thumb: if the machine is a (MEGA) STE, the TOS version is >= 1.6 in order to support the new hardware.

Most MEGA STs come with tos 1.2 (blitter tos). Some few of the latest machines --- but not all!!! --- have been shipped with TOS 1.4. But these are really rare.

Most of the 1040 ST/STFM come with TOS 1.0 (6 ROMS), some very few with tos 1.4 (2 ROMS). In fact, although TOS 1.4 was officially released, Atari equipped their machines with the old ROMS.

The only machine coming definitly with tos 1.4 was the laptop.

IF YOUR TOS IS 1.0 or 1.2 (official numbers 1.00 and 1.02), I URGENTLY RECOMMEND TO UPGRADE IT TO TOS 1.04 (=1.4). ITS MOST OBVIOUS ADVANTAGE IS ITS VAST SPEEDUP OF DISK ACCESSES. UP TO A FACTOR OF 4, REALLY! ITS LIKE TAKING A LARGE STONE FROM THE MACHINE, ESPECIALLY WHEN YOU UPGRADE FROM TOS 1.0.

Another advantage of tos 1.4 is its support of large partitions. The system calls of these three tosses are identical. So there is no APPLICATION for tos 1.4 which should not run under the ancient tos. There might be, however, some commercial programs which check the tos version and don't accept the old ones...

TOS 2.x and larger do indeed introduce new system calls, so there might be incompatibilities.

M. Ritzert

--

1980. Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-13 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800402218_OASIS_@yeadontt.demon.co.uk>
Source record: 26390
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if a version of Word Perfect was ever released for
the Atari.
If it was could you please let me know where I could get hold of a
copy.

Thanks in advance.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1981. Re: 1040STe Ram expansion question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D8JMsy.5Mu@cix.compulink.co.uk>
Source record: 26300

In response to wilsontjb@cix.compulink.co.uk's message:
> > Also, I have a couple of SCSI HD's in an external box with 50-pin
> > SCSI-1 type connecters. Can I just hook them up to with the
> > appropriate cables? Thanks for any info.
>
> You just need a need a host adaptor, eg. ICD Link, and cable.
>
> When you are changing the SIMMs check the part number on the DMA IC
> U300, IIRC part C398739-001 is ok, whereas part C025913 can result in
> corruption of data on your drives. The replacement IC can be obtained
> from Best Electronics in San Jose.

Emphasis in the word 'can'. The DMAs fixed by Atari had the same C025913
part number and were suitable for running at 8MHz only. If you ever wanted
to fit a hardware accelerator or somesuch you'd have to get the DMA changed
again to something like the C398... as supplied by System Solutions.

An additional check as to whether you have a possibly dodgy DMA is to check
if your STE has a serial number starting A19 B300.... or A19 B301....
These were the problem ones IIRC.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

1982. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <3p438m$22v@newsbf02.news.aol.com>
Source record: 26301

< If there are no other host adaptors (ie Macs) on the chain - then it
might work. Otherwise I wouldn't even attempt it.

The risks are lots of expensive damage. Its not too hard to blow SCSI
devices.>

Hi, Roland

There _is_ a Mac IIsi CPU on the other end of the SCSI chain. What kind of
"expensive" damage could I expect?

So far I have done almost every no-no ever invented in the history of
SCSI; pulled out/plugged in cables several times with everything running,
ran a SCSI chain twice the recommended cable length, and finally &
ultimately...since 3 years I run my chain with only one (1) terminator.
(The Mac CPU, of course.) At the other end (scanner) I have no terminator
at all...and it works. As soon as I plug a terminator in the scanner,
though, the chain crashes. To top it all I never had any hardware
problems.
So, in terms of love, war, and SCSI, anything goes, I guess :-)...

Seriously, think about it. In a SCSI chain, two terminators are needed.
Fine. I put the Mac CPU on one end, and the Atari on the other. So far so
good. As long as they don't access the _same_ drive at the _same_ time,
what could happen? As a remedy against signals running into each other, I
could perhaps make the SCSI chain long enough so that the two CPU's
signals won't reach each other only the devices between them. Kinda
un-terminated chain again, jut as it is now.

I'm still wondering if I need two computers running at the same time at
all as well. If only one is turned on at a time, the whole issue is less
problematic. I'll probably take this route, given that I can look only one
way at the same time, anyway... :-)

Enough reasoning to make all your hair stand up, I guess.... :-)

P.S. Do you think Mac devices use parity on the SCSI chain? I asked this
on a few Mac-specific BBSs and no one knew. Ah, we happily ignorant Mac
users... :-)

VS

1983. Re: Falcon Analog Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8KDCu.58s@crash.cts.com>
Source record: 26302

John Perez (jperez@uhunix3.uhcc.Hawaii.Edu) wrote:
: I am interested in the pinouts from the Jaguar/STe/Falcon analog
: controller ports. My Falcon didn't come with a manual (where the diagram
: would normally be located). Can someone e-mail or post the pin
: configuration? This information should be in the back of the STe or
: Falcon manuals.

Here goes...

5 o o o o o 1
10 o o o o o 6
15 o o o o o 11

Port A Port B

Pin	Signal Pin	Signal
1	Up 0 1	Up 1
2	Down 0 2	Down 1
3	Left 0 3	Left 1
4	Right 0 4	Right 1
5	Paddle0 Y 5	Paddle1 Y
6	Fire 0/Light Gun 6	Fire 1
7	+5VDC 7	+5VDC
8	Not Connected 8	Not Connected
9	Ground 9	Ground
10	Fire 2 10	Fire 3
11	Up 2 11	Up 3
12	Down 2 12	Down 3
13	Left 2 13	Left 3
14	Right 2 14	Right 3
15	Paddle0 X 15	Paddle1 X

I hope this helps you.

Rich

1984. Re: Modulator - in reverse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8KDou.5Jy@crash.cts.com>
Source record: 26303

Philip Shore (avsec@westminster.ac.uk) wrote:
: Probably not the right newsgroup but.....

: I've got a Microvitec 1438 monitor which can handle those tv sync rates.
: Where can I get a modulator that runs in reverse so I can connect my video
: (normal composite video output) to the monitor.

: Would there be any way of hacking out my modulator from my old stfm and getting
: this to run in reverse ?

: Cheers,
: Phil.

No such thing, however, the Falcon (that is what you have?) has a
composite video output pin on its monitor connector. It is pin number
12. In TV modes it has composite video, but in other modes (VGA etc.) it
only has composite sync.

Rich

1985. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEOOAGCPUP@cabal.shnet.org>
Source record: 26304
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <800402218_OASIS_@yeadontt.demon.co.uk> Phil Yeadon wrote:
> Does anybody know if a version of Word Perfect was ever released for
>the Atari.
> If it was could you please let me know where I could get hold of a
>copy.

I'd get hold of a copy of 'Papyrus' instead, for Wp 4.1. is somewhat
outdated and Tempus Word pro is not available in an English version.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1986. Re: F030, dumped the old Conner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FEOKECCEUP@zumdick.rhein-main.de>
Source record: 26305

In <3osqi6$o5o@macondo.dmu.ac.uk> Alan Parker wrote:

>nat@zumdick.rhein-main.de (Nat!) wrote:
>>
>>Is there a way to get things going more quickly ?
>
>There is a PD program to skip the memory test, hard drive wait
>on boot-up. I can't remember it's name now, but it should be
>on most ftp sites in the Falcon section.
>
>BTW, this changes the NV Ram so it's more or less
>permanent (unless you get a program to change it back).
>
There's also a small CPX which does this. Ah, It seems that I have to
patch the driver and TOS for my particular problem...

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

1987. HELP! falcon audio output blown

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D8Kyyn.7xw@watserv3.uwaterloo.ca>
Source record: 26306

Hi,

I think I blew an opamp on the right chanel of the stereo output (by having a mono plug short the right chanel to ground for a long period of time). The chip is an 8-pin small-outline labeled like this:

```
| | | |
------------
| 386 |
| 2142B |
|o JRC |
------------
| | | |
```

Where can I get this chip????

Thanks,
art
--
Art
atwareck@novice.uwaterloo.ca

1988. ELP Wordflair + NVD3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <950514Z215128.912alan@aybee.demon.co.uk>
Source record: 26307

Please - is there anyone using this combination?
After picking up a 2nd hand copy of WF2 two months ago I am still
struggling.

WF2 included both FSM & FONTGDOS and I at first left them uninstalled,
but WF2 crashed on loading the fonts (2 bombs). So..,
I installed the Fsmgdos = everything ok but no vector fonts.
This at least proves that WF2 works.
Today I have tried using Fontgdos with NVDI by disabling NVDI's version
of GDOS and now my speedo and ttp fonts appear in Wordflairs character
selection dialog- at last I thought I was getting somewhere! -but
as soon as I clicked on any of the displayed fonts the program crashed
back to the desktop.

If anyone has a clue ???
Many Thanks Alan
--
****
| Alan Baker | 48/PO13 9QP Snail Mail |
| alan@aybee.demon.co.uk | +44 (0)1705 529099 |
****

1989. Re: Xtra XtraRam ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3p4327ajg5@mhadg.production.compuserve.com>
Source record: 26308

> Does anybody know anything about XtraRam-boards?

Unfortunately, I don't know about those boards specifically...

> Is there anybody out there, with a little bit of experience on 2.5 Meg
> upgrades? It was originaly 1 Meg, and I don't have the faintest idea why it
> works with 2,5

Is the computer a 520 ST or a 1040 ST..? (I suspect a 520...)

The MMU chip (Memory Management Unit) in the ST can address TWO banks of memory. You combine both of them to get the total RAM in the machine.

I suspect the XTRA RAM board has 2 Megs on it, forming one bank, and the ST itself has the original 512K on the motherboard (assuming it's a 520 ST), which forms the other bank. Thus, 2.5 megs total.

If the memory upgrade board could accept more chips, forming another bank, you would have to disable the onboard memory since the MMU chip can't control three banks. Assuming the new bank of RAM was 2 megs like the first one on the expansion board, this would give you a total of 4 Megs.

If the memory upgrade board can NOT accept more chips, there may be no way for it to go to 4 Megs... it might have been designed as a 2.5 Meg board only.

Now... if the board uses SIMMs, things get more interesting..!

I'm just guessing here, but I don't think the ST can use a single 4 Meg SIMM, unless the MMU can address a single bank of memory with a full 4 Megs in it. If it can, and if the board now has 2 1Meg SIMMs on it, you MIGHT be able to replace the 1 Meg SIMMs with one 4 Meg SIMM. You would still have to disable the 512K of memory on the motherboard, but you'd get the full 4 Megs that way.

Hopefully someone else will know for sure about the SIMMs business...

Also, the memory expansion board I put into my own 520 ST came with the instructions on how to disable the memory on the motherboard, so if you do find out how to increase the memory on the expansion board, and need to disable the motherboard RAM, e-mail me, and I'll send you the info I have...

BobR

1990. Ethernet/LocalTalk connections

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: dgaxiola@mit.edu
Message-ID: <dgaxiola-1405952237570001@silent-mobius.mit.edu>
Source record: 26309

Hi everyone,

I'm wondering what networking hardware and software is available for my Atari 1040 ST, specifically I'm hoping to hook it up to my existing LocalTalk network of two Macintoshes and a DeskWriter 550C. Is there an AppleTalk software package to make them all talk together and share printers/files? While I'm asking, what's the state of ethernet on Atari's and is there AppleTalk for Ethernet adapters too?

Thanks,
--David Gaxiola

--
David Gaxiola M.I.T. VI-3 '95
dgaxiola@mit.edu dgaxiola@aol.com
http://www.mit.edu:8001/people/dgaxiola/dgaxiola.html

1991. (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3p7icr$2ii@macondo.dmu.ac.uk>
Source record: 26310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have a friend at Compo and he is considering working on a 486 hardware emulator for the Falcon. He needs as much info about the 486 series of chips as possible. I have posted to most of the ibm groups, but the backlog is unbelievable. There is a technician at Compo who is pretty in the know about the Falcon, but doesn't know much about the 486. If anyone can point me in the right direction I'd be very grateful.

Just to re-iterate, he reqiures full technical details.

Thanks.

Alan.

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

1992. Intel 486 details

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3p7nt4$78f@macondo.dmu.ac.uk>
Source record: 26311
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
The previous post of mine, subject (no subject)
should have the above subject!

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/-------------------------------------------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\-------------------------------------------/
```

1993. Re: 3-D programming on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3p7tcm$cfu@whitbeck.ncl.ac.uk>
Source record: 26312

In article <D8GKzJ.4K8@westminster.ac.uk>, richara@wmin.ac.uk (Alan Richardson) writes:
|>
|> Also ST World did a series a looooong time ago by Jeff Lawson, and there
|> was a disk of source to accompany that series.
|>

I've got the ST-World issues, and the articles are very good. Jeff
Lawson was the guy who wrote Magic Fly in case you are wondering....

Craig

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1994. Re: Xtra XtraRam ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: zonny@dds.dds.nl
Message-ID: <3p7t72$gfs@news.xs4all.nl>
Source record: 26313

BobR (76702.1466@CompuServe.COM) wrote:
: > Is there anybody out there, with a little bit of experience on 2.5 Meg
: > upgrades? It was originaly 1 Meg, and I don't have the faintest idea why it
: > works with 2,5
: Is the computer a 520 ST or a 1040 ST..? (I suspect a 520...)

It's an old 1040 STf.....

: The MMU chip (Memory Management Unit) in the ST can address TWO banks of
: memory. You combine both of them to get the total RAM in the machine.
: I suspect the XTRA RAM board has 2 Megs on it, forming one bank, and the ST
: itself has the original 512K on the motherboard (assuming it's a 520 ST),
: which forms the other bank. Thus, 2.5 megs total.

I don't think so.. It is a 1 meg machine...:(
How can I tell the difference between all the types of SIMM's and other
chips..? I seem to recall the board uses SIMM's, but it might be wishfull
thinking....;-)

: If the memory upgrade board could accept more chips, forming another bank,
: you would have to disable the onboard memory since the MMU chip can't
: control three banks. Assuming the new bank of RAM was 2 megs like the first
: one on the expansion board, this would give you a total of 4 Megs.

I don't think there is room left..... It looks like it has _2_ banks
filled already....:(

: Hopefully someone else will know for sure about the SIMMs business...

I hope so, too!

Thanx anyway, guys...!

Thomas Wouters, zonny@dds.nl (zonny in the MetroMOO)

1995. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800558424_OASIS_@yeadontt.demon.co.uk>
Source record: 26314

In article <FEOOAGCPUP@cabal.shnet.org>
guenther@cabal.shnet.org (Thorsten Guenther) said:-

>In <800402218_OASIS_@yeadontt.demon.co.uk> Phil Yeadon wrote:
>> Does anybody know if a version of Word Perfect was ever released for
>>the Atari.
>> If it was could you please let me know where I could get hold of a
>>copy.
>
>I'd get hold of a copy of 'Papyrus' instead, for Wp 4.1. is somewhat
>outdated and Tempus Word pro is not available in an English version.
>

Let me make one point perfectly clear, I HATE Word Perfect.

I only asked because my Sister-In-Law is borowing my old faithful 520ST
to help with her college WP course and wants to run the same package at home as
she does at college!!!

Personally I use First Word Plus 3.2 on my TT, I know it is old and
dated but I have been using it for five years and have got rarther set in my
ways with it. I've tried Protext 6 and but it didn't 'feel right', I will take
a look at Papyrus though, it does sound interesting.

--

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The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1996. STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3p8ece$3fr@gbc.gbrownc.on.ca>
Source record: 26315

Can anyone tell me how the blitter would be used in games programming? It is supposed to do fast memory copying but how would that be useful. As far as I know, I just create a second screen somewhere and change the screen pointer so I don't have to copy my second image into 'video memory'. Am I missing something? Also, my Mega STe soesn't have the analog joystick ports...I though all STe's did?

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

1997. Atari ST emulators?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: a2233495@athena.rrz.uni-koeln.de
Message-ID: <3p7689$rgc@news.rrz.uni-koeln.de>
Source record: 26316

Hi Atarians!

Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist? Before I entered the PC scene I had been an ST user for several years, therefore I'm familiar with the graphic user surface and some software. I'm also interested in TT and Falcon emulators. Who can give me detailed information about them? Furthermore, are there any "nostalgia clubs" for old-fashioned 8- and 16-bitters in the Net?

Joerg "Yadgar Achakzai" Bleimann

(The Data Surfing Would-Be Afghan)

1998. Re: C-Lab...no wars, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p7unb$162@dux.dundee.ac.uk>
Source record: 26317

```
: Spot the difference. CAF is Cubase Audio 16 for Falcon. The Atari Falcon
: system uses Syquests rather than a fixed HD (speeds approx. equal) but
: apart from that the systems are identical; both also include the FDI
: (RRP UKP350) Subtract UKP1150 for CAF and the FDI and you're left with
: UKP1350 for Falcon, 14MB RAM and 0.5GB of HD - rather more reasonable.
: I haven't seen an unbundled price but that's hardly suprising - if you're
: selling a computer as a digital audio workstation it's kinda useless
: w/out any digital audio software.

Its a fair price in Falcon terms for that bundle, but consider for one
minute that a 540/8 Pentium (66 I think) costs around 1200 (ukp) thats with
a CD-ROM and LOADS of software. On this bases the Falcon has NO chance
of ever being anything other than a minority machine.

I like my Falcon and depending on a number of factors I intend to stick
with it.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!
```

1999. Re: Falcon Developers List

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p7ut6$162@dux.dundee.ac.uk>
Source record: 26318
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Falcon developers list 27/4/95

Developers list 14/5/95

==========

Name: Computerinsel GmbH

address:

Zur Limestherme 4
D-93333 Bad Goegging Germany
Tel. 49-9445-953140
Fax 49-9445-953169
BBS 49-9445-953149

Product information: NOVA Falcon, colour graphic card
NOVA Tablett, graphic tablets from Wacom and Genius
NOVA Scannerdriver, driver for Mustek 600/1200, HP-
Scanjet IICX

Discount rates & min order: no

restrictions on discounts: no

==========

Company Name: HiSoft Systems

email: hisoft@cix.compulink.co.uk

Company Address: HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE, UK

Telephone: 1525 718181
Fax : 1525 713716

Product Information: Papyrus 4, Document processor (NC)
Twist 3, Relational Database (AR)
Diamond Edge 2, Disk repair utilities (AR)

Date of post: 25/04/95

==========

Company Name: TEAM Software

email: mlake@dgs.dgsys.com

Company Address: POB 7332
Washington, DC
USA
20044-7332

Telephone: +703-533-2132
Fax : +703-538-4598

Product Information: A Day at the Races
unnamed gambling simulation (ES)
3 Days at Gettysburg (ES)
Date of post: 19/04/95

==========
Company Name: Gribnif Software

email: gribnif@genie.geis.com

Company Address: Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Telephone: 413-247-5620
Fax: 413-247-5622

Product Information: Geneva, Multitasking Environment
NeoDesk 4, Desktop Replacement
NeoDesk CLI, Commandline Interpreter
STalker 3, Telecommunications
STeno 2, Text Editor
CardFile 4, PIM
XBoot 3, Boot Manager

All products listed are available now, and compatible with all TOS versions,
including the Falcon.

Date of post: 20/04/95

==========

Company Name: Toad Computers / NewSTar Technology Management

email: toad@charm.net, ChasSmeton@aol.com
www: http://www.charm.net/~toad/

Company Address: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925

Telephone: 410-544-6943
Fax : 410-544-1329

Product Information: STraight FAX! Atari FAX Software

Date of post: 28/04/95

==========

Company Name: chro_MAGIC Software Innovations

email: jimcollins@delphi.com

Company Address: chro_MAGIC Software Innovations
516 North Jackson
Joplin, MO 64801-2755
USA

Telephone: +1-417-623-7393
Fax: +1-417-624-0700

Product Information:

Falcon030 Specific Hardware
~~~~~~~~~~~~~~~~~~~~~~~~~~
RAM Gizmo, Falcon030 SIMM upgrade board
MultiSync Gizmo, Falcon030 MultiSync Monitor Adapter
ST/STe/Falcon030 Hardware
~~~~~~~~~~~~~~~~~~~~~~~~
Keyboard Gizmo, IBM Keyboard/Serial Mouse Adapter

ST/STe/TT/Falcon030 Software
~~~~~~~~~~~~~~~~~~~~~~~~~~
Guitaristics, Music/Education Software
Pianistics, Music/Education Software
Math Quiz Machine, Math/Education Software

STe/Falcon030 Software
~~~~~~~~~~~~~~~~~~~~
*Obsession, STe/Falcon Pinball Game
*SubStation, STe/Falcon Game

ST/STe/TT/Falcon030 CD ROM Products
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Crawly Crypt Collection Volume 1, PD/Shareware CD ROM
Crawly Crypt Collection Volume 2, PD/Shareware CD ROM

All products listed are available now.

* Note: chro_MAGIC is the exclusive North American representative for
Unique Development Sweden's Substation and Obsession games.
Date of post: 05/05/95

==========

Developer Name: Attila Mezei
e-mail: ethami@duna.ericsson.se
Developer Address: H-1141 Budapest
Zsalya u. 29.
HUNGARY
Telephone: (+36) 1 2657 333
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Product Information: ObjecTop (NC), an object-oriented desktop for
all Atari computers.
Date of post: 04/05/1995

==========

Company Name: Floppyshop

email: sdelaney@steil.demon.co.uk

Company Address: Floppyshop,
PO Box 273,
Aberdeen,
AB9 8SJ,
Scotland, UK.

Telephone: +44 1224 586208 (Tues-Thurs 9am-4pm)
Fax : +44 1224 586208 (24 hours)

Product Information: Positive Image - Image processing package handling 24-bit
True Colour work on ANY Atari but
enhanced for the Falcon and TT. I'll be
posting full details in
comp.sys.atari.announce later this month.
(NC)
Date of post: 03/05/95

==========

Holland Game Design
's Gravelandseweg 127
1217 ER Hilversum
The Netherlands.

Product: PING 2000, Falcon 030 only game. $29.90, 19.90 pound sterling.

1 copy, no dicount
2-9 copies, 30% discount
10 or more copies, 50% discount

Markets closed: USA (North CoaST Software), UK (Merlin) and France (Turtle Bay).

==========
Name: JV Enterprises

Address:
JV Enterprises
P.O. Box 97455
Las Vegas , Nevada 89193
1-800-252-0194
(702) 734-9689
E-Mail v.valenti@genie.geis.com

Product information:
Towers II -- Plight Of The Stargazer

Date of post: 5/1/95

==========

Lexicor and Radiance Software
Copley R. Building
36 Queensberry Street, Suite 6
Boston, MA 02215
U.S.A.
Tel: (617) 437 0414 Fax: (617) 437 9413
email: info@lexicor.com

Graphics and Animation Software (as well as DTP)

Products: Phoenix 2.0, Raystart, Prism Paint, CHronos-3D, Metamorphosis 24, Phase 4 ANimation Software, ANM-Link, 3D System for Atari

Distribute in the USA: Outside, Medusa040, DIgital Arts Products such as DA Picture and Vector, Apex Media, NOVA Gfx board and Falcon Games from 16/32

==========

NAME: Missionware Software
ADDRESS: 354 N. Winston Drive
Palatine, IL 60067
USA
TEL: 708-359-9565 (24 hours)
EMAIL: j.trautschol@genie.geis.com

PRODUCT INFORMATION: Flash II (advanced telecommunications utility)
LottOdds (lottery oddsmaker and numbers manager)
PrinterInitializer (printer managment utility)
CyberDrome (hoverjet simulator arcade game)
Crossword Creator II (create crossword puzzles)
Word Search Creator (create word search puzzles)
Puzzle Pack (combo pack of both above puzzle utilities)
The Cryptographer (experiment with codes and ciphers)

DISCOUNT RATES: Some discounts may be available for quantity orders or user group purchases. Contact Missionware Software directly for details.

RESTRICTIONS: None.

DATE OF POST: 15 March 1995

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TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

http://www.starbox.com/starbox/
We have been Falcon developers since 1992.

Our details on in the signature above.

You can read all about our product on our web site at:

www.tecnation.com/tecnation/

Click on PRODUCTS and then on SONOVISTA.

Best use Netscape.

We require Falcon 030 4/x. So if you can get them for us, I will be greatful.
(Ideally with internal hard drives.)

```
////////////////////////////////////////////////////////////
>
> Key ES= early stages of development.
> NC= nearly complete release due in next three months.
> AR= complete awaiting release, in next month.
>
============================================================
```

No responsibility is accepted for any information contained above.
You should contact the developer for any further information.

Developers:

If you wish to appear on the list please email me in the format
used in the above articles.

Distribution:

This list may be copied freely provided NO charge is made and it
remain complete. It must also contain the words "Compiled by
Rod McCall email:rmccall@mcs.dundee.ac.uk"

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2000. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: desnogue@unice.fr
Message-ID: <DESNOGUE.95May16161718@alto.unice.fr>
Source record: 26319

> Can anyone tell me how the blitter would be used in games programming? It
> is supposed to do fast memory copying but how would that be useful. As far
> as I know, I just create a second screen somewhere and change the screen
> pointer so I don't have to copy my second image into 'video memory'. Am
> I missing something?

Yes, you are : this works perfectly for STe but not for ST that have
a blitter (my Mega ST 4 has a blitter). In fact on your STe you can
still use the blitter to draw sprites so that you don't have to keep
pre-shifted images of you sprites in RAM and for scrolling you modify
the video-reg the STe has.
--

Laurent Desnogues

2001. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950516.155945.38@powerslv.demon.co.uk>
Source record: 26320

In message <3p438m$22v@newsbf02.news.aol.com> VerySmooth wrote:

> Seriously, think about it. In a SCSI chain, two terminators are needed.
> Fine. I put the Mac CPU on one end, and the Atari on the other. So far so
> good. As long as they don't access the _same_ drive at the _same_ time,
> what could happen?

They shouldn't - when the SCSI bus is not being used by a device, it remains in the BUS FREE phase. If a device wishes to arbitrate for the bus, it simultaneously activates the BSY signal and the data bit corresponding to its SCSI ID (DB(0) - DB(7)) The device must then wait for at least 2.4us, then check the data bus again to see if an ID higher than its own has been asserted. The highest IDed device wins the assertion and asserts the SEL signal in response. All other devices should then release BSY and remove their ID bit from the data bus within 800ns.

In effect therefore, this shouldn't prove to be a problem.

> As a remedy against signals running into each other, I
> could perhaps make the SCSI chain long enough so that the two CPU's
> signals won't reach each other only the devices between them. Kinda
> un-terminated chain again, jut as it is now.

Humm . . . in this case, the behaviour of the bus may well be . . . erm . . . undefined.

> I'm still wondering if I need two computers running at the same time at
> all as well. If only one is turned on at a time, the whole issue is less
> problematic. I'll probably take this route, given that I can look only one
> way at the same time, anyway... :-)

True - but you miss out on that feeling of being somewhere near the cutting edge. Just make sure that your backups are up to date <g>

--
Cheers __
| /\ |\ |
\/ \/ | \|

2002. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <800650054snz@xciv.demon.co.uk>
Source record: 26321

In article <D8o165.3LE@bton.ac.uk> st39@bton.ac.uk "Stephen Ticehurst" writes:

> : E > Does anyone know of a shareware or PD 'C' complier for the ST
> : E > series computer. I am getting ready to take a class for work,
> : E > and really want to do the homework at home on my ST, not at
> : E > work on a PC. I would like the nice $279. lattice complier,
> : E > but not on my paycheck. Unless they have a student price????
>
> I believe that HiSoft do have student discounts - anyone comfirm this?

Yup.. 30% off IIRC.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
Computer nut looking for internet/unix/PC network support/admin job.

2003. Re: /pipe/log :file not found.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <800650103snz@xciv.demon.co.uk>
Source record: 26322

In article <3p9qea$qng@whitbeck.ncl.ac.uk>
Craig.Graham@ncl.ac.uk "Craig. Graham" writes:

> Thats caused by the system logger (syslogd) not being started by one
> of your startup scripts.

Is there a compiled version anywhere of syslogd that will do the job?

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
Computer nut looking for internet/unix/PC network support/admin job.

2004. I just saw...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3pavmv$5vq@newsbf02.news.aol.com>
Source record: 26323

Hi All!

I am wondering about something I just saw today at Office Max. It was a SCSI cable that connected to the Macintosh at one end and a SCSI device at the other end. Is it the same type that would be used on the Atari 1040STf in the Hard Drive port. It said 19 pin (I think it said twisted) to SCSI. If this is the case then I will probably buy one since that is what I would need to run an external SCSI hard drive with the ST. Also, does the 1040STf have a maximum amount for the size of the hard drive? I don't want to get one that is too big (if there is such a size). I can get drives and power supplies to make my own with no problem (I hope I can find SCSI drives with now with SCSI II and SCSI III out there too). Any help will be appreciated. Either reply here for all to see (would like that so if it can help someone else out too) and/or e-mail me at RichWegner@AOL.COM.

Thanks!

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2005. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D8o165.3LE@bton.ac.uk>
Source record: 26324

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: E > Does anyone know of a shareware or PD 'C' complier for the ST
: E > series computer. I am getting ready to take a class for work,
: E > and really want to do the homework at home on my ST, not at
: E > work on a PC. I would like the nice $279. lattice complier,
: E > but not on my paycheck. Unless they have a student price????

I believe that HiSoft do have student discounts - anyone comfirm this?

--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-=-=-

2006. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8p3xH.GGH@cix.compulink.co.uk>
Source record: 26325

In message <3p438m$22v@newsbf02.news.aol.com>, verysmooth@aol.com said:

Hi

> There _is_ a Mac IIsi CPU on the other end of the SCSI chain. What
> kind of "expensive" damage could I expect?

Blown SCSI chips and the like. Possibly even blown SCSI devices.

> So far I have done almost every no-no ever invented in the history
> of SCSI; pulled out/plugged in cables several times with everything

> So, in terms of love, war, and SCSI, anything goes, I guess :-)...

Sounds like me :-)

However after 3 years of happily plugging anything into anything with 100% success rate - my luck has changed. This year I have *blown* 900Mb of SCSI disk space (actually 930Mb ;-) and I currently have an unresolved cable/termination problem on my ICD AdSCSI+.

I've started to be a lot more careful. This week I've invested in 2 *decent* SCSI cables - and a little gadget called a 'SCSI Sniffer' which is a cross between a SCSI terminator and diagnostics box. It doesn't like my TT much at the moment though as it relies on the (non existant ;-) TERMPWR to power it. However for once I intend to get TERMPWR right on all my systems. I used not to care - but some devices are fussy.

> Seriously, think about it. In a SCSI chain, two terminators are needed.

Honestly - I did.

> Fine. I put the Mac CPU on one end, and the Atari on the other. So
> far so good. As long as they don't access the _same_ drive at the

Sounds like a case for BUS ARBITRATION. Most ST host adaptors can't cope with this AFAIK

> _same_ time, what could happen? As a remedy against signals running
> into each other, I could perhaps make the SCSI chain long enough so
> that the two CPU's signals won't reach each other only the devices
> between them. Kinda un-terminated chain again, jut as it is now.

I think this is just wishful thinking. Its unreasonable to expect the 2 host adaptors to fight it out on the bus. Its also unreasonable to expect relieable operation with a massively long unterminated chain.

Thats not so say it won't work - just that its unreasonable to expect it to do so ;-)

> I'm still wondering if I need two computers running at the same time
> at all as well. If only one is turned on at a time, the whole issue
> is less problematic. I'll probably take this route, given that I can
> look only one way at the same time, anyway... :-)

You will almost certainly be better off with one computer turned off. I have one shared drive - and I have it physically disconected from the computer not using it - when the other one is. I though about keeping both connected at the same time - but who knows what an unpowered host adaptor will do to SCSI signals.

> Enough reasoning to make all your hair stand up, I guess.... :-)

:-)

> P.S. Do you think Mac devices use parity on the SCSI chain? I asked

I can't remember - but I don't think so. My CD-ROM is suposed to work with MACs - and doesn't have an option to *enable* parity. Personally I turn parity off when ever possible. I have found though it is possible to mix and match parity and non parity devices sometimes. Some devices just plain don't care.

Good luck!

:-)

Roland.

@CiX

2007. Re: /pipe/log :file not found.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8p3xI.GH3@cix.compulink.co.uk>
Source record: 26326

> Anyone know what I have not set up that is causing the above error
> being reported when I start up my MinTOS system.

I think its 'syslogd' you are missing.

Basically if you can live with the error nessage then there is no problem.
I don't have 'syslogd' running either - and I occasionally get this error.

:-)

Roland.

@CiX

2008. Re: (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3packu$orj@epsilon.qmw.ac.uk>
Source record: 26327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On se2ap@dmu.ac.uk, Alan Parker (se2ap@dmu.ac.uk) typed away:
: I have a friend at Compo and he is considering working on a 486 hardware

Not Simon, by any chance, is it. ;-)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

2009. www.tecnation.com/sonovista.html/

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1605952158150001@tdw.vip.best.com>
Source record: 26328

www.tecnation.com/sonovista.html/

The above site may be of interest to Atari Falcon 030 owners or enthusiasts.

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

2010. Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fb87121_Tom.Thomason@fpc.ct.se>
Source record: 26329

To: phil@yeadontt.demon.co.uk

From: tom_thomason@fpc.ct.se

On 13 May 95, Phil Yeadon shot this through the ether to All ...

PY> Does anybody know if a version of Word Perfect was ever released
PY> for the Atari. If it was could you please let me know where I could get
PY> hold of a copy.

There was a version of Word Perfect released. ISTR the last version having
come in about 1989-90. Version 4.0 if my memory serves me correctly. It was
quite buggy and was dropped soon thereafter. You'd have to find it second hand
somewhere. If all you need is something that will save files in Word Perfect
format, I can recommend Redacteur 3 which is available from FaST Club in
Nottingham. Good luck!

Cheers,
Tom

(UUCP Dialup connection)

2011. /pipe/log :file not found.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800591058.1@mettav.exnet>
Source record: 26330

Anyone know what I have not set up that is causing the above error being reported when I start up my MinTOS system.

I can't find any reference to it anywhere.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2012. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3part8$n4n$2@mhafa.production.compuserve.com>
Source record: 26331

> The risks are lots of expensive damage. Its not too hard to blow SCSI
> devices.>

Any properly designed SCSI device should have enough buffering on its buss I/O so as not to be susceptible to "damage" from other SCSI devices...

Just hooking them up together shouldn't cause any physical damage... that's the whole point of a "standard" buss.

> As a remedy against signals running into each other, I could perhaps make
> the SCSI chain long enough so that the two CPU's signals won't reach each
> other only the devices between them.

Umm.. at close to the speed of light, the signals are going to reach pretty far, no matter how long you make the cables...

Actually, the maximum length of a single-ended SCSI buss (like the ST and Mac use) is something like 18 feet.

You HAVE to have the buss properly terminated, or the devices on the buss will likely not work well, or at all.

Having one host adapter at each end of the buss should work, as long as the boards have termination on them, and none of the other devices on the buss do.

Each device must have its own SCSI address, including the host adapters.. that's the really questionable area in this exercise, at least in my mind. I don't know if the ST host adapters can be re-addressed, and know nothing at all about the Mac end.

As far as both computers trying to access the same device at the same time, (or really, trying to access the buss at all, at the same time), that *shouldn't* happen as SCSI uses "buss mastering" to avoid just such situations. Only one buss master device can talk to the buss at a time. Other buss masters must wait until the buss is free before they can attempt to use it.

The problem is that the Atari ASCI port is NOT a standard SCSI implementation, and may not follow true SCSI buss protocols. Even with a "host adapter" board, it may not generate the proper buss request and buss grant signals.

I really don't know that much about the Atari ASCI port, but I do know that the Atari implementation of the VME "standard" left out those important functions... (I think the assumption was that the ST would be the ONLY buss master in your system, so the signals didn't need to be implemented).

Turning off one or the other of the computers on the buss *might* make it work better... IF... they don't use "active termination" where the device

has to provide the voltages to the terminator.

I'd say back up your hard drive(s) and give it a try.

BobR

2013. POP3 Mailer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: donaldp@scowpat
Message-ID: <1995May16.122943.10739@sco.com>
Source record: 26332

Are there any mail readers for the Atari which will download
my mail using pop3? Something like Eudora for the PC would
be nice :-)

Donald

--
Donald Page donaldp@sco.com
SCO, Hatters Lane, Watford, WD1 8YN, UK +44(0)1923 813563

2014. GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: ee11cd@surrey.ac.uk
Message-ID: <3pb66p$fb6@info-server.surrey.ac.uk>
Source record: 26333

Hi,

I'm a final year degree student and I'm writing a D2D package for the Atari Falcon. So far I've managed to implement the record & playback sections (I'm writing the editing part at the moment), however I have a few queries:

1. When I 'm playing/recording a sound file I display a model dialogue box to prevent the user from accessing any other part of the system. The reason for this is that during simultaneous playback/record, the timing is very critical - therefore I cannot allow the user to perform any other actions. I display the dialogue using the normal calls, except I use evnt_multi() and not form_do() for user input. The reason for this is that I want to stop playback/record whenever ANY key or mouse button is pressed (anywhere). Unfortunatley if another program's window is open (such as XControl) when this dialogue is displayed and the mouse is clicked on top of the open window, then that window is topped, and my program doesn't receive the event. How do I prevent this - i.e. how can I display a system modal dialoguebox that waits for multiple events?

2. Also, how can I detect if either mouse button (or both) is pressed using evnt_multi() - If I use the value 3 for the mouse parameter it still doesn't work.

3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard short cut)? How do I know which window is the one that should be topped?

4. This isn't a programming question, as I've finished the record/playback section (apart from the niggles above) - I was thinking of uploading it to an FTP site so that I could get feedback from potential users (this would look good in my final report). How do I go about this - I've never actually uploaded anything - however I do have full internet access. Secondly, which FTP sites would be the best to upload it to?

Please send any replies to : ee11cd@surrey.ac.uk
- or - Craig.Drummond@ee.surrey.ac.uk

Thanks for any assistance.

Craig.

p.s. When I've finished the whole project I may upload the thing (executable, C-Source code, and -maybe- my actual report) - is anyone interested in this?

2015. see language

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.14.0008EF7B@cfcsc.dnd.ca>
Source record: 26334

I was given Laser C (version 2.0) original disks and manuals. However
when I try to run it, I am informed that it does not work with TOS 1.06
(I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well,
well ,well :^) I can not find a "Patch.prg" anywhere on my four
disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone
have a clue as to what is going on here?
Thanks for any help.
thanks.merci
-ken

well, it seems that no one uses or has used Laser C.
So I would like to find out what C language is preferred for programming on
the Atari. MarkWilliams? Lattice? no bozos? ...?
thanks.merci
-ken

2016. Re: Seagate HDD Crash...Help Pls.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FERAAJVH@ttgk.nextjk.stuyts.nl>
Source record: 26335

In <4954309wnr@midmarsh.demon.co.uk> John Charles wrote :

>> only brand I could get here in PERTH WA at the time was a Seagate (340meg)
>> Fitted it to my MSTE, all was great for 2 days then it died, it was
>replaced,
>> that one died within 2 weeks. They gave me THE latest model 540meg drive
>> to componsate, yep you guessed it that died within the month....

If I would 'kill' three drives in a row I wouldn't guess the brand is bad
but I'd guess that I did something wrong....

You know that harddisks are not for playing football, do you? :-)

At our office the complete Novell network is running happily on a seagate
3,5 inch HD (210 Mb or so) which runs 365 days a year for over 3 years now.

But of course I have to knock wood after stating this...

Gert

--

-- --
Atari TT-Point
-- --

2017. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3p8lp9$8fq@sinsen.oslonett.no>
Source record: 26336

Joerg Bleimann (a2233495@athena.rrz.uni-koeln.de) wrote:
: Hi Atarians!

: Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist? Be-

yes, I know of two plug in cards for PCs...

- the "GEMulator"
- "Janus" (I think it's called).

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

2018. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-16 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pa7se$g26@dux.dundee.ac.uk>
Source record: 26337

Stephen Ticehurst (st39@bton.ac.uk) wrote:
: Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: : E > Does anyone know of a shareware or PD 'C' complier for the ST
: : E > series computer. I am getting ready to take a class for work,
: : E > and really want to do the homework at home on my ST, not at
: : E > work on a PC. I would like the nice $279. lattice complier,
: : E > but not on my paycheck. Unless they have a student price????

: I believe that HiSoft do have student discounts - anyone comfirm this?

HiSoft offer a 30% discount to students provided that the product isn't
on special offer!!

They do ask for some verification of status but in my case it took
only 4 days to get Papyrus.

Rod

Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2019. SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3pcaeh$aie@prime.mdata.fi>
Source record: 26141
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm searching for a new 1Gb SCSI drive for my Falcon.
The following questions have arisen:

1. Is SCSI-II the same as FAST SCSI-II ?
2. Is anyone out there using an IBM SCSI-II drive(s) with their Falcon
(= do they work with a Falcon, are they good?)
3. Are Seagate Hawk drives really "second class" as some dealers say?
4. I recall once having a TOS-Magazin -program for testing hard disk
performance (with graphical output). If anyone knows the program,
please point me the ftp-site, or if you're really cool, uue it to
me. That program was the only one that gave a graph of the
drive's calibration interval & lenght, and that's something I have
to know before buing a drive.

Thanks.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2020. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3pcalu$66f@m1.cs.man.ac.uk>
Source record: 26142
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <Pine.ULT.3.91.950508205259.6240A-100000@mars>, Jens Andreasen
<jens-and@dsv.su.se> writes:
>
>
> On 7 May 1995, Lars-Erik 0sterud wrote:
>
> > Suddely one of my MEGA STEs (the one running ABK-BBS) won't run in 16 Mhz
> > As soon as I set the 16 MHz control-register the machine locks up completly.
> > Does anyone have any idea of what this could be (is there a chip to change) ?
>
> I've had the "16 mhz blues" in two flavours:
>
> 1. The socketted chips had become a little loose. Pressed them back.
>
> 2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
> metal arrangement (what I found in the kitchen) on top.

Yes, after a few hours it gets hot enough to boil water (I put a few drops on it
and they sizzled!) and burns to the touch, but I've left mine on for a month with
no problems.

S.Lai

2021. ATARI on the Internet ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: ntroxp@hasler.ascom.ch
Message-ID: <1995May17.112344.5546@hasler.ascom.ch>
Source record: 26143

```
Has Atari a WWW-Homepage or not?
Please Mail me the http-Address if you now it.

------------------------------------------------------------
e-Mail : ntroxp@ascom.ch
WWW : www.access.ch/whoswho/showwho?ptroxler
------------------------------------------------------------
```

2022. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: hisoft@cix.compulink.co.uk
Message-ID: <D8q3q5.JCv@cix.compulink.co.uk>
Source record: 26144

> P.S. Do you think Mac devices use parity on the SCSI chain? I asked this
> on a few Mac-specific BBSs and no one knew. Ah, we happily ignorant Mac
> users... :-)

All Macs generate parity, but IIRC prior to SCSI Manager 4.3 it was never checked. SCSI Manager 4.3 lets you enable/disable parity checks on a per-transaction basis.

[SCSI Manager 4.3 is in ROM for AV machines (660, 840 & PowerMacs), and ships as part of 7.5 for other machines. Other newer machines may have it in ROM, I haven't checked]

Alex.

HiSoft, The Old School, Email: hisoft@cix.compulink.co.uk
Greenfield, Bedford, Phone: +44 1525 718181
MK45 5DE, UK. FAX: +44 1525 713716

2023. Help Needed to connect Portfolio <> Atari-ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: R.G.Simonis@io.tudelft.nl
Message-ID: <3pcsti$cf8@mo6.rc.tudelft.nl>
Source record: 26145

Help me please to connect atari portfolio to Atari-ST
Do you have a scheme with the connections to connect those two
computers

thank's in advance,

Rob simonis

R.G.Simonis@IO.TUDelft.nl

2024. MINTLIBS & Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3pcukl$lml@whitbeck.ncl.ac.uk>
Source record: 26146

Has anyone got the MiNTLIBS to work with Lattice C 5.52 ?

I have a real use for them, but really would like to avoid using GCC
as I do prefer the Lattice enviroment (and all my GUI libraries
were written for Lattice)....

...and yes, I already have a full, working setup with GCC that I use
for my MiNT-X stuff, but I'd like to do some MiNT-net support programs
using GEM - but I have to get the libs under Lattice first....

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2025. Re: /pipe/log :file not found.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3pcumc$lml@whitbeck.ncl.ac.uk>
Source record: 26147

In article <800650103snz@xciv.demon.co.uk>, Paul Civati <paul@xciv.demon.co.uk> writes:
|>
|> Is there a compiled version anywhere of syslogd that will do the job?
|>

It's part of the MINTOS package. Binaries should be in there.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o --------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2026. Re: Hooking up an ST 1040 to the Macintosh

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505171420.AA00551@ilmen.lanl.gov>
Source record: 26148

In message <3p438m$22v@newsbf02.news.aol.com>, verysmooth@aol.com said:
>
> P.S. Do you think Mac devices use parity on the SCSI chain? I asked

Nope.

Parity is ignored on all Mac models, AFAIK. At least, I've never run into
such a problem.

-Hutch- @ Fair Dinkum Tech

2027. Re: MINTLIBS & Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800721298@gen-off-1>
Source record: 26149

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>Has anyone got the MiNTLIBS to work with Lattice C 5.52 ?

As I am sure he'll be along to tell you himself, Chris Ridd has done
a Lattice port of MiNT Libs (for Lattice v5.6, but it shouldn't make
any difference, I think).

The files are on CIX, I don't know where else he has uploaded them.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2028. Re: [Falcon] Remove the Atari logo.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pda08$e64@bs33n.staffs.ac.uk>
Source record: 26150

Alan Parker (se2ap@dmu.ac.uk) wrote:
: I want to remove the Atari logo on the bootup of my falcon, does anyone
: know if part of the NV Ram can be changed to stop this as I have already
: stopped the memroy test/hd wait on bootup.

I have no internal IDE but only a 730meg SCSI, and it takes an age to
recognise that there is no IDE inside. There is the fastboot util but
its a pain to use as you need the floppy in your drive all the time.
So how else can I speed it up?

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2029. Re: POP3 Mailer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3pdf7c$ars@news.onramp.net>
Source record: 26151

> Are there any mail readers for the Atari which will download
> my mail using pop3? Something like Eudora for the PC would
> be nice :-)

Dunno.. Get a Falcon and Falcon-Speed and you could use Eudora (yuck)...
Not as "snappy" as it is on a 486 or something, but it works well enough.

2030. SLIP & Linux 0.9pl5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: asx@ccnet.com
Message-ID: <3pdg0b$471@ccnet3.ccnet.com>
Source record: 26152

Hello.

I have Linux installed on my system along with X and while everything seems to work fine, I have been unable to use the SLIP correctly. My local service provider uses dynamic IPs and I wrote a small program that performs slattach, route, etc with arguments of local and remote IPs that I type in.

Now what happens is the when I ping my service host, I get 0% errors. When I ping ftp.phil.uni-sb.de I get 0% errors but when I ping micros.hensa.ac.uk, I get about 40% errors! And I cannot finger, ftp or telnet anywhere successfully.

I type ftp ftp.phil.uni-sb.de / micros.hensa.ac.uk / ccnet.com and what happens is that I get a "Connected .." message then nothing. I obtained a route and ifconfig output at this point and will be happy to post them (via email) for your evaluation.

Linux seems to be fairly stable on my system, I've got tcl and tk running, and Chimera and a buncha other stuff. Except for the GCC compiler which is probably missing some stuff.

Your help will be appreciated by all!
--

"I wish I was taller.."
"I wish I was a baller.."
"I wish I had a million dollars."

2031. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: mjr@trias.geo.uni-bonn.de
Message-ID: <3pdng2$fdg@news.rhrz.uni-bonn.de>
Source record: 26153

In article <ftn_2.203.203.15$fidonet.org_2fb87121_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:
|> To: phil@yeadontt.demon.co.uk
|>
|> From: tom_thomason@fpc.ct.se
|>
|> On 13 May 95, Phil Yeadon shot this through the ether to All ...
|>
|> PY> Does anybody know if a version of Word Perfect was ever released
|> PY> for the Atari. If it was could you please let me know where I could get
|> PY> hold of a copy.
|>
|> There was a version of Word Perfect released. ISTR the last version having
|> come in about 1989-90. Version 4.0 if my memory serves me correctly. It was

Almost correct. The version i bought is 4.1. It was quite expensive, around
600-700 DM. It is not worth more than the 100 Dm i spent after WP dropped support
for this product.

Michael Ritzert

--

2032. microtext teletext adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: david hampson <david@hampsond.demon.co.uk>
Message-ID: <501426476wnr@hampsond.demon.co.uk>
Source record: 26154

Hi

Does anyone know where I can get information on the Microtext teletext
adaptor for the Atari ST? I wish to interface it to a PC.
Microtext themselves have kept no cct diagrams, software, pinouts etc.
Please help if you know where I can find any of these:
(1) Source code for reading adaptor ie. ST code, so I can port it.
(2) Circuit diagram of Microtext adaptor.
(3) Any information on Atari interface.

Thanks
--
dave hampson (david@hampsond.demon.uk)

2033. Help with printer wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: jhess@orion.oac.uci.edu
Message-ID: <3pdvn2$6e3@news.service.uci.edu>
Source record: 26155

Forgive me for posting this probably elementary question, but...

A friend recently donated an Atari SMM 880 printer, which I tried
to connect to an IBM compatable computer. It prints very odd characters.

Does Atari use ASCII? Does the printer require a special cable? Is some
kind of jury-rig feasible, or is this a "forget it" proposition?

Thanks,

2034. The hard drive cable to a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3pe8lb$soh@newsbf02.news.aol.com>
Source record: 26156

Hi! Does anyone have a way to make a cable to make an external SCSI drive work with the ST? I posted a message asking of the one for the Mac was the same I found out it isn't, so can someone help me.

Here is my information:

1040STf (f, what does that mean anyway?)
1 meg of RAM (hopefully expanding to 4 meg soon)
720K floppy internal (standard)
360K floppy external (standard Atari)
Color & Monochrome monitors (with switcher)
No hard drive yet (that is why I need this information)

I need the kind of connectors locations, how to make the cable and other stuff that is needed. Also, if I got AHDI from an FTP site (I know where to get it), and I install it, will it work then with the hard drive or will that program only work with the MegaFile hard drives???

ANY HELP WOULD BE APPRECIATED. PLEASE SEND VIA E-MAIL!!!

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2035. VGA ON ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <05171995.175559@empyr.dircon.co.uk>
Source record: 26157

Hi, is it possible to connect a multisync VGA color monitor to an ST ?

Thanks in advance,

(Can I ask for e-mail too please ?...Kevan@empyr.dircon.co.uk)

Cheers,

Kev.

* ReJoinDer v 1.0 *
VQWK 6.20 [Rev H - 04/04/94]

2036. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950517125036.6502A-100000@zenita>
Source record: 26158
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 17 May 1995, S94 wrote:

> > 2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
> > metal arrangement (what I found in the kitchen) on top.
>
> Yes, after a few hours it gets hot enough to boil water (I put a few drops on it
> and they sizzled!) and burns to the touch, but I've left mine on for a month with
> no problems.
>
> S.Lai

It depends on the room temperature too. When I was down at 18 centigreedes
things worked allright, but at a more comfortable 21 centigreedes, dropdown
menus started to change if I was using a lot of midi interrupts. Proflight
just bailed out and crashed (no pun intended :-)

// Jens M Andreasen

2037. (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fb936e6_Tom.Thomason@fpc.ct.se>
Source record: 26159

To: se2ap@dmu.ac.uk

From: tom_thomason@fpc.ct.se

On 15 May 95, Alan Parker shot this through the ether to All ...

AP> I have a friend at Compo and he is considering working on a 486
AP> hardware emulator for the Falcon. He needs as much info about the 486
AP> series of chips as possible. I have posted to most of the ibm groups,
AP> but the backlog is unbelievable. There is a technician at Compo who is
AP> pretty in the know about the Falcon, but doesn't know much about the
AP> 486. If anyone can point me in the right direction I'd be very
AP> grateful.

Compo have been promising us this one for about 2 years now. Do you mean
they _still_ haven't managed to get the specs?!!!

ATB,
Tom

(UUCP Dialup connection)

2038. Re: Xtra XtraRam ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FESADHUQ@ttgk.nextjk.stuyts.nl>
Source record: 26160

In <3osvvf$lme@news.xs4all.nl> Thomas Wouters wrote :

>Hi.
>
>Does anybody know anything about XtraRam-boards? I have an Atari ST with
>2.5 Meg, and it's XtraRam. I've opend it up, but there doesn't seem te be
>a slot left to put another meg or so in. And that's what I want,
>preferable 4 Meg's total. Is there anybody out there, with a little bit
>of experience on 2.5 Meg upgrades? It was originaly 1 Meg, and I don't
>have the faintest idea why it works with 2,5 (Second hand machine, from
>my uncle, and the shop that did the upgrade closed down)
>
>I thought ST's could only handle the 'right' ammounts of Mem...?

The ST's memory controller can handle 2 banks of memory, these banks have to be 16 bit wide (68000 has a 16 bit bus) so in a 1040 STf you will find 32 chips of 1 megabit (2 banks of 16 bits) But the memory controller can handle different bank sizes.

Possible combinations are:

512 k (2 banks of 256k x 16 bit)
1024 k (2 banks of 256k x 16 bit)
2560 k (1 bank of 256k x 16 bit and 1 bank of 1M x 16 bit)
4096 k (2 banks of 1M x 16 bit)

Only the STe had some minor dificulties in handling banks of different sizes but a small patch program solved that problem. On a plain 1040 STf there is no problem at all.

I guess that your 1040 STf has one bank of internal memory disconnected, and the XtraRam board fills this gap with 2 SIMMs of 8 bit, giving a new bank of 16 bit. Unless the board has two more SIMM sockets, there is no easy way to upgrade. If it has, then you will have to disable the other bank of the on-board memory of the STf too.

Gert

--

-- --
Atari TT-Point
-- --

2039. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3pcf79$qe8@macondo.dmu.ac.uk>
Source record: 26338
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
gauthe_a@meson.epita.fr (alain gautherot) wrote:
>
> DevpacDSP is full of bugs...
> Many adressing modes are not allowed though they should.

Really? Please give details. I am not 100% clear about the addressing modes, but I've never
had any major problems. The only bug I've found is that you can't have too many labels
starting with
the same character/s (probably some hashing algorithm bug).

I also think that DevpacDSP is good because it produce binary output and is quite fast.

Alan.

--
/--------------------------------------------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--------------------------------------------/
```

2040. Re: I just saw...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwD8p9D2.5y3@netcom.com>
Source record: 26339

In article <3pavmv$5vq@newsbf02.news.aol.com>,
RichWegner <richwegner@aol.com> wrote:
>
>I am wondering about something I just saw today at Office Max. It was a
>SCSI cable that connected to the Macintosh at one end and a SCSI device at
>the other end. Is it the same type that would be used on the Atari
>1040STf in the Hard Drive port. It said 19 pin (I think it said twisted)
>to SCSI. If this is the case then I will probably buy one since that is
>what I would need to run an external SCSI hard drive with the ST.

Don't do this!!

The Atari ST does not have a SCSI port. It has an "ACSI" port (which
stands for "Atari Computer System Interface"). They don't call it
SCSI for good reason: it isn't.

To go from ACSI to true SCSI, you need a device called a "Host Adaptor".
ICD is probably the best choice for these with their "Link" product
line. This device has an ACSI plug on one end and a true SCSI, 50-pin
Centronics-style connector on the other. It gets power from the
TERMPWR line of the SCSI bus (pin 25).

> Also,
>does the 1040STf have a maximum amount for the size of the hard drive? I
>don't want to get one that is too big (if there is such a size). I can
>get drives and power supplies to make my own with no problem (I hope I can
>find SCSI drives with now with SCSI II and SCSI III out there too).

There is probably a finite limit, but it is more likely to be determined
by your budget. :-) I know there are people with 1-Gigabyte drives on
their Ataris. SCSI II drives are backward-compatible with SCSI-I. Don't
expect SCSI-II performance, though. The ACSI port maxes out at 10
megabits/second (1.25 Megabytes/second).

Good luck.

-Greg

2041. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-17 00:00:00 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-1705950955100001@nod.eng.umu.se>
Source record: 26340

In article <ftn_2.203.203.15$fidonet.org_2fb87121_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se wrote:

> : There was a version of Word Perfect released. ISTR the last version having
> :come in about 1989-90. Version 4.0 if my memory serves me correctly. It was
> :quite buggy and was dropped soon thereafter. You'd have to find it
second hand
> :somewhere. If all you need is something that will save files in Word Perfect
> :format, I can recommend Redacteur 3 which is available from FaST Club in
> :Nottingham. Good luck!

The last (latest) version of WP is 4.1, released in the spring of 1991.
That is, the last (latest) version that I know of.

--
Johan Nordlander Atari TT/30 & Mac Quadra 800
Department of English Linguistics -- a profession
Umea University not an opinion!
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

2042. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995May18.093709.5303@lsl>
Source record: 26161

In article <3p8ece$3fr@gbc.gbrownc.on.ca>, dking@gbc.gbrownc.on.ca (Darren King) writes:
> Can anyone tell me how the blitter would be used in games programming? It
> is supposed to do fast memory copying but how would that be useful. As far
> as I know, I just create a second screen somewhere and change the screen
> pointer so I don't have to copy my second image into 'video memory'. Am
> I missing something?

Copy sprites etc to the second screen using the blitter?

>Also, my Mega STe soesn't have the analog joystick
> ports...I though all STe's did?
Wasnt the MegaSTe before the STe? Or did any STe have a working analog port? I
have had a lot of trouble getting mine to do anything sensible.

Tim

2043. Q: GEMbench

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: hauben00@marvin.informatik.uni-dortmund.de
Message-ID: <3pf462$hdr@fbi-news.informatik.uni-dortmund.de>
Source record: 26162

Hi!
How knows this benchmark program? I saw it with MagicMac...

Bye
Stefan

Btw.: What's the status of TOS 1.0, is it now freely distributable?

--
o o o o o o o . . . _____ _____=======_||__
o _____ ||St. Haubenthal hauben00@marvin| |and Polluks@IRC|
.][__n_n_|DD[====_____ | .Informatik.Uni-Dortmund.de | |+49-231-455548 |
>(________|__|_[_________]_|_____|_|_____|
_/oo OOOOO oo` ooo ooo 'o!o!o o!o!o` 'o!o o!o`
==========

2044. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3pf8lb$18l@cville-srv.wam.umd.edu>
Source record: 26163

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: Joerg Bleimann (a2233495@athena.rrz.uni-koeln.de) wrote:
: : Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist? Be-

: yes, I know of two plug in cards for PCs...

: - the "GEMulator"

Furthermore, there are different GEMulators for emulation of the
Atari ST series: the GEMulator 3.02, which emulates a standard ST, and
the GEMulator 4.0, which emulates a MegaSTE. You might also be
interested in the PC Xformer, which emulates Atari 8-bits...

--LuNATiC

2045. Re: MagiC and NeoDesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: Russell A Lunsford <ralunsfo>
Message-ID: <3pekk6$d20@news.uncc.edu>
Source record: 26164

I'm not sure, but I think you have to rename NEODESK.EXE to NEODESK.PRG and use it as the shell, not NEOLOAD.PRG....I don't have the manual with me (or Magic;)

Russ

2046. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950518125420.L.J.Sak@sp0011.kub.nl>
Source record: 26165
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In Article <800402218_OASIS_@yeadontt.demon.co.uk> "phil@yeadontt.demon.co.uk (Phil Yeadon)" says:
> Does anybody know if a version of Word Perfect was ever released for
> the Atari.
> If it was could you please let me know where I could get hold of a
> copy.
>
> Thanks in advance.

Hi Phill,

There is in fact a version released (once on a 'fair' introduced, must be a long time ago because I bought my first mem expansion (512 Kb for plenty cash). I thought it was 4.1. (not wysiwyg, that's why it was not accepted [that's write was better and wysiwyg]. I don't know where to get it, but I will look around, okay?

2047. Re: Help Needed to connect Portfolio <> Atari-ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950518130453.L.J.Sak@sp0011.kub.nl>
Source record: 26166

In Article <3pcsti$cf8@mo6.rc.tudelft.nl> "R.G.Simonis@io.tudelft.nl (Rg simonis)" says:
> Help me please to connect atari portfolio to Atari-ST
> Do you have a scheme with the connections to connect those two
> computers
>
> R.G.Simonis@IO.TUDelft.nl

Do you have an interface of some kind for the PF (parallel or serial)?

2048. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pfbtt$5gd@m1.cs.man.ac.uk>
Source record: 26167

In article <3p8ece$3fr@gbc.gbrownc.on.ca>, dking@gbc.gbrownc.on.ca (Darren King) writes:
>Can anyone tell me how the blitter would be used in games programming? It
>is supposed to do fast memory copying but how would that be useful. As far
>as I know, I just create a second screen somewhere and change the screen
>pointer so I don't have to copy my second image into 'video memory'. Am
>I missing something? Also, my Mega STe soesn't have the analog joystick
>ports...I though all STe's did?

But you need to copy your sprites arround dont you? And what about building
the screen (or are you planning to use a huge predrawn picture...)?

The Mega STe didn't have analog Joystick ports, as with the TT (?). I guess
that they were planing to dump them, until they made the Jagpad compatible...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

2049. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8rrGv.3Cr@crash.cts.com>
Source record: 26168
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: I'm searching for a new 1Gb SCSI drive for my Falcon.
: The following questions have arisen:

: 1. Is SCSI-II the same as FAST SCSI-II ?
: 2. Is anyone out there using an IBM SCSI-II drive(s) with their Falcon
: (= do they work with a Falcon, are they good?)

I use a Quantum "Lightning" 540 meg SCSI-II drive on my Falcon. It has an 11ms access rate with a 1.6 meg per second transfer rate. Good enough for you?? I also use the ICD Pro Hard Disk Utilities.

: 3. Are Seagate Hawk drives really "second class" as some dealers say?

All Seagate drives are to hard disks as Yugos are to cars. Pure crap...

: 4. I recall once having a TOS-Magazin -program for testing hard disk
: performance (with graphical output). If anyone knows the program,
: please point me the ftp-site, or if you're really cool, uue it to
: me. That program was the only one that gave a graph of the
: drive's calibration interval & lenght, and that's something I have
: to know before buing a drive.

Quantum makes excellent 1G hard drives with even faster ratings, and are quite reasonably priced. My 540 meg was only $229 US.

Good luck!

Rich

2050. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <3pemo0$467@newsbf02.news.aol.com>
Source record: 26169

< I have one shared drive - and I have it physically disconected from the computer not using it - when the other one is. >

Are you using a SCSI A/B switcher box, or do you yank the cables out by hand?

The overall concept is slowly crystalizing out...one SCSI chain, two computers, only one running at the same time, and a SCSI switcher box.

I may had some reason why I wanted both computers running at the same time, originally but I forgot what it was. (Darn. :-) Oh, yeah, I remember now! I wanted to run a MIDI sequencer on Atari, playing all those Sample Cell sound cards in the Mac. Oh well, I can run Cubase from a floppy just as well; I don't need a SCSI chain's worth of removable media for it.

George

2051. MintNet on tape?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: Karl Foley <kfoley@h649.eeo.fob.ford.com>
Message-ID: <199505180734.AA20162@internet-mail.ford.com>
Source record: 26170

Can anyone supply a working setup of MintNet on tape? I'd be happy to pay any costs involved!!!
--
Karl Foley

2052. Re: SST accellerator card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3pfgbu$dvj@agate.berkeley.edu>
Source record: 26171

David Small (dsmall@well.sf.ca.us) wrote:

: [The base note refers to a used 50 Mhz SST board.]

: When I was with Gadgets, we tested the SST at various speeds.
: Depending on PALS and so forth (if we got a particularly zippy set),
: we could hit 46 Mhz touch&go ... sometimes have to cool the chips down
: with freezemist to sustain it. 40 Mhz was pretty safe, 33 Mhz (shipping ver)
: was always fine.

Anyone know if a patch for Linux is being developed for the SST board?
Are there any plans for such a patch at all? The Linux 68k FAQ says that
ANY processor upgrade board with 68030 and 68881/2 will be able to run
Linux, but...

Tae

2053. How to make 030 Multi/VGA adapter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <D8s12E.6u2@westminster.ac.uk>
Source record: 26172

I just phoned System Solutions and they wanted 30 quid for a VGA adapter with a switch installed so I can use it with my microvitec monitor.

I've got my own VGA adapter so I'm gonna go for it myself.
What's the best way of cutting a hole in the casing of my adapter ?
I've heard you can use a dremel tool but no-one knows what this is.

Cheers for any help,
Phil.
--
/*---*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

2054. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D8rp5v.Gq9@muster.hrz.uni-giessen.de>
Source record: 26173

Hi *

In <3pb66p$fb6@info-server.surrey.ac.uk>, Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:
: Hi,
: I'm a final year degree student and I'm writing a D2D package for the Atari
: Falcon. So far I've managed to implement the record & playback sections (I'm
: writing the editing part at the moment), however I have a few queries:

: 1. When I 'm playing/recording a sound file I display a model dialogue
: box to prevent the user from accessing any other part of the system.
: The reason for this is that during simultaneous playback/record, the
: timing is very critical - therefore I cannot allow the user to perform
: any other actions. I display the dialogue using the normal calls,
: except I use evnt_multi() and not form_do() for user input. The reason
: for this is that I want to stop playback/record whenever ANY key or
: mouse button is pressed (anywhere). Unfortunatley if another program's
: window is open (such as XControl) when this dialogue is displayed and the
: mouse is clicked on top of the open window, then that window is topped,
: and my program doesn't receive the event. How do I prevent this - i.e.
: how can I display a system modal dialoguebox that waits for multiple
: events?

: 2. Also, how can I detect if either mouse button (or both) is pressed using
: evnt_multi() - If I use the value 3 for the mouse parameter it still
: doesn't work.
Unfortunately, it is _NOT_ possible to detect both mouse buttons at once (an
independent of each other !!!

: 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
: short cut)? How do I know which window is the one that should be
: topped?
I think, you have to manage your own list for it. For instance:
- create a list of window-numbers
- every time a window gets WM_UNTOPPED or another window goes in front, the
first entry is moved to the last, the rest is shuffled up
- for CTRL-W you just shuffle up and display the window in toop of this list

: 4. This isn't a programming question, as I've finished the record/playback
: section (apart from the niggles above) - I was thinking of uploading it
: to an FTP site so that I could get feedback from potential users (this
: would look good in my final report). How do I go about this - I've never
: actually uploaded anything - however I do have full internet access.
: Secondly, which FTP sites would be the best to upload it to?
a.a.u.e.

: Please send any replies to : ee11cd@surrey.ac.uk
: - or - Craig.Drummond@ee.surrey.ac.uk

: Thanks for any assistance.

: Craig.

: p.s. When I've finished the whole project I may upload the thing (executable,
: C-Source code, and -maybe- my actual report) - is anyone interested in this?
YES, of course !!

---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

2055. Need No Bozos Floating Point libs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995May18.150602.7826@bay.cc.kcl.ac.uk>
Source record: 26174

For the last six months or so, I have been using Heat and Serve C 1.4
and am now dire need of floating point librarys that can handle 4 Word
variables. ie. double variables! ! I require them for path planning
algorithms.
As a last resort, investing in a commercial package such as Hisofts
Lattice C v5.6 capable of handling 4 Word vars, might be the only option.
Can anyone point to revised maths libraries for Sozobon C with double fp maths?
Thanks in advance.

-Alastair MacLeod, udem148@bay.cc.kcl.ac.uk-
-520STFM, 4 Megs-

2056. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995May18.151211.7827@bay.cc.kcl.ac.uk>
Source record: 26175

In article <D8o165.3LE@bton.ac.uk>, st39@bton.ac.uk (Stephen Ticehurst) writes:
> Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
> : E > Does anyone know of a shareware or PD 'C' complier for the ST
> : E > series computer. I am getting ready to take a class for work,
> : E > and really want to do the homework at home on my ST, not at
> : E > work on a PC. I would like the nice $279. lattice complier,
> : E > but not on my paycheck. Unless they have a student price????
>
> I believe that HiSoft do have student discounts - anyone comfirm this?

Yeah, they do discounts. Apparently, v5.6 has come down a bit, to
100 quid, or so I though looking in the new mag ST world.
I'm using Heat n' Serve C 1.4 at the mo'.

-Alastair MacLeod, udem148@bay.cc.kcl.ac.uk-
-520STFM, 4Megs-

2057. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3pfo3oINNt8v@duncan.cs.utk.edu>
Source record: 26176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2058. Re: Q: GEMbench

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505181553.AA01014@ilmen.lanl.gov>
Source record: 26177

In article hdr@fbi-news.informatik.uni-dortmund.de,
hauben00@marvin.informatik.uni-dortmund.de (Stefan Haubenthal) writes:
>
>How knows this benchmark program? I saw it with MagicMac...

Isn't that Ofir Gal's benchmark utility?

>Btw.: What's the status of TOS 1.0, is it now freely distributable?

Definitely not. Of course, since Atari is not manufacturing computers
anymore they might not really care but that's not for me to say.
Legally, it's still their intellectual property.

-Hutch- @ Fair Dinkum Tech

2059. Re: ANSI 'C' complier

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995May18.170637.7831@alder.cc.kcl.ac.uk>
Source record: 26178

In article <1995May18.151211.7827@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk writes:
> In article <D8o165.3LE@bton.ac.uk>, st39@bton.ac.uk (Stephen Ticehurst) writes:
>> Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
>> : E > Does anyone know of a shareware or PD 'C' complier for the ST
>> : E > series computer. I am getting ready to take a class for work,
>> : E > and really want to do the homework at home on my ST, not at
>> : E > work on a PC. I would like the nice $279. lattice complier,
>> : E > but not on my paycheck. Unless they have a student price????
>>
>> I believe that HiSoft do have student discounts - anyone comfirm this?
>
Yeah, they do discounts. Apparently, v5.6 has come down a bit, to
100 quid, or so I though looking in the new mag ST world. I think there's
a 30% discount for students, so that can't be bad!
I'm using Heat n' Serve C 1.4 at the mo'. I'm seriously considering
investing in this package, but before I do:
I have no Hard drive (and have been looking for cheap second
one for ages, with no joy); can the essentials of Lattice be stuffed onto
a ram disk and used from there, avoiding annoying diskswapping?
Cheers!

-Alastair MacLeod, udem148@bay.cc.kcl.ac.uk-
-520STFM, 4Megs-

2060. Re: How to upgrade a 520S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: dmcguire@sfu.ca
Message-ID: <dmcguire-1805951204320001@copy.lib.sfu.ca>
Source record: 26179

In article <4a9_9505170211@tor250.org>, Jeff.Thomas@balmybeach.gryn.org
(Jeff Thomas) wrote:

> SD> What "resistors" ???
> SD>
> SD> I upgraded my 520ST years ago and all that was needed was the ram chip
> SD> and
> SD> the capacitors.
> SD>
> SD> It's worked fine for years now and I didn't add any resistorsl.
> SD>
>
> I dunno, I read an article about upgrading a 520ST up to 1 meg in
> ST INFORMER, and the parts list included a few resistors. I'll have to
> re-check how many are needed, but I'm sure that resistors were in the parts
> list.
>
It depends on which mother board you have. Later 520 boards can be
upgraded with only the addition of chips. My 520 STfm which is marked rev
1.01, uses the sixteen pin 256k memory chips, in addition to adding
sixteen more of these chips I also had to add three rresistors. These were
marked R69 - R 71, and were located in a bank of resistors just below the
memory chips. To make sure your parts are correct simply compare the two
banks of memory, and follow the traces back until you find the empty
resistor positions in the new bank and the factory installed resistors in
the first bank. Hope this helps and thank you to all the people on the net
who helped me through my upgrade headache.

2061. Re: HSMINT?? and TT video card questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3pg8rt$asi@newsbf02.news.aol.com>
Source record: 26180

> 2) I'm curious about TT video cards - is it possible to switch off the
>TT inernal video (so as to speed up the bus for the CPU?) IF I get a
video
>card with VRAM, I assume then the TT video can be off and the video
should
>then be very fast since the video card should not really tie up the bus
>on a regular basis - is this how most video cards are set up? I assume
>a DRAM video card + TT video would be a real bus hog. Anybody know for
>sure or have any specs?

My Crazy Dots II card and its NVDI 3.02 software is a fast combination.
Very fast in mono -- blazingly quick, in fact. In color modes it's as
expected -- slower (since a lot of pixels are being moved around).

Al Fasoldt, Systems Editor, Syracuse Newspapers

2062. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <800824049snz@xciv.demon.co.uk>
Source record: 26181

In article <D8rp5v.Gq9@muster.hrz.uni-giessen.de>
martin.schmidt@physik.uni-giessen.de "Martin Schmidt" writes:

> : 2. Also, how can I detect if either mouse button (or both) is pressed usi
> : evnt_multi() - If I use the value 3 for the mouse parameter it still
> : doesn't work.
> Unfortunately, it is _NOT_ possible to detect both mouse buttons at once (an
> independent of each other !!!

I think it is actually, I have the source somewhere if it's wanted.

It's been possible to do this in all TOS versions but Atari didn't tell
anyone about it. ;-)

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
Computer nut looking for internet/unix/PC network support/admin job.

2063. Re: Ethernet/LocalTalk connections

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3pgjbh$3ls@status.gen.nz>
Source record: 26182

David Gaxiola (dgaxiola@mit.edu) wrote:
: Hi everyone,
:
: I'm wondering what networking hardware and software is available for my

There is a application called Powernet, which if I remember correctly can use the MIDI ports or a cartridge with a LAN port on it. It can also use TT030/Falcon030 LAN port. I'm not sure, however, what protocol it uses, or where it can be obtained from.

Hopefully somebody else will be able to tell you where to obtain it from.

-Mario Becroft (mbecroft@iconz.co.nz)

2064. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: Rainer.Riedl@edi.ngate.Uni-Regensburg.de
Message-ID: <3pfkic$63l@rrzs3.uni-regensburg.de>
Source record: 26183

Hi,

>: 2. Also, how can I detect if either mouse button (or both) is
>: pressed using evnt_multi() - If I use the value 3 for the mouse
>: parameter it still doesn't work.
>Unfortunately, it is _NOT_ possible to detect both mouse buttons at once

The value in event_multi() must be negative. I think it was -3?! If you
have still problems please email me and I will look it up.

-> rainer.riedl@edi.ngate.uni-regensburg.de

2065. Re: Falcon Developers List

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1805952137440001@tdw.vip.best.com>
Source record: 26184
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Rod,

Thanks for listing us in developers list. HOWEVER...

We have moved our web site and I would be grateful if you could update our
entry by modifying our web sites as follows:

change

www.tecnation.com/tecnation/

to

www.tecnation.com

and REMOVE the starbox site listing altogether.

Many thanks.

Finally, from one Brit to another...

I do hope it stops raining here in California, because it's making me homesick!

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

2066. (No Subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <ef4_9505190124@direct.ca>
Source record: 26185

AP> I have a friend at Compo and he is considering working on a
AP> 486 hardware emulator for the Falcon.

Good luck to your friend, but Compo have been promising a 486
emulator ever since they brought out Falcon Speed two years ago!!!
Sounds like a huge communication problem at COMPO.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

2067. Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <ef5_9505190124@direct.ca>
Source record: 26186

KM> I was given Laser C (version 2.0) original disks and manuals.
KM> However when I try to run it, I am informed that it does not
KM> work with TOS 1.06 (I have an STe w/TOS 1.062) and that I
KM> should run the "Patch.prg" Well, well ,well :^) I can not find
KM> a "Patch.prg" anywhere on my four disks!(the three disks plus
KM> the upgrade to version 2.0 disk)

Could you please keep me posted if you get an answer to your problem with Laser C? I have Lattice C 5.6 on my Falcon, but decided to get Laser C 2 when I saw it for $20. (Mainly to help translate old pre-Ansi source code examples.) On starting the program, it gets as far as displaying the menu, then I get exception error 8. (And occasionally other #'s). It tried using Bachwards and ST High Mono to emulate an ST, but even that doesn't work. Let me know-thanks.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

2068. Mono Monitor for Parts Available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-18 00:00:00 UTC
From: Tom Duffey <duffeyt@lablink.ple.af.mil>
Message-ID: <3pftvi$rjq@fg1.plk.af.mil>
Source record: 26187

I have a broken Mono monitor availble for parts. Lets say $20 to cover shipping. The monitor works fine but then mysteriously blanks out at random.

2069. Re: (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3phrju$rqf@macondo.dmu.ac.uk>
Source record: 26091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:
>On se2ap@dmu.ac.uk, Alan Parker (se2ap@dmu.ac.uk) typed away:
>: I have a friend at Compo and he is considering working on a 486 hardware
>
>Not Simon, by any chance, is it. ;-)

Yep that's right! I'm finding it very hard to get any help with this,
as the PC groups are just a total mess and too hard to get a response.

Any ideas?

Alan.
--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

2070. Re: Modulator - in reverse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <D8tM3t.B6z@westminster.ac.uk>
Source record: 26092

In article <D8KDou.5Jy@crash.cts.com> richcsst@crash.cts.com (Richard John Kelsch) writes:
>Philip Shore (avsec@westminster.ac.uk) wrote:

>: Probably not the right newsgroup but.....
>
>: I've got a Microvitec 1438 monitor which can handle those tv sync rates.
>: Where can I get a modulator that runs in reverse so I can connect my video
>: (normal composite video output) to the monitor.
>
>: Would there be any way of hacking out my modulator from my old stfm and getting
>: this to run in reverse ?

>No such thing, however, the Falcon (that is what you have?) has a
>composite video output pin on its monitor connector. It is pin number
>12. In TV modes it has composite video, but in other modes (VGA etc.) it
>only has composite sync.

Err...I think you got the wrong end of the stick. This is nothing to do with my
falcon, just connecting my video (the thing that records and playsback tv
programs) to my microvitec. (my tv has just bust you see)

I have been told there is such a thing. Just gotta find out a price now.

Cheers,
Phil.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

2071. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800880523@gen-off-1>
Source record: 26093

ee11cd@surrey.ac.uk (Mr Craig P Drummond) writes:

>I'm a final year degree student and I'm writing a D2D package for the Atari
I think that replies would have been easier to track if you'd crossposted
this, rather than posting separately to several groups.

I have replied in .programmer, fwiw.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

2072. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800880628@gen-off-1>
Source record: 26094

gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
>Unfortunately, it is _NOT_ possible to detect both mouse buttons at once (an
>independent of each other !!!
Wrong. See my answer in .programmer, and others in .st
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2073. ST506 HD ??????!?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3phriv$541@mailer.york.ac.uk>
Source record: 26095
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I've got a hard disk host adaptor for (it says on the PCB) an
ST506 drive. What's it all about?! I have a 40 MB embedded SCSI drive
from a mac (which won't work coz the connectors are all different).

What do I do? (I know, buy an ICD host adaptor.....)

any help would be appreciated.

(What is an ST506 anyway? some sort of non-embedded SCSI drive I presume?)

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
||mail: jat5@unix.york.ac.uk |||Flex music, York, UK.||h
|| jat@ohm.york.ac.uk ||| "home of the hits"||a
|| web: http://www.york.ac.uk/~jat5/ ||| (01904) 610745 ||k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2074. Re: (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgqss$rs0$5@mhadg.production.compuserve.com>
Source record: 26096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> He needs as much info about the 486 series of chips as possible.

There are literally _tons_ of books about the Intel line of microprocessors
available at virtually any bookstore that handles computer books.

In addition, Intel themselves can supply full technical details directly.

That would be the _best_ source of information.

BobR

2075. How to make 030 Multi/VGA adapter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fbc7677_Tom.Thomason@fpc.ct.se>
Source record: 26097

To: avsec@westminster.ac.uk

On 18 May 95, Philip Shore shot this through the ether to All ...

PS> I've got my own VGA adapter so I'm gonna go for it myself.
PS> What's the best way of cutting a hole in the casing of my adapter ?
PS> I've heard you can use a dremel tool but no-one knows what this is.

I don't know about the adapter casing, but a Dremel tool is a hand-held drill, polisher, sander (i.e multi-tool) used by hobbyist and modellers. It (or an equivalent, there are a couple of others) should be available at any specialty hobby shop. IIRC they're not particularly cheap, but very handy little tools.

ATB,
Tom

(UUCP Dialup connection)

2076. I just saw...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <502_9505210219@tor250.org>
Source record: 26098

R > I am wondering about something I just saw today at Office Max. It was
R > a
R > SCSI cable that connected to the Macintosh at one end and a SCSI
R > device at
R > the other end. Is it the same type that would be used on the Atari
R > 1040STf in the Hard Drive port. It said 19 pin (I think it said
R > twisted)
R > to SCSI. If this is the case then I will probably buy one since that

Are you sure you weren't just looking at a 25 pin SCSI cable? SCSI comes in
two flavours, 25 and 50 pin.

From what I've heard the ST's ACSI port is a sort-of SCSI port. In order for
you to be able to hook up a SCSI device properly you'll need to get your
hands on some device that can translate SCSI to ACSI. The LINK, LINK II, or
ICD ADSCSI/+ are what are considered to be the best for the job.

Hope this helps...

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2077. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3phvm9$so2@m1.cs.man.ac.uk>
Source record: 26099

In article <3pfbtt$5gd@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
> In article <3p8ece$3fr@gbc.gbrownc.on.ca>, dking@gbc.gbrownc.on.ca (Darren King) writes:
> >Can anyone tell me how the blitter would be used in games programming? It
> >is supposed to do fast memory copying but how would that be useful. As far
> >as I know, I just create a second screen somewhere and change the screen
> >pointer so I don't have to copy my second image into 'video memory'. Am
> >I missing something? Also, my Mega STe soesn't have the analog joystick
> >ports...I though all STe's did?
>
> But you need to copy your sprites arround dont you? And what about building
> the screen (or are you planning to use a huge predrawn picture...)?
>
> The Mega STe didn't have analog Joystick ports, as with the TT (?). I guess
> that they were planing to dump them, until they made the Jagpad compatible...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ ^^^

What? That's gibbering nonsense. What are you saying ? The TT was first shown in October 1989, at around the same time as the standard STe *with* the ports. I think they didn't see the TT as needing them (silly really) what with being in a different, higher-end market, i.e. not games.

S.Lai

2078. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pi0gd$t2f@m1.cs.man.ac.uk>
Source record: 26100

In article <3phvm9$so2@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
>In article <3pfbtt$5gd@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>> The Mega STe didn't have analog Joystick ports, as with the TT (?). I guess
>> that they were planing to dump them, until they made the Jagpad compatible...
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ ^^
>
>What? That's gibbering nonsense. What are you saying ? The TT was first shown in
>October 1989, at around the same time as the standard STe *with* the ports. I think they
didn't see the TT as needing them (silly really) what with being in a different, higher-end
market, i.e. not games.
>
>S.Lai

So why didn't the MSTE have them... The TT, being a business oriented machine, did
not really need 4 joystick ports, but the Mega STE? This was a half way house...

Why include ports when there is no controller (over several years)? They simply
gave no benifit to the machine, until the Jagpad was released...

As I said before, I could be totally wrong...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

2079. Re: Modulator - in reverse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1905951406280001@ngalm099.gal.nt.com>
Source record: 26101

In article <D8tM3t.B6z@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) wrote:

> Err...I think you got the wrong end of the stick. This is nothing to do with my
> falcon, just connecting my video (the thing that records and playsback tv
> programs) to my microvitec. (my tv has just bust you see)
>
> I have been told there is such a thing. Just gotta find out a price now.

If I understand you correctly, your Video player/recorder does not have direct audio/video outputs,you want to use the RF (normally connects to a TV) output to connect to your Monitor.

So you are looking for some sort of converter that takes an RF input, & outputs suitable signals for a microvitec monitor.

Try J. Bull Electrical or The Computer Discount Warehouse (adds in most of the UK electronics mags).

Personally, I would rather hack the Video player to get the signals , as the quality is going to degrade with RF conversions.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2080. Re: Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3pi6e6$j3a@newsbf02.news.aol.com>
Source record: 26102

> And how are I gonna use several GEM-program without using Mint? Coz
thats the
> only reason for me to Mtask! Otherwise I Don't Mtask. I use as little
TOS
> Programs as possible.

MagiC and Geneva both provide multitasking of GEM and TOS programs.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2081. Re: Geneva patch for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3pia3j$jte@newsbf02.news.aol.com>
Source record: 26103

> Where on GEnie is [the Falcon-Geneva patch], and what is its name?

I don't know what the precise name is. A search under the keyword GENEVA will pop uip a reference, though. Or just run Aladdin offline and search your file list.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2082. Re: MagiC and NeoDesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3pia3j$jtd@newsbf02.news.aol.com>
Source record: 26104

>Although I have Geneva and Neodesk, I got Magic because it offered more
>speed. I have read that I can use NeoDesk with it, but I cannot make it
>load properly. I tried installing Neoload.PRG as the shell and just
>autorunning neoload, but neither worked.

>Also, Magic forces my monitor to 50 Hz..

I think we went through this before, but maybe my reader is playing tricks
on me. Anyway, put Jar and Neoload in the auto folder, and rename
neodesk.exe to nedesk.prg. make neodesk.prg the shell. And use a 50-60HZ
util to switch to 60HZ in the autho folder right after the magic booter.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2083. FOR SALES: MEGA STE 4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: Jonathan GOW <sis3468@sis.port.ac.uk>
Message-ID: <Pine.SUN.3.90.950519155230.11821A-100000@anubis>
Source record: 26105

Hi Chaps,

I have the following for sale

Atari Mega STE
4 Megs Memory
50 Meg Hard Drive
1.44 Meg Disk Drive
TOS 2.05
SM 144 Mono Monitor
Keyboard
Mouse
Joystick

Excellant condition

Sensible offers considered.

Prefer a buyer in the Hampshire or surrounding area. Must collect and
would perfer cash.

email sis3468@anubis.sis.port.ac.uk

2084. gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: John.J.Snape@Warton.bae.eurokom.ie
Message-ID: <C131ZVTPKT3GM*@MHS>
Source record: 26106

```
=0D=0C=20
Hi There,

I am trying to get the GNU GCC & GDB to work on my atari STe, I have=
=20
retrieved what I thought where the latest versions of the ST executab=
le
s
but the Gdb won't work. ( It tells me I should compile using Short in=
ts
)

Can anyone tell me what the latest versions are and what is required =
to
get
the GNU c & c++ system to work with GDB on my atari.

I have an STe + 4Mb memory + 160Mb Hardrive.

Thanks in advance

--
|||
(o!o) Wot ! No Internet ?
----------------------------oOo----=C3 ----oOo-----------------------=
-----
-
Internet Address:(at the moment) <John.J.Snape@Warton.bae.eurokom.ie=
>=20

PGP Id: John Snape <John.J.Snape@Warton.mad.bae.eu=
rokom.ie>
PGP fingerprint 94 E8 E4 4F F1 50 0F 0C 5E CB 56 C2 D=
1 58 A0 F1

------------------------------------------------------------------=
--
-
```

2085. Re: MagiC and NeoDesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800897569@gen-off-1>
Source record: 26107

alfasoldt@aol.com (Al Fasoldt) writes:

>Anyway, put Jar and Neoload in the auto folder, and rename
>neodesk.exe to nedesk.prg. make neodesk.prg the shell.
This does not work under MagiCMac, sadly.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2086. 1040 power supply fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: robh@epunix.susx.ac.uk
Message-ID: <robh-1905951628000001@robh-quadra.biols.susx.ac.uk>
Source record: 26108

I guess this must be a pretty common problem since nearly all the people I know with Ataris have had the supply go down at some stage - well now it's happened to me:-(I can usually fix these kind of things but I *hate* fixing switched-mode ps's. Anyone have any clues? Alternatively (UK) anyone have the address of the place near London Bridge that exchanges them?

thanks
rob.
robh@epunix.sussex.ac.uk

2087. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3pieht$d88@gbc.gbrownc.on.ca>
Source record: 26109

In article <3pfbtt$5gd@m1.cs.man.ac.uk>,
Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:
>But you need to copy your sprites arround dont you? And what about building
>the screen (or are you planning to use a huge predrawn picture...)?

Actually , I am working on 3-D type stuff, so I have to build the screen on
the fly using calculations. With scan-line algorithms, you have to pretty
much calculate each scan-line as you go. This is why I am asking if the
blitter will help here.

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

2088. GCC GEM libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D8u8KA.DDw@midway.uchicago.edu>
Source record: 26110
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,
Does anyone know if there is any documentation available on the
GEM libraries for GCC? Thanks in advance.

Gustavo

2089. Re: Geneva patch for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3pj9ie$ojp@sphinx.Gsu.EDU>
Source record: 26111

Al Fasoldt (alfasoldt@aol.com) wrote:
: > Where on GEnie is [the Falcon-Geneva patch], and what is its name?

: I don't know what the precise name is. A search under the keyword GENEVA
: will pop uip a reference, though. Or just run Aladdin offline and search
: your file list.

Please, if someone finds that patch somewhere - will you either
ASCII-upload it here (UUEncoded), or put it into ftp-sites like
ftp.cnam.fr ?

Many of us don't have access to GEnie, that's why...

Thanks 8-)

Tommi

2090. Re: ELP Wordflair + NVD3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <950519Z225902.667alan@aybee.demon.co.uk>
Source record: 26112

In article <950514Z215128.912alan@aybee.demon.co.uk>
alan@aybee.demon.co.uk "Alan Baker" writes:

> Please - is there anyone using this combination?

I'm STILL trying...,

Has nobody ever used these two together?

****
| Alan Baker | 48/PO13 9QP Snail Mail |
| alan@aybee.demon.co.uk | +44 (0)1705 529099 |
****

2091. Re^2: GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2fbc8a7d_Christian.Andersson@tnogobl.ct.se>
Source record: 26113

To: martin.schmidt@physik.uni-giessen.de

>> 2. Also, how can I detect if either mouse button (or both) is pressed
>> using evnt_multi() - If I use the value 3 for the mouse parameter it
>> still doesn't work.
> Unfortunately, it is _NOT_ possible to detect both mouse buttons at once
> (an independent of each other !!!

Actually, it _is_ :) but it is not as far as I have seen been documented
anywhere (correct me if I'm Wrong).
What you have to do is set the 8:th bit of the num_clicks parameter (i think it
is the first and then wait for the buttons to be _up_ .
what you actually are doing when setting the 8:th bit is that you are telling
gem to make an NOT on the result of the evnt, thus making it look like this.
NOT(MO_RIGHT AND MO_LEFT) and if you do some boolean work with it :) it will
look like this.
(NOT MO_RIGHT) OR (NOT MO_LEFT) and this is also the reason for that you have
to wait for the button to be released instead of to be pressed.
This is the way you should use it if you are programming in C.

```
evnt_button(0x102,MO_LEFT|MO_RIGHT,0,&mo_x,&mo_y,&mo_b,&kb_status);
```

Hope this helps, if not try it out and you will se that it works.

/Chris./ (*FireSTorm Falcon Center*)
GEM-WWW-Browser in 95!

(UUCP Dialup connection)

2092. Re: The hard drive cable to a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FETPAHUUUP@dksoft.ping.dk>
Source record: 26114

In <3pe8lb$soh@newsbf02.news.aol.com> RichWegner wrote:

>Here is my information:
>
>1040STf (f, what does that mean anyway?)
>1 meg of RAM (hopefully expanding to 4 meg soon)
>720K floppy internal (standard)
>360K floppy external (standard Atari)
>Color & Monochrome monitors (with switcher)
>No hard drive yet (that is why I need this information)

Not only do you need a hard drive, you also need an adaptor depending on
which hard drive you're going to get. And then you need the cable ofcouse,
but if you chose to buy a SCSI drive, there is several adaptores out there
on the market for this type. And when you got this + your drive, it's no big
deal to buy a cable as well.

>
>I need the kind of connectors locations, how to make the cable and other
>stuff that is needed. Also, if I got AHDI from an FTP site (I know where
>to get it), and I install it, will it work then with the hard drive or
>will that program only work with the MegaFile hard drives???
>
>ANY HELP WOULD BE APPRECIATED. PLEASE SEND VIA E-MAIL!!!
>

Ahdi will let you controle Scsi or IDE drives. You could get an Megafile,
but these drives are all MFM, and therefore not available as new any more.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2093. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FETPAHUXUP@dksoft.ping.dk>
Source record: 26115
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3pcaeh$aie@prime.mdata.fi> Pekka Saarinen wrote:

>I'm searching for a new 1Gb SCSI drive for my Falcon.
>The following questions have arisen:
>
>1. Is SCSI-II the same as FAST SCSI-II ?

Yes and no. SCSI-II is a set of commands and ONLY a set of commands.
FAST SCSI-II is a drive like the "normal" SCSI-II drive, but got some technical
commands for internal use. There's also WIDE SCSI-II and the latest SCSI-III.

A "normal" SCSI-II drive and a FAST drive are both compatible with each
other, (though some internal stuff wouldn't work ofcouse). Some people claim
a FAST model is faster, but i doubt that. Specially on the Atari you wouldn't
know the difference as Tos can max go up to around 1.8Mb/s

>2. Is anyone out there using an IBM SCSI-II drive(s) with their Falcon
> (= do they work with a Falcon, are they good?)

Sorry no!

>3. Are Seagate Hawk drives really "second class" as some dealers say?

It's probably "second class" if you compare it to the SpitFire model, but
i guess the Hawk is good enough for most issues.

>4. I recall once having a TOS-Magazin -program for testing hard disk
> performance (with graphical output). If anyone knows the program,
> please point me the ftp-site, or if you're really cool, uue it to
> me. That program was the only one that gave a graph of the
> drive's calibration interval & lenght, and that's something I have
> to know before buing a drive.

I think i recall what program you're talking about. And if thats the one
it doesn't work with Tos 1.6 and above. (Don't know if it'll work with
Tos 1.4). And it gave wrong results as well.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2094. Re: Need No Bozos Floating Point libs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz3fibr34x.fsf@issan.informatik.uni-dortmund.de>
Source record: 26188
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1995May18.150602.7826@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk writes:

|> For the last six months or so, I have been using Heat and Serve C 1.4
|> and am now dire need of floating point librarys that can handle 4 Word
|> variables. ie. double variables! ! I require them for path planning
|> algorithms.
|> As a last resort, investing in a commercial package such as Hisofts
|> Lattice C v5.6 capable of handling 4 Word vars, might be the only option.
|> Can anyone point to revised maths libraries for Sozobon C with double fp maths?

You have to first find a *compiler* that supports 8 byte doubles, and
Sozobon is not one of them, it has sizeof(double) == sizeof(float).
Without compiler support you won't be able to use such a library. GCC
together with the MiNTlib does support 8 byte doubles (i.e., IEEE
double float).

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2095. Re: Atari TT, High resolution and Multisync Monit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: Jaak Arendi <jarendi@se.oracle.com>
Message-ID: <3phfg7$2eo@inet-nntp-gw-1.us.oracle.com>
Source record: 26189

Ok!
It seems like I can forget using a multisync monitor. The next question
is off course which monitors besides the Atari TTM194 are suitable
for the MONO/highres usage on the TT. Furthermore i wonder how
slow the scrolling gets on the highres monitor as there's a noticeble
difference between the STE high and TT medium resolutions?

Thanks in advance :-)

Jaak

2096. Re: F030, dumped the old Conner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-19 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3phrco$rqf@macondo.dmu.ac.uk>
Source record: 26190

I have just coded a little TOS patch that should reduce the IDE wait from
10 seconds to 1 second, I will mail it to you shortly.

BTW, I'm not 100% certain that it works as I have an IDE drive connected!

Alan.
--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

2097. Re: Need GIF converter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3pldtp$c3n@sinsen.oslonett.no>
Source record: 26116

David Braun (bravdaun@rs6a.wln.com) wrote:

: Howdy, it has been years since I have been in ST world, I am trying to
: convert all of my DEGAS format pictures to GIF so I can use them in the
: IBM world. If anyone knows of such a utility please e-mail me an FTP
: address or www url. The best picture utility I have on the Atari is Pic
: Switch 7! (I think that is around 5-8 years old, there ought to be
: something newer that does GIF conversions.)
: Thanks for your help!

try "Speed of light"

Hallvard

--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

2098. Need info on IDE interface/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ple2i$c4q@sinsen.oslonett.no>
Source record: 26117

Anyone built this?
Or hasn't a soul here heard about it? I've posted the same message several times but without any response.
I need to get in touch with someone who's built one or installed an assembled IDE interface in the STE.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

2099. GCC Cross Compiling

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995May20.124143.28865@nntp.brisnet.org.au>
Source record: 26118

I had a few recent hardware problems which resulted in my no longer being able to run gcc on my local system. I've been offered the use of a slew of system resources, in the form of a 486 linux box (or at least a login and the right to consume a few gig of space (:) so I thought "Great! I'll drop a gcc cross compiler on there and no problems!"

Hoo boy, not thinking was I?

gcc 2.6.3 compiled without a hitch using --target=m68k.atari.sysv4 and produces lovely m68k assembler output. All that remained was to get gas and ld.

gas-2.3.2. Fine, I thought. That will do nicely. Grab, and fiddle. No, this version doesn't understand the target: m68k-atari-sysv4. It _does_ understand m68k-motorola-sysv4, though, so I tried it with that.

Okay. It chokes on the assembly code that it gets from gcc. Lessee, there's a note in here that says that later versions of gas are in with the binutils. Back to the ftp site. What's here? 2.5.2? Hmmm...anything later? It seems not. Grab that then, and find something to do for an hour while I wait.

Finally, it's arrived. Unpack, run configure with --target=m68k-atari-sysv4 and LO! It _knows_ the target! And then WOE(!) it tells me that ld doesn't know the target. Gas, however runs on a seperate configure to the rest of the package so I try with that. Magic. It accepts the target.

I do a make. Fine. I go back to gcc, and 'make' again with as in the current directory to handle the generated 68k assembly. Choke. Same thing.

All the versions have complained (a) that they don't know the commandline option 'Q' or 'y' (g?) and they bitterly hate all the assembler directives (.section, for example).

Is it something that I'm doing wrong here? Have I missed some simple thing that causes gas to fail to recgonize the commandline options and preprocessor directives that gcc is giving it?

Do I have the wrong 'gas' verision...hell I've still got to get ld compiled and running too, don't I?

All assistance appreciated, email me and avoid spamming the list users, if you like. This linux news server is a touch twitchy.

Dancer

2100. Re: Need GIF converter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3pl1do$kei@fitzherbert.pavilion.co.uk>
Source record: 26119

bravdaun@rs6a.wln.com (David Braun) wrote:

>Howdy, it has been years since I have been in ST world, I am trying to
>convert all of my DEGAS format pictures to GIF so I can use them in the
>IBM world. If anyone knows of such a utility please e-mail me an FTP
>address or www url. The best picture utility I have on the Atari is Pic
>Switch 7! (I think that is around 5-8 years old, there ought to be
>something newer that does GIF conversions.)

Try Gemview. It does most things. Bit like the Atari really!

Keith
100:1011/12.0
2:254/108.12

2101. How to connect High Density drive on Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: arnoud1@xs4all.nl
Message-ID: <arnoud1.2.00768445@xs4all.nl>
Source record: 26120

Hello all,

Who can answer the following question for a friend of mine?
The Atari TT has a connector for an external diskdrive. He has
connected a High Density diskdrive to it: it can read HD diskettes, but
not Write them.
Amongst the pins of the connector no pin seems to be reserved
for the control signal of a HD drive. However, he has been told that the TT
should be able to support High Density disk drives. Does anyone know which
'connection-point' in the computer supplies the High Density signal? Where
should he connect pin 2 of the Shugart standard?

Hope some Atari-wizzard can answer this question.

Thanks in advance.

Arnoud de Jong, Amsterdam, The Netherlands
email: arnoud1@xs4all.nl

Arnoud de Jong
email: arnoud1@xs4all.nl
arnoud@alida.knoware.nl

2102. Re: Geneva patch for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3plut5$ebn@golem.wcc.govt.nz>
Source record: 26121
Body handling: Inline uuencoded payload not displayed: GNVA_TOS.LZH

In article <3pj9ie$ojp@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
>Al Fasoldt (alfasoldt@aol.com) wrote:
>: > Where on GEnie is [the Falcon-Geneva patch], and what is its name?
>
>: I don't know what the precise name is. A search under the keyword GENEVA
>: will pop uip a reference, though. Or just run Aladdin offline and search
>: your file list.
>
>Please, if someone finds that patch somewhere - will you either
>ASCII-upload it here (UUEncoded), or put it into ftp-sites like
>ftp.cnam.fr ?

GENEVA PATCH...ZAP File....!!!!!

Well here it is, well I think this is the file but you will need SuperZap
to use it, there were no details on GEnie about this patch at all...

NOTE: This is not a Gribnif Patch....

~~~~~~
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: GNVA_TOS.LZH]

~~~~~~

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2103. Re: VGA ON ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3pm2hk$cvc@newsbf02.news.aol.com>
Source record: 26122

To my knowledge (someone correct me if I am wrong) that the Monochrome Monitor that Atari made is a VGA Monochrome resolution. Also, the graphics in the color one are equal to an EGA at best.

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2104. Re: MagiC and NeoDesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <B09cjh3.jyoung57@delphi.com>
Source record: 26123

Ronald Chan <ap055@lafn.org> writes:

>Also, Magic forces my monitor to 50 Hz and I can't seem to change the
>colors in Medium rez. The docs are almost as thin and NVDI. Any help
>would be appreciated.

Use a sector editor on the auto program looking for $ff820A which is the
sync register change the 1 to a 0 to set it to 60hz boot.

Jeff

2105. Memory upgrade for the 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3pm4qs$dkt@newsbf02.news.aol.com>
Source record: 26124

Does anyone have information on the layout of the Atari 1040STf internal workings? My father wants the instructions on upgrading my 1040STf to the full hilt of 4 megs of RAM. Also he wants to know where you can obtain the chips to get the upgrade done (in the US).

In another related question, I have TOS 1.2, is it possible that anyone would know if any TOS version above 2.0 would work on the 1040STf? Also, what is the highest that would work. Lastly, where can one get a TOS chip to install too.

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2106. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8uqqx.I5F@cix.compulink.co.uk>
Source record: 26125
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <3phriv$541@mailer.york.ac.uk>, jat5@york.ac.uk said:
> Hi,
> I've got a hard disk host adaptor for (it says on the PCB) an ST506
> drive. What's it all about?! I have a 40 MB embedded SCSI drive from
> a mac (which won't work coz the connectors are all different).

The ST506 is a previous standard to SCSI. You might well have an
ST506->SCSI adaptor. If so you can pick up a cheap ST506 based drive and
make it into a SCSI one AFAIK.

> What do I do? (I know, buy an ICD host adaptor.....)

Yup - as you still need a way of connecting the SCSI drives to the Atari.

:-)

Roland.

@CiX

PS AFAIK ST506 were the first standard of drives used in PCs. They had two
data cables as opposed to the single one of the later IDE and EIDE ones.
They weren't very big - and were quite slow.

2107. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D8v4Bx.BH3@cix.compulink.co.uk>
Source record: 26126
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <3phriv$541@mailer.york.ac.uk>, jat5@york.ac.uk said:

>I've got a hard disk host adaptor for (it says on the PCB) an
>ST506 drive. What's it all about?! I have a 40 MB embedded SCSI drive
>from a mac (which won't work coz the connectors are all different).

>What do I do? (I know, buy an ICD host adaptor.....)

>(What is an ST506 anyway? some sort of non-embedded SCSI drive I presume?)

ST506 was the interface used on the original IBM XT. You might be able to
find a drive from one of the advertisers in Micro Mart, however, if I was
you I'd get a host adaptor, eg. ICD Link, for the SCSI drive instead.

Barry wilsontjb@cix.compulink.co.uk

2108. Need GIF converter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-20 00:00:00 UTC
From: bravdaun@rs6a.wln.com
Message-ID: <3pk2qm$d9g@calliope.wln.com>
Source record: 26127

Howdy, it has been years since I have been in ST world, I am trying to convert all of my DEGAS format pictures to GIF so I can use them in the IBM world. If anyone knows of such a utility please e-mail me an FTP address or www url. The best picture utility I have on the Atari is Pic Switch 7! (I think that is around 5-8 years old, there ought to be something newer that does GIF conversions.)
Thanks for your help!

2109. Re: I just saw...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8wKxE.Dou@cix.compulink.co.uk>
Source record: 26128

In message <3pavmv$5vq@newsbf02.news.aol.com>, richwegner@aol.com said:

> I am wondering about something I just saw today at Office Max. It
> was a SCSI cable that connected to the Macintosh at one end and a
> SCSI device at the other end. Is it the same type that would be used
> on the Atari 1040STf in the Hard Drive port. It said 19 pin (I think

Its almost certainly of no use to you. :-(

You need a host adaptor in order to connect SCSI devices to your ST. The ICD Link and ICD Link2 are quite popular models - but cost best part of 100ukp which is well over $100 US.

> drive with the ST. Also, does the 1040STf have a maximum amount for
> the size of the hard drive? I don't want to get one that is too big

The limit depends on the driver software AFAIK. A few hundred Mbs should be no problem - but if you want a Gb or so - then things get slightly more complicated.

> with SCSI II and SCSI III out there too). Any help will be

You shouldn't have too much trouble with SCSI2 drives. Ones thing to watch out for is parity. Many Atari host adaptors can't cope with parity - and some more modern drives don't have a means of disabling it.

:-)

Roland.

@CiX

2110. TOS Version

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: kevins2823@aol.com
Message-ID: <3pmlsn$hrh@newsbf02.news.aol.com>
Source record: 26129

Does anyone know how to check for TOS version on a 520STFM?.
my second question is where can I find GEMualator for pc?

2111. Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3pn521$8eu@news.cc.utah.edu>
Source record: 26130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't know if this has been asked before, but what would be involved in making a little black box that would allow you to plug a PC serial mouse into the ST mouseport? Has anyone ever done it? Is there docs for this hack somewhere? Or does it already exist? I'm not interested in pluggging a serial mouse into my serial port because I only have one and it's constantly being used by my modem. I assume it is possible, and could be about the size of a MouseMaster or even smaller. Any info would be greatly appreciated.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

2112. Falcon I/F layouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8xHE0.FKA@crash.cts.com>
Source record: 26131

Does anyone have any data on the Falcon's internal memory and Processor direct sockets? I have tried to get a hold of someone at Atari to return my calls (it seems voicemail is all they know). I would be most grateful for any replies. Heck, I'd be glad to purchase a developers kit, but Atari won't even speak to me, or even write a letter to me saying "get lost".

Does anyone know of a phone number (preferably USA) where I can talk to a human instead of a machine at Atari???

Thank you in advance,

Rich

P.S. Photocopiers are such wonderful machines....hint...hint...

2113. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3pnb7a$46j@inca01.inca.co.nz>
Source record: 26132

S94 (lais@cs.man.ac.uk) wrote:
> > The Mega STe didn't have analog Joystick ports, as with the TT (?). I guess

> What? That's gibbering nonsense. What are you saying ? The TT was first shown in
> October 1989, at around the same time as the standard STe *with* the ports. I think they didn't see the TT as needing them (silly really) what with being in a different, higher-end market, i.e. not games.

The MegaSTE was, in essence, planned as a "poor mans TT". It's release date about six months or so after the TT, in a "TT clone" case, emphasised this. Port wise, it lacked only one of the four serial ports and the SCSI port. it retained the LAN, MIDI, audio-out, VME, cartridge, printer and ACSI ports. (The serial ports, however slimmed down from 25-pin to 9-pin).

As such, the emphasis was on serious software and hardware. Games themselves were not envisioned to be used on the MegaSTE.

The analog ports would have been useful additions, however.

2114. Games & Graphics Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pnng4$2ps@dux.dundee.ac.uk>
Source record: 26133

I have decided that once summer arrives I inted to start doing some serious programming on my Falcon. At present I have (or will have shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP. Do the latter two packages come with information on how to program the graphics & sound system on the Falcon? Also are their any books that are particularily good at explaining how to program the ST/Falcon graphics and sound hardware?

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2115. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8y8Cz.Mo@cix.compulink.co.uk>
Source record: 26134
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> 1. Is SCSI-II the same as FAST SCSI-II ?

Not all SCSI2 drives are FAST SCSI2.

> 3. Are Seagate Hawk drives really "second class" as some dealers say?

Seagate SCSI drives are a lot better than they used to be - mainly because
Seagate bought some top quality drive companies (*). My best SCSI drive is a
Seagate - however I generally buy other makes if I can.

(*) All AFAIK and IMVHO of course

:-)

Roland.

@CiX

2116. Re^2: WWW browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2fbf8d6e_Christian.Andersson@tnogobl.ct.se>
Source record: 26135

To: alfasoldt@aol.com

>> And how are I gonna use several GEM-program without using Mint? Coz
>> thats the only reason for me to Mtask! Otherwise I Don't Mtask. I use as
>> little TOS Programs as possible.
>
> MagiC and Geneva both provide multitasking of GEM and TOS programs.

Unfourtunally, I don't own Geneva, and the current Version of Magic wont run on
my Falcon :(BUT when Magic supports Falcon, I will most Probebly buy it!
And besides, the reason this discussion was started was that I could use
MinTNet for my Browser, and I don't think MinTNet works under either Geneva or
Magic (Yet)

/Chris./ (*FireSTorm Falcon Center*)
GEM-WWW-Browser in 95!

(UUCP Dialup connection)

2117. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEVLFBUU@ttgk.nextjk.stuyts.nl>
Source record: 26136
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3pcalu$66f@m1.cs.man.ac.uk> S94 wrote :

>> I've had the "16 mhz blues" in two flavours:
>>
>> 1. The socketted chips had become a little loose. Pressed them back.
>>
>> 2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
>> metal arrangement (what I found in the kitchen) on top.
>
>Yes, after a few hours it gets hot enough to boil water (I put a few drops on it
>and they sizzled!) and burns to the touch, but I've left mine on for a month with
>no problems.

Hmm, for Intel processors this is quite normal, but for Motorola ???
My 68030 in the TT gets about 30-40 degrees and it's running 32 Mhz, I
guess the 16 MHz processor in the Mega STE isn't a real 16 Mhz one or is
not Motorola... Anyway, a small heatsink may solve the problem.

Gert

--

-- --
Atari TT-Point
-- --

2118. Re: 1040 power supply fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEVLFBUX@ttgk.nextjk.stuyts.nl>
Source record: 26137

In <robh-1905951628000001@robh-quadra.biols.susx.ac.uk> Rob Hukin wrote :

>I guess this must be a pretty common problem since nearly all the people I
>know with Ataris have had the supply go down at some stage - well now it's
>happened to me:-(I can usually fix these kind of things but I *hate*
>fixing switched-mode ps's. Anyone have any clues? Alternatively (UK)
>anyone have the address of the place near London Bridge that exchanges
>them?

The switched-mode ps of an Atari is quite simple to repair as it just
consists of a few parts. First check if the power transistor hasn't got a
short, normally if it has, the fuse is blown. Replace the transistor and
the fuse and try again. If the fuse isn't blown there are a few possible
parts which may have died. There is a 'start-up' resistor connected to the
rectified mains voltage and the base of the power transistor. This is
usually a somewhat large (size) resistor of 100k to 500k or so.
If this resistor is broken (infinite resistance) then there is no load on
the large capacitor(s) and they will hold about 300 volt for quite some time,
so please discharge through a resistor of a couple of hundred ohms first!!
Replace the defective 'start-up' resistor and ten-to-one the ps will run.
Another part which can be defective is the 'run-in-surge-protector'
resistor which is just a couple of ohms and it's connected in series whith
the mains lines, it can also be some sort of NTC resistor (round shape with
two legs at one end) check this one out and if it's defective check the
power transistor for a short too.

Good luck and beware of them high voltages !

Gert

--

-- --
Atari TT-Point
-- --

2119. Re: Atari TT, High resolution and Multisync Monit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEVLFBVA@ttgk.nextjk.stuyts.nl>
Source record: 26138

In <3phfg7$2eo@inet-nntp-gw-1.us.oracle.com> Jaak Arendi wrote :

>Ok!
>It seems like I can forget using a multisync monitor. The next question
>is off course which monitors besides the Atari TTM194 are suitable
>for the MONO/highres usage on the TT. Furthermore i wonder how
>slow the scrolling gets on the highres monitor as there's a noticeble
>difference between the STE high and TT medium resolutions?
>
>Thanks in advance :-)

If you'd use NVDI on a TT Hi monitor the scrolling is quite acceptable, but who needs scrolling on a 160 columns & 60 line screen :-) With NVDI the writing to the screen is blindingly fast, so page flipping is much better than scrolling..

The screen size is 153 kbyte so the screen memory is not larger than the TT-medium screen.

As for the monitor, I used a Viking 1 (Moniterm) with some minor adjusting (and creating a cable, which was fairly simple). These monitors are usually dumped by some companies after their upgrades to color systems, try some CAD or DTP company, maybe they have some in the basement gathering dust...

Gert

--

-- --
Atari TT-Point
-- --

2120. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-21 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fbfb9d5_Jesper.Kock@kockens.ct.se>
Source record: 26139

Hello android 'john..' Tuffen! The 19.05.95 you talked about "ST506 HD
??????!?",and my reply is:
> (What is an ST506 anyway? some sort of non-embedded SCSI drive I
> presume?)
> john..
>

Nope. Its a Seagate RLL drive.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

2121. Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3ppmr6$6ft@news2.delphi.com>
Source record: 26140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Since I am technically deficient in this area, I was wondering if anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB partions can be used? Is this even possible? Or should I just get TOS 1.4/2.06 for ALL my machines?

Dom

2122. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3ppnmv$oba@inca01.inca.co.nz>
Source record: 26191
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

John 'john..' Tuffen (jat5@york.ac.uk) wrote:
[snip]
> (What is an ST506 anyway? some sort of non-embedded SCSI drive I presume?)

An ST506 drive is as follows :
Seagate
Technologies
5 1/4 inch
06 megabytes unformatted

I might be wrong - it could be an 8-inch drive - havent seen one for aeons

All Seagate drive names can be broken up in this manner :
ST = Seagate Technologies
x = Form factor of device
1 = 3.5 inch Half height
4 = 5.25 inch, full height (?)
5 = 5.25 inch, full height (?)
9 = 2.5 inch, (Half height?)
yyy = _Unformatted_ capacity
(This may be followed by A, N, R or some other single letter)
N = SCSI
A = AT-Bus (IDE)
R = RLL

(There was a text file available a few years ago which documented this,
giving many more values than I've written above - purely from memory -
but, unfortunately it has since become a tad lost/destroyed/invisible.)

The ST157N in my TT is a 3.5in, half height, 57MB unformatted SCSI.
The ST5065 in my Megafile60 is a 5.25 inch, half height, 65MB unformatted.

Unfortunately, I can't recall any other drive manufacturer sticking to
this, or any similar naming scheme. A pity - it really does make it
easier to know what a drive is before even seeing it "in the flesh".

2123. Re: Memory upgrade for the 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ppaok$sp3@golem.wcc.govt.nz>
Source record: 26192

In article <3pm4qs$dkt@newsbf02.news.aol.com>, richwegner@aol.com (RichWegner) writes:
>Does anyone have information on the layout of the Atari 1040STf internal
>workings? My father wants the instructions on upgrading my 1040STf to the
>full hilt of 4 megs of RAM. Also he wants to know where you can obtain
>the chips to get the upgrade done (in the US).

Go for a Soldered in SIMM upgrade, this is a do it yourself type upgrade
and is very cheap...

>------
>In another related question, I have TOS 1.2, is it possible that anyone
>would know if any TOS version above 2.0 would work on the 1040STf? Also,
>what is the highest that would work. Lastly, where can one get a TOS chip
>to install too.

Try CodeHead in the USA, they sell the TEC TOS 2.06 upgrade, this is clased
the best, but there are other cheaper ones...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2124. Re: How to connect High Density drive on Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.801127470@YE>
Source record: 26193

arnoud1@xs4all.nl (Arnoud de Jong) writes:

>Hello all,

>Who can answer the following question for a friend of mine?
>The Atari TT has a connector for an external diskdrive. He has
>connected a High Density diskdrive to it: it can read HD diskettes, but
>not Write them.
>Amongst the pins of the connector no pin seems to be reserved
>for the control signal of a HD drive. However, he has been told that the TT
>should be able to support High Density disk drives. Does anyone know which
>'connection-point' in the computer supplies the High Density signal? Where
>should he connect pin 2 of the Shugart standard?

>Hope some Atari-wizzard can answer this question.

The TT has no signal availiable on the 14 pin din connector to
detect the HD signal from the external floppy.
If you are into a little bit of home hacking you can make the TT
accept the signal. Pin 6 is defined as Drive 1 select but it
is connected to ground and not used. Cut the trace on the TT mother
board and connect Pin 6 to the internal 34 way floppy connector
at pin 2.

hope this helps
dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

2125. Need help with 1040ST floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: jbir1@MFS03.cc.monash.edu.au
Message-ID: <jbir1.1.2FC06827@MFS03.cc.monash.edu.au>
Source record: 26194

Hi,

I recently purchased a 1040ST which has a broken internal disk drive. In order to avoid the exhorbitant commercial repair cost, I would like to fix it myself. Can someone please tell me what type of PC disk drive is needed, and what modifications are necessary to install it in the Atari. Any help would be appreciated.

Thanks,

Jo

2126. Re: Games & Graphics Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11568@falcon.ukc.ac.uk>
Source record: 26195

In article <3pnng4$2ps@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I have decided that once summer arrives I inted to start doing some
>serious programming on my Falcon. At present I have (or will have
>shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP.
>Do the latter two packages come with information on how to program
>the graphics & sound system on the Falcon? Also are their any
>books that are particularily good at explaining how to program the
>ST/Falcon graphics and sound hardware?

I tried this last year - unfortunately I got myself a summer job and the
programming sort of went out the window!

Anyway, get a copy of The Atari Compendium - everything you need to know,
basically. It has details of all the OS calls, a complete memory map, and
lots more... Also worth a look is the Modern Atari System Software book,
a little more Falcon-specific, and only covers the new calls, but it's
helpful to have both so you can read two different explainations! :)

Both are from HiSoft.

Good Luck!

Neil.
--
Neil Jones-Rodway 'Cos I don't worry about the future,
University Of Kent My days, they pass just like
a dream
-- Texas (Fade Away)

2127. SLIP/PPP with dynamic IP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <2fc085021947e33@xs4all.nl>
Source record: 26196

Hello,

Has anyone set up a SLIP/PPP connection with dynamic IP? I'm currently
trying to work with NOS, but it doesn't seem to support dynamic IP. Is
there a version of ka9q/nos which supports this option, or does anyone
know of a way around the problem (by setting the ip addr command after
assigment of the IP, for instance)?

Please answer by private email.

--

____
	vertaler	translator	traductor
Jos den Bekker	Engels en Spaans	English and Spanish	espaï¿½ol e inglï¿½s
<josdb@xs4all.nl>	---
	WWW: http://xs4all.nl/~josdb

2128. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3pps6c$e85@m1.cs.man.ac.uk>
Source record: 26197

In article <3pi0gd$t2f@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
> In article <3phvm9$so2@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
> >In article <3pfbtt$5gd@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
> >> The Mega STe didn't have analog Joystick ports, as with the TT (?). I guess
> >> that they were planing to dump them, until they made the Jagpad compatible...
> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ ^^
> >
> >What? That's gibbering nonsense. What are you saying ? The TT was first shown in
> >October 1989, at around the same time as the standard STe *with* the ports. I think they didn't see the TT as needing them (silly really) what with being in a different, higher-end market, i.e. not games.
> >
> >S.Lai
>
> So why didn't the MSTE have them... The TT, being a business oriented machine, did
> not really need 4 joystick ports, but the Mega STE? This was a half way house...

The MegaSTe was a double-speed ST in a TT case. Simple. I reckon they couldn't be arsed to find space for the extra two ports. Where would you have put them? Also if you had seen any of Atari's promotional material (no smart comments please) you'll see that the MegaSTe was also aimed at the pro market, although a halfway house, as you say, it was halfway in that direction.

S.Lai

2129. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3ppr6f$krj@mailer.york.ac.uk>
Source record: 26198
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: In message <3phriv$541@mailer.york.ac.uk>, jat5@york.ac.uk said:
: > Hi,
: > I've got a hard disk host adaptor for (it says on the PCB) an ST506

: The ST506 is a previous standard to SCSI. You might well have an
: ST506->SCSI adaptor. If so you can pick up a cheap ST506 based drive and
: make it into a SCSI one AFAIK.

Sorry, I should have made this clearer - the thing I have is an
AHDI->ST506 adapter (I bought it recently, mainly for the box and power
supply).

So (Next question) where can I get a ST506 compatible drive from? I've
had someone tell me that these are also known as MFM or RLL drives.

Thanks for everyone's responses so far!

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
||mail: jat5@unix.york.ac.uk |||Flex music, York, UK.||h
|| jat@ohm.york.ac.uk ||| "home of the hits"||a
|| web: http://www.york.ac.uk/~jat5/ ||| (01904) 610745 ||k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2130. Re: Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3ppuq7$oum@info4.rus.uni-stuttgart.de>
Source record: 26199

In <3ppmr6$6ft@news2.delphi.com> DOMINGO@news.delphi.com writes:

> Since I am technically deficient in this area, I was wondering if
> anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB
don't know but...

> partions can be used? Is this even possible? Or should I just get TOS
> 1.4/2.06 for ALL my machines?
YES! HD access is several times faster with 1.04/2.06 and a HD crash isn't
that likely.

Regards,
Gerd

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2131. Falcon I/f Layouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <2cf_9505230120@direct.ca>
Source record: 26200

RJ> Does anyone have any data on the
RJ> Falcon's internal memory and Processor direct sockets?
RJ> Heck, I'd be glad to purchase a developers
RJ> kit, but Atari won't even speak to me, or even write a letter
RJ> to me saying "get lost".

Forget the Developer's Kit-it's overpriced for what it is.
I was considering the DK a year ago, but several developers and hobby programmers told me that the DK was mostly xeroxed texts that weren't even indexed! I have heard since that they include the Atari Compendium. I think the price is around $300. For that you could order Lattice C 5.6 which is more or less the standard Falcon C kit or Devpac 3 which is for Assembly Language.

Two excellent reference books are Modern Atari Systems Software (by Hisoft) and the Atari Compendium by Scott Sanders. Both can be ordered from your Atari dealer, or you can send for the Toad Computers catalog. What language do you use? Hisoft makes excellent commercial Assembler,Basic and C packages. If money is tight, I would buy the two above books and get GNU C which is freeware on most Atari BBS's. (Freeware)

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

2132. reading 360K disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: ttfw100@cus.cam.ac.uk
Message-ID: <3pqlhj$nmh@lyra.csx.cam.ac.uk>
Source record: 26201

Hi. Does anyone know if it is possible to transfer files from a PC to an
atari STFM with a single sided disk drive? (Via single sided floppies).
Thanks.

--

Tony Wong E-Mail : TTFW100@CUS.CAM.AC.UK ///
Churchill College ///
Cambridge \\\///
CB3 ODS \XX/

2133. MH-MiNT 1.12h3 and MiNT-Net 0.70

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199505221850.AA03775@moroder.demon.co.uk>
Source record: 26202

MH-Mint 1.12h3 doesn't like me having my MinixFS and MiNT-Net drivers in C:\MINT (unlike 1.12h2), so I moved them to C:\ and it appears to load them fine. However, my MiNT-Net interfaces are not being loaded. Previously I would see a message that 1 Ethernet, 4 SLIP and 4 PPP channels were available, but now it only says "Loading interfaces:" and goes on to load the MinixFS driver. Also, "ifconfig -a" under 1.12h2 would give a long status report for all my channels, but under 1.12h3 it only reports back for "lo0" (which MiNT-Net presumably provides by default). Is there somewhere I should be putting my .XIF files to ensure they are loaded, or does the problem lie elsewhere?

Stephen

2134. Re: Need GIF converter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D8zox1.56F@ssbunews.ih.att.com>
Source record: 26203

In article <3pk2qm$d9g@calliope.wln.com>,
David Braun <bravdaun@rs6a.wln.com> wrote:
>
>Howdy, it has been years since I have been in ST world, I am trying to
>convert all of my DEGAS format pictures to GIF so I can use them in the
>IBM world. If anyone knows of such a utility please e-mail me an FTP
>address or www url. The best picture utility I have on the Atari is Pic
>Switch 7! (I think that is around 5-8 years old, there ought to be
>something newer that does GIF conversions.)
> Thanks for your help!

You might also look at FaST Club's Imagecopy 3. Good speed, lots
of formats supported - and good printer support. Wayne Booth

2135. Printer question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: jhess@orion.oac.uci.edu
Message-ID: <3pqo7j$m1t@news.service.uci.edu>
Source record: 26204

I need to know if the Atari SMM 804 printer uses standard ascii code and the same cable as an IBM-compatable printer.

I tried this question before and have received no replies; perhaps if no one knows the answer you could tell me if there is any technical help still available from Atari and how to contact them?

Thanks,

-Jim Hess-

2136. Falcon Internal Connections

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: T.R.Pearce@shef.ac.uk
Message-ID: <3pr5i6$ctv@hippo.shef.ac.uk>
Source record: 26205

Having just disassembled my falcon to remove the internal
speaker I found a whole load of unused internal connectors.
Can anyone tell me what they are for?

U46 and U47 : Internal jumpers
Profile correctly reports their states but what do they do?

W11 : jumper on small internal expansion port
Again what does it do. Is it merely to determine whether there
is anything on the port?

W10 : jumper by RF modulator
What does it do. Is it to do with PAL/NTSC sync rates. I know
can also be changed in NVRAM.

P6 : IDE interface
will this support 3.5" enhanced IDE drives (with suitable cable
and new case, of course). What sort of speed can I expect from
such a drive. Will it be able to play back 8 tracks of D2D? Atari
World issue 2 quoted 1.4MB/sec required for this.

2 spare pins on keyboard connector
What are they for?

AND : How do I extract the Modem 1 (device 6) from the MFP chip?
Does anyone have a pin out for this chip. If my falcon is in a
new case I will want to use this port to connect to PC using
Ghostlink or similar, but like my PC mouse in the current Modem2
Port.

If anyone can help me with any of the above questions I would be most
grateful. Please e-mail me or leave replies here.
Many thanks,

TIM (a troll)

2137. I sure love asking questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-22 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3pril2$i9o@newsbf02.news.aol.com>
Source record: 26206

I sure love asking questions about the Atari ST on here and it is nice to get responses. I have some more for you all techies on the ST.

My Atari 1040STf floppy drive just went kind of dead. If I move the disk around inside by moving it slightly it reads it, but when I just put the disk in it doesn't. I was in the middle of copying files from one floppy drive to the other one and it happened while I was using it. I tried shutting off the computer and trying it on again, but it won't work. HELP!!! Is there a way to put the external floppy inside the ST and make it work?

Also, here is another one. Does ANYONE in the UNITED STATES have the diagrams of the 1040ST? I want copies (will pay for them) of the inner workings, including chips and keyboard and other stuff on the inside. Any help would be appreciated.

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2138. PAK 30/3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: Jaroslaw Banachowicz <mms02bj@loqi.elka.pg.gda.pl>
Message-ID: <3ps4oe$d7u@sunrise.pg.gda.pl>
Source record: 26207

Hi.
I would like to know more about PAK family of accelerators.
How to contact System Solutions (via snail- or e-mail)?
How much is it in Germany?
Is there something similar/better to it?
Is Calamus SL working with it? And if yes, is it really faster?

Just send me any tips You can.
Thanks.

--
Jaroslaw "Banan" Banachowicz	tel. (+ 48 58) 25 39 48
mms02bj@loqi.elka.pg.gda.pl	(+ 48 58) 22 23 55
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.

2139. Re: STe blitter in games...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3psc8i$94i@m1.cs.man.ac.uk>
Source record: 26208

In article <3pnb7a$46j@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
> S94 (lais@cs.man.ac.uk) wrote:
> > > The Mega STe didn't have analog Joystick ports, as with the TT (?). I guess
>
> > What? That's gibbering nonsense. What are you saying ? The TT was first shown in
> > October 1989, at around the same time as the standard STe *with* the ports. I think they didn't see the TT as needing them (silly really) what with being in a different, higher-end market, i.e. not games.
>
> The MegaSTE was, in essence, planned as a "poor mans TT".

....or a rich man's STe :)

S.Lai

2140. V:ATARI MEGA 4 +LASER

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: cb-byte@magnet.at
Message-ID: <3228950429.870064@magnet.at>
Source record: 26209

Hi Ihr Atari Freaks !
Verkaufe:
MEGA ST4,MEGAFILE 30,Monitor SM124,LASERDRUCKER SLM804
mit neuer Entwicklereinheit-praktisch wie neu!!!!!!
Neupreis des Systems: 65.000.-

Software:BSS-PLUS Betriebssoftware
Neupreis:16.000.-

+200 !!!!! Disketten mit vielen Spielen und Anwendungs-
programmen !!!!!!!!!

Und jetzt kommt der HAMMER:

---
*GESAMTPREIS: 9 . 9 9 9 . - Oesterreichische Ischlinge *

Um unnoetige Pruegeleien vor meiner Haustuere zu vermeiden ;-)
bitte ich um telefonische "Bestellung" ;-) unter:
Wien 8776691 oder e-mail an service@sci-power.co.at

Beste Gruesse
Manfred Schindler

2141. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: aai.wien@magnet.at
Message-ID: <3293904862.1179707@magnet.at>
Source record: 26210

I bought a GEMulator 3.02 and I am quite satisfied with it. The speed is comparable to an ATARI STE (I use a Pentium 60) and the compatibility is quite satisfying: I constantly use Adimens, That's Write, Phoenix, Tempus etc.

2142. Re: MagiC and NeoDesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <sf.37.003704D4@itl.co.uk>
Source record: 26211

In article <djs.800897569@gen-off-1> djs@jet.uk (David Stevenson) writes:
>From: djs@jet.uk (David Stevenson)
>Subject: Re: MagiC and NeoDesk
>Date: 19 May 1995 16:33:28 +0100

>alfasoldt@aol.com (Al Fasoldt) writes:

>>Anyway, put Jar and Neoload in the auto folder, and rename
>>neodesk.exe to nedesk.prg. make neodesk.prg the shell.
>This does not work under MagiCMac, sadly.
>--

For MagicMac, put jarxx.prg and neoload.prg in the auto folder and
make neodesk.exe the shell. This does work on MagicMac as I am
using Neodesk 4 as the desktop in preference to ease.

And on the Performa 475... DOES IT FLY !!!

2143. What the *beep* is THIS????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: ysukur@fwi.uva.nl
Message-ID: <3pso33$22o@ow2.fwi.uva.nl>
Source record: 26212

check this out:

I own an atari 1040stfm (with monitor etc) BUT the problem is that
(this happened a couple of days ago and is still happening)
when I turn it on the following happens:
it goes
on/off/on/off/on/off/on/off/on/off/on/off/on/off/on/off/on/off/and on and on.....
(very rapidly)

any idea what the problem is?? (and how I can fix it)

mail me please: ysukur@fwi.uva.nl

e

2144. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <71091-801238110@mindlink.bc.ca>
Source record: 26213

It is good to hear that the Gemulator is compatible, however as a user you have listed the benifits, can you be objective and let us know some of the not so good items also.....

Thanks,

BVM.

2145. Re: MiNT-OS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: cs93dlh@tone.dcs.exeter.ac.uk
Message-ID: <D91CHD.L6q@exeter.ac.uk>
Source record: 26214

In article <lupomesky.38.0010D226@kvt.ujep.cz> lupomesky@kvt.ujep.cz (Borek Lupomesky) writes:

> I would just log in as root, but once I log out, I can't log in again,
> since the machine won't accept any keyboard input at the login: prompt.

That is a bug in MiNT. Get version 1.12h2 or later and that problem has been fixed - log out and in as many times as you like. :)
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

2146. (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3psu0b$fbt@m1.cs.man.ac.uk>
Source record: 26215
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I am trying to write a MultiTOS friendly Gem based application (in assembler).
I have an event handler that handles dialogues placed in a window, but at the
moment it ignores keyboard events.

I have got it to detect keyboard events, but where can I get the value of the
key that is pressed? What form is it in - ASCII / scancode?

Cheers for any help.

Anthony (who has NO aes documentation for calls implemented before v3.3)

--
____

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
____

2147. Re: (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3psu3j$fbt@m1.cs.man.ac.uk>
Source record: 26216
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Oops!

That was supposed to have the subject 'keyboard events with event_multi()'

Never mind...

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

2148. Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: adhst2+@pitt.edu
Message-ID: <3psv83$b3h@usenet.srv.cis.pitt.edu>
Source record: 26217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a good terminal program that handles VT-100 or VT-102 emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm, W-Term, and a few others. The best I've come across so far is STorm, but aside from the emulation, I don't like the program that much. Are there any others out there that I could download/ftp?

Also -- what are the patches to run a 14.4k modem on an ST?

--
See ya,
Allen

- Allen Householder --- adhst2+@pitt.edu -- http://www.pitt.edu/~adhst2 -

2149. Have I destroyed my precious hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: dat91fhu@ludat.lth.se
Message-ID: <3pt4r7$ore@nic.lth.se>
Source record: 26218

Hi everyone!

I have a question for the SCSI-wizzards out there.

I have a Conner 1060 MB hard drive connected to my Falcon and
it's been working fine since I got it. One day I was going to
change the SCSI ID on it, but since I didn't have the manual for
it, I just tried to put the jumpers in different combinations.

I guess that was a bit stupid, cause now it won't start. Well,
it starts but just as the drive starts clicking, it shuts it
self down again. It identifies itself correctly as SCSI 0, but
the driver then gives a _Drive_Not_Ready_ message.

Does anyone know what I've done and how to correct it. I have
come to think that I have put it in some test mode or something,
but I haven't really got a clue.

Can YOU help me?

Thanx!

/HUGO.

--
E-mail : dat91fhu@ludat.lth.se Tel : +46 (0)46 12 80 78
Snail-mail : Fredrik Hugosson, Ulrikedalsv�gen 2:U303, S-224 58 LUND
WWW : http://www.ludat.lth.se/~dat91fhu
"There's 70 billion people on earth, where are they hiding?"
Cabaret Voltaire

2150. eGEM documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950523.140724.35@powerslv.demon.co.uk>
Source record: 26219
Cross-posted to: comp.sys.atari.st.tech,,comp.sys.atari.programmer

Just a quick request - I just downloaded eGEM 2.1 (Sep. '94 version) and it looks pretty interesting (from my reading of the docs and source) BUT . . . my German is, shall we say, rudimentary (esp. when it comes to the finer points of TOS/GEM/C coding) SO . . .

Does anybody have any English docs for the eGEM library, and, if so could they mail them to me or point me at a site where I can get 'em (either ASCII or .hyp) I got eGEM from the (excellent) UMich mirror at Imperial but there was no sign of any EGEM_ENG.LZH or such there.

TIA (for time and bandwidth :)

--
Cheers __
| /\ |\ |
\/ \/ | \|

2151. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: hlazar@netaxs.com
Message-ID: <3pt6ni$nr3@netaxs.com>
Source record: 26220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Allen D Householder (adhst2+@pitt.edu) wrote:
: I'm looking for a good terminal program that handles VT-100 or VT-102
: emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
: W-Term, and a few others. The best I've come across so far is STorm, but
: aside from the emulation, I don't like the program that much. Are there
: any others out there that I could download/ftp?

: Also -- what are the patches to run a 14.4k modem on an ST?

Stalker from Gribnif works well with 1.44 and is a VT-100
emulator. I don't know how well it will work with the 2.88 speeds, but
since my internet access still doesn't have them, it is not a problem.

Henry L Lazarus hlazar@netaxs.com

2152. Re: reading 360K disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: mjw@crosfield.co.uk
Message-ID: <1995May23.142842.1968@crosfield.co.uk>
Source record: 26221

In article <3pqlhj$nmh@lyra.csx.cam.ac.uk> ttfw100@cus.cam.ac.uk (Tony Wong) writes:
>Hi. Does anyone know if it is possible to transfer files from a PC to an
>atari STFM with a single sided disk drive? (Via single sided floppies).

Tony

Yes this should work just fine, if you plug a 5 1/4" dirve onto the ST
as a second disk drive and set it for drive b (1).

The ST unlike the PC does read the disk info and should hence set
itself up for the single sided disk. You should be able to read AND write
in this format. If you have the correct formatter you should also be able to
format 40/80 track single sided.

The only problem you might have is the step rate of the 5 1/4 drive
and you may need to use one of the acc's to set the rate. I did also have some
problems getting the ST to recognise the drive if it was not at track 0 and
still think that it only had one drive.

Another idea if you still have the PC is to use GhostLink and hook the
PC to the ST. In this case the ST can access the PC disk, the PC sorts out the
reading of the disk.

Best of Luck
Mike Wilsher

--
o o o o o o o . . _____ _____=======_T_______
o _____ |Mike Wilsher | |Email: |
.][__n_n_|DD[====___ |Crosfield Electronics | |mjw@crosfield.co.uk|
>(________|__|_[_______]_|01442-230000__ext 5062|_|Direct 01442 345062|

2153. Re: MagiC and NeoDesk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801238319@gen-off-1>
Source record: 26222

sf@itl.co.uk (Steve Found) writes:

>In article <djs.800897569@gen-off-1> djs@jet.uk (David Stevenson) writes:
>For MagicMac, put jarxx.prg and neoload.prg in the auto folder and
>make neodesk.exe the shell. This does work on MagicMac as I am
>using Neodesk 4 as the desktop in preference to ease.
As I said, that's what I tried.

I _really_ wish it worked for me, once you've used NeoDesk 4, Ease is just
a waste of disk space.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2154. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D91q9o.765@cix.compulink.co.uk>
Source record: 26223
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <3pcaeh$aie@prime.mdata.fi>, contacts@mits.mdata.fi said:

>4. I recall once having a TOS-Magazin -program for testing hard disk
> performance (with graphical output). If anyone knows the program,
> please point me the ftp-site, or if you're really cool, uue it to
> me. That program was the only one that gave a graph of the
> drive's calibration interval & lenght, and that's something I have
> to know before buing a drive.

You want Howfast, try Hensa.

Barry wilsontjb@cix.compulink.co.uk

2155. Re: eGEM documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: snuggy@herts.ac.uk
Message-ID: <42332fc237be@sirius.herts.ac.uk>
Source record: 26224
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Jon Kale (jon@powerslv.demon.co.uk) wrote:
: Just a quick request - I just downloaded eGEM 2.1 (Sep. '94 version) and it
: looks pretty interesting (from my reading of the docs and source) BUT . . .
: my German is, shall we say, rudimentary (esp. when it comes to the finer
: points of TOS/GEM/C coding) SO . . .

Try EGEM 2.2 ... its a tad better ;) but still with german documentation I'm
afraid...

: Does anybody have any English docs for the eGEM library, and, if so could
:they
: mail them to me or point me at a site where I can get 'em (either ASCII or
: .hyp) I got eGEM from the (excellent) UMich mirror at Imperial but there was
: no sign of any EGEM_ENG.LZH or such there.

Get ruftrade (from the same place..) - its one of the best german to english
traslators that will give u more of an idea how it works..

Alex Nicholls
A.I.Nicholls@herts.ac.uk

2156. Re: Help Needed to connect Portfolio <> Atari-ST

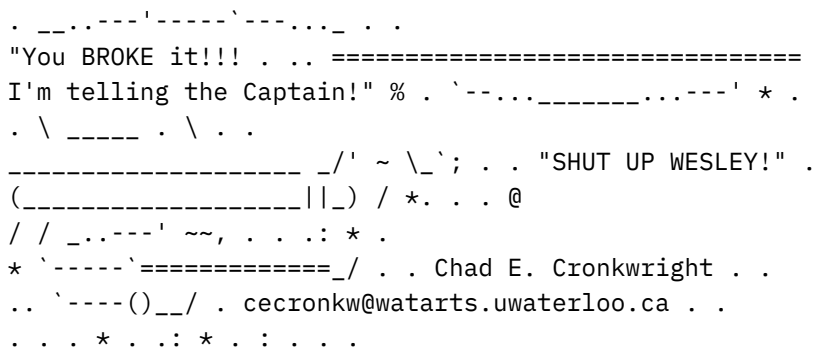
Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: jans@bindi1.iam.uni-bonn.de
Message-ID: <3pt1as$lmr@news.rhrz.uni-bonn.de>
Source record: 26225

SAK L.J. (L.J.Sak@kub.nl) wrote:
: In Article <3pcsti$cf8@mo6.rc.tudelft.nl> "R.G.Simonis@io.tudelft.nl (Rg simonis)" says:
: > Help me please to connect atari portfolio to Atari-ST
: > Do you have a scheme with the connections to connect those two
: > computers
: >
: > R.G.Simonis@IO.TUDelft.nl
:
: Do you have an interface of some kind for the PF (parallel or serial)?
I'd like to connect my portfolio to a PC but have no interface ,
since I bought a used one :(
Has anyone the specs for the connection-port on the right-hand-side of the PF
or a link where I can get it ?
I already have all the software to connect the two computers but no
connection yet...
Thanx in advance,
Soenke Jans (jans@bindi1.iam.uni-bonn.de)

P.S.: I prefer pesonal email since I do not visit this group very often...

--

Telephon (Uni): 0228 / 73 77 73 v 0228 / 73 29 43
Beringstr. 4 Raum 1/2 v Beringstr. 1 Raum 13
Telephon (privat): 0228 / 69 48 53
Neuenahrerstr. 3
53115 Bonn



2157. Re: Printer question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: ohb@cpt7.stm.tudelft.nl
Message-ID: <3ptml2$m93@mo6.rc.tudelft.nl>
Source record: 26226

James Hess (jhess@orion.oac.uci.edu) wrote:
: I need to know if the Atari SMM 804 printer uses standard ascii code and
: the same cable as an IBM-compatable printer.

Of course the SLM printer supports standard ASCII. That is why it is called
standard. The cable is quite a different story. If I'm correct, the SLM
laser-printer is connected to the harddisk-port.
I am not sure if the SLM printer has a centronics-port.

But It must be possible to connect another laser-printer to the centronics
port. After all, at the office I have an HP laserjet connected via
a standard Centronics cable...
Thus, it must also be possible to connect the HP printer to the Centronics
interface of the Atari computer.

: I tried this question before and have received no replies; perhaps if no
: one knows the answer you could tell me if there is any technical help still
: available from Atari and how to contact them?

Any Atari dealer in the world should be able to help you with this.
I am just a user. Not an expert. So before you start spending alot of money
or something... check it with a dealer. Just in case....
--

When the going gets weird, the weird turn pro!

Onno Hardebol (ohb@cpt7.stm.tudelft.nl / ohb@simplex.nl)

2158. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3pth0n$p2s@hasle.oslonett.no>
Source record: 26227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Allen D Householder (adhst2+@pitt.edu) wrote:
: I'm looking for a good terminal program that handles VT-100 or VT-102
: emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
: W-Term, and a few others. The best I've come across so far is STorm, but
: aside from the emulation, I don't like the program that much. Are there
: any others out there that I could download/ftp?

The German shareware program "Connect"; without a doubt!!!
It might seem a little complicated at setting up at first, but once you've
gotten to learn the basics you'll never want to change- has some very advanced
features and is absolutely worth the price asked. You even get a printed
manual.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

2159. Re: What the *beep* is THIS????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3pt0f7$flh@ccpnws.in2p3.fr>
Source record: 26228

Yavuz Sukur (ysukur@fwi.uva.nl) wrote:
> check this out:

> I own an atari 1040stfm (with monitor etc) BUT the problem is that
> (this happened a couple of days ago and is still happening)
> when I turn it on the following happens:
> it goes
> on/off/on/off/on/off/on/off/on/off/on/off/on/off/on/off/and on and on.....
> (very rapidly)

> any idea what the problem is?? (and how I can fix it)

> mail me please: ysukur@fwi.uva.nl

> e
This might happen when the keyboard is disconnected (on a Mega or TT) or in
in your case the keyboard is broken or a key is borken (always pressed) or the
cable that goes from the keybord to the motherboard is down. Open your St and check the
connections.
--
+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| Tel: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2160. Falcon wings for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.801206410@sakura>
Source record: 26229

Hello,

I'll sell my unused Falcon Wings (German RAM expansion board,
takes SIM modules => 16 (14)MB max. for the Falcon).

Interested?

Christian

2161. Mega STE keyboard to F030??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.801210268@sakura>
Source record: 26230

Dear everybody?

How can I connect my Mega ST keyboard to my Falcon??

Many tnx in advance,

Christian

2162. C++ for GEM-programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3psnl2$e1o@due.unit.no>
Source record: 26231

Are there any C++-compilers available for my Falcon that's suitable for
programming GEM-applications?

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2163. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-23 00:00:00 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3ptqi5jcf2@mhadg.production.compuserve.com>
Source record: 26232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> don't know if this has been asked before, but what would be involved in
> making a little black box that would allow you to plug a PC serial mouse
> into the ST mouseport?

This can already be easily done, with no hardware adapter needed.

A standard MicroSoft compatible serial mouse can be used in the regular
ST mousport, but it needs a software driver.

DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
that a similar driver is available for ftp from atari archive sites.

A standard PC *bus mouse* can be used with no software drivers needed,
but some slight modifications to the wiring of the connector are needed.

There should be text files telling how to do this on the atari archive sites,
and I know we have them in the Atari Forum on CompuServe.

BobR

2164. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3pupag$fb2@whitbeck.ncl.ac.uk>
Source record: 25991

In article <3pb66p$fb6@info-server.surrey.ac.uk>, ee11cd@surrey.ac.uk (Mr Craig P Drummond) writes:
|> 1. When I 'm playing/recording a sound file I display a model dialogue
|> box to prevent the user from accessing any other part of the system.

You should use wind_update() for this.

|> and my program doesn't receive the event. How do I prevent this - i.e.
|> how can I display a system modal dialoguebox that waits for multiple
|> events?

Use wind_update() - this prevents other applications recieving events.
wind_update(BEG_MCTRL);
.....code
wind_update(END_MCTRL);

|> 2. Also, how can I detect if either mouse button (or both) is pressed using
|> evnt_multi() - If I use the value 3 for the mouse parameter it still
|> doesn't work.

There is a hidden kludge, which I cann't remember offhand (I use it in CLAv3). One problem which hasn't been mentioned is that this kludge, although it works on all TOS versions, does NOT appear to work with MagiC. The other approach is to use graf_butv() to hook a patch into the mouse button handler (this is the way the Lattice C manuals say to do it). This will prevent WinX working properly though....

|> 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
|> short cut)? How do I know which window is the one that should be
|> topped?

Keep a list of your windows......every time one is topped, send it to the back of the que. ^W takes next window from queue.

|> 4. This isn't a programming question, as I've finished the record/playback
|> section (apart from the niggles above) - I was thinking of uploading it
|> to an FTP site so that I could get feedback from potential users (this
|> would look good in my final report). How do I go about this - I've never
|> actually uploaded anything - however I do have full internet access.
|> Secondly, which FTP sites would be the best to upload it to?

ftp ftp.uni-kl.de
cd pub/incoming/atari
bin
put <filename>
close

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2165. Re: Memory upgrade for th

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: Rob.Cooper@balmybeach.gryn.org
Message-ID: <aa2_9505250557@tor250.org>
Source record: 25992

-=> Quoting Sheppard_r@ix.wcc.govt.nz to All <=-

Sh> Go for a Soldered in SIMM upgrade, this is a do it yourself type
Sh> upgrade and is very cheap...

Please, detail how you can solder in 4Mb of SIMMs into a stock
1040STf...

___ Blue Wave/QWK v2.12
--
| Fidonet: Rob Cooper 1:250/422
| Internet: Rob.Cooper@balmybeach.gryn.org

2166. Please point me in the right direction to modem success!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: aw38@wumpus.cc.uow.edu.au
Message-ID: <3pu8cu$312@wumpus.cc.uow.edu.au>
Source record: 25993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello out there. I own 2 Sts, a 520STFM nd a 1040 STE and I recently bought a 2nd hand 2400 Fax/Modem. I have the splitter cable consisting of a 9-pin and a 25 pin connector which fits into my Rs-232 socket. However, it will not run. I do not know how to run the VT-52 Emulator <it just sits there>, and i have a copy of the ST Format BBS setup and it won't run on that either. Could there be a problem with the HAYES standard because the software is sending these wierd init strings that I can only decipher as being custom strings for that software.

If anybody could help me, I would also like some pointers on other software to use. I am looking at Vanterm. Is this adequate. And anyone within Australia could you please answer this question for me......

Who is the better server for Internet access: Ozemail or Compuserve Pacific?

Darned if anyone can answer that that I know!

Insomnia is gaining and I cannot steer it's path. I am extremely frustrated.

Please help me.

Richard Dean: aw38@wumpus.cc.uow.edu.au

2167. Re: Falcon I/f Layouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D92z3F.1pE@crash.cts.com>
Source record: 25994

Doug Byfield (Doug.Byfield@miramax.ship.net) wrote:
: RJ> Does anyone have any data on the
: RJ> Falcon's internal memory and Processor direct sockets?
: RJ> Heck, I'd be glad to purchase a developers
: RJ> kit, but Atari won't even speak to me, or even write a letter
: RJ> to me saying "get lost".

: Forget the Developer's Kit-it's overpriced for what it is.
: I was considering the DK a year ago, but several developers and
: hobby programmers told me that the DK was mostly xeroxed texts that
: weren't even indexed! I have heard since that they include the Atari
: Compendium. I think the price is around $300. For that you could
: order Lattice C 5.6 which is more or less the standard Falcon C kit
: or Devpac 3 which is for Assembly Language.

: Two excellent reference books are Modern Atari Systems Software (by
: Hisoft) and the Atari Compendium by Scott Sanders. Both can be
: ordered from your Atari dealer, or you can send for the Toad
: Computers catalog. What language do you use? Hisoft makes excellent
: commercial Assembler,Basic and C packages. If money is tight, I
: would buy the two above books and get GNU C which is freeware on
: most Atari BBS's. (Freeware)

: ___ Mountain Reader II - #Demo 001
:
: --
: |Fidonet: Doug Byfield 1:153/7091
: |Internet: Doug.Byfield@miramax.ship.net
: |
: | Standard disclaimer: The views of this user are strictly his own.

The software part of the kit is totally useless to me, as I already have numerous volumes and languages for programming (Compendium, Abacus, C, GfA, HiSoft, etc.).

My needs are strictly for the hardware side. I need pin layouts, timing, signal descriptions, etc.

Rich

2168. Re: MINTLIBS & Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3pv7gj$nn4@percy.cs.bham.ac.uk>
Source record: 25995

djs@jet.uk (David Stevenson) writes:
>"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>
>>Has anyone got the MiNTLIBS to work with Lattice C 5.52 ?
>
>As I am sure he'll be along to tell you himself, Chris Ridd has done
>a Lattice port of MiNT Libs (for Lattice v5.6, but it shouldn't make
>any difference, I think).
>
>The files are on CIX, I don't know where else he has uploaded them.

I sent them to Danny @ HENSA this morning. The versions on CIX have a
bug in; I shall try to update them this evening!

Next stop: socket library...

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2169. Re: What the *beep* is THIS????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D92z5r.1wo@crash.cts.com>
Source record: 25996

Yavuz Sukur (ysukur@fwi.uva.nl) wrote:
: check this out:

: I own an atari 1040stfm (with monitor etc) BUT the problem is that
: (this happened a couple of days ago and is still happening)
: when I turn it on the following happens:
: it goes
: on/off/on/off/on/off/on/off/on/off/on/off/on/off/on/off/on/off/and on and on.....
: (very rapidly)

: any idea what the problem is?? (and how I can fix it)

: mail me please: ysukur@fwi.uva.nl

: e

It's your power supply, and the 1040 and Megafile's power supplies are
notorious for behaving in this manner. Get a new power supply.

Rich

2170. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: oelwein@dxhrb4.desy.de
Message-ID: <3pvbgs$es0@dscomsa.desy.de>
Source record: 25997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

>Connect is shareware, and disables itself after 30days.

Just for information: This is a bit outdated. Connect is fully usable for 30 hours of runtime, not 30 days, and it does not disable itself completely, but the following functions:

save options
save setup
learn script
automatic fee display

Cheers,
Philipp

==========
Philipp Oelwein oelwein@hermes.desy.de
DESY/HERMES Phone (0 40) 8998-4480
Notkestrasse 85 Fax (0 40) 8998-3438
22607 Hamburg http://dxhra1.desy.de:80/~oelwein/welcome.html

2171. Re: [Falcon] Remove the Atari logo.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: dupuyda@ibm.net
Message-ID: <3pvg3r$qde@news-s01.ny.us.ibm.net>
Source record: 25998

In <3pda08$e64@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Alan Parker (se2ap@dmu.ac.uk) wrote:
>: I want to remove the Atari logo on the bootup of my falcon, does anyone
>: know if part of the NV Ram can be changed to stop this as I have already
>: stopped the memroy test/hd wait on bootup.
>
>I have no internal IDE but only a 730meg SCSI, and it takes an age to
>recognise that there is no IDE inside. There is the fastboot util but
>its a pain to use as you need the floppy in your drive all the time.
>So how else can I speed it up?

Such things will be included in future version of Backward III.
Just a few explanations: Backward III is a RESET proof TSR, so
after the first cold boot, it is kept in memory; i.e. you'll have the logo
and the slow boot once, and then all subsequent warm reboot will
be logo less and/or IDE test less.

Last thing, BACKWARD III is released since a week and will be
soon uploaded on various ftp sites.

Cyrille Dupuydauby

2172. Re: reading 360K disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: ttfw100@cus.cam.ac.uk
Message-ID: <3pvooo$3iu@lyra.csx.cam.ac.uk>
Source record: 25999

```
In article <1995May23.142842.1968@crosfield.co.uk>, mjw@crosfield.co.uk (Mike Wilsher)
writes:
|> In article <3pqlhj$nmh@lyra.csx.cam.ac.uk> ttfw100@cus.cam.ac.uk (Tony Wong) writes:
|> >Hi. Does anyone know if it is possible to transfer files from a PC to an
|> >atari STFM with a single sided disk drive? (Via single sided floppies).
|>
|> Tony
|>
|> Yes this should work just fine, if you plug a 5 1/4" dirve onto the ST
|> as a second disk drive and set it for drive b (1).
|>
Sorry, I mean a 360K 3.5 inch disk, as found on a STFM.
--
------------------------------------------------------------------
Tony Wong E-Mail : TTFW100@CUS.CAM.AC.UK ///
Churchill College ///
Cambridge \\\///
CB3 ODS \XX/
```

2173. OOP -> GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1995May24.170848.38475@ac.dal.ca>
Source record: 26000

I have an external ST296N (80 Meg Seagate) attached to my MSTE. It was formatted with the Atari HD utils, using the XGM scheme, then a couple of partitions were converted to OOP type. Since I've pretty well given up using Spectre, I'm considering the possibility of recovering the space in the OOP partitions. Is it possible to use Diamond Edge (or some other software) to convert the partition type or would I need to reformat the drive, or what?

Thanks for any advice,
John

2174. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3q0cai$77v@fitzherbert.pavilion.co.uk>
Source record: 26001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hlazar@netaxs.com (Henry Lazarus) wrote:

VT-100 or VT-102
>: emulation well.
Try TTerm214.lzh from Hensa. It does VT100 and is quite a nice prog.

Keith
100:1011/12.0
2:254/108.12

2175. Re: Atari TT, High resolution and Multisync Monit

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D93wx0.Eo3@cix.compulink.co.uk>
Source record: 26002

In message <3phfg7$2eo@inet-nntp-gw-1.us.oracle.com>, jarendi@se.oracle.com
said:

> is off course which monitors besides the Atari TTM194 are suitable
> for the MONO/highres usage on the TT. Furthermore i wonder how slow

I have a 18" ProScreenTT which I believe is a badged Philips monitor.

I also have a 15" Princetron LM301(?) which isn't a patch on the ProScreen
but does do the job. The Princetron was being sold of in the UK last year
by a surplus dealer at between 15ukp and 25ukp(!) because as far as they
were concerned it didn't fit anything. It needed a new lead and a few
internel presets tweaked - but that was all.

:-)

Roland.

@CiX

2176. Where can I buy Sub-Station and other Software within Australia?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: aw38@wumpus.cc.uow.edu.au
Message-ID: <3pu8ij$3g6@wumpus.cc.uow.edu.au>
Source record: 26003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello out there. I have just a few question. The title of this article, and also I would like to purchase Straight Fax2 for my modem. Is there anywhere i can purchase these? Please help me. I would be extremely grateful for any repsonses. Thank You.

Richard Dean: aw38@wumpus.cc.uow.edu.au

2177. Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1995May24.225726.4957@mtroyal.ab.ca>
Source record: 26004

I have a 1040 ST with 4Mb of RAM and a HD with sufficient free space.
I have been running the standard GEM desktop for a long time and am
now tired of single-tasking, i.e. finding something else to do while
I download, etc.

I have heard of a number of possible multitasking solutions: MultiTOS,
Geneva, etc. I would like more details about these before I do
anything. Some of the things I am interested in are:

- how stable is it?
- does it still support GEM/TOS or will it allow booting to
either GEM or it?
There are a number of programs I would like to continue
using.

Lastly for anything that is not PD/Shareware could you tell me the
manufacture/distributor if you know. There are no Atari suppliers
in Calgary.

Thanks
Paul Pospisil
ppospis@MtRoyal.ab.ca
Mount Royal COllege
Calgary, Alberta
Canada

2178. TT speed up project...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEYWFBUQ@ttgk.nextjk.stuyts.nl>
Source record: 26005

Hi,

I wonder if anyone has tried this before:

In the effort of making a 'fast' computer faster:

Yesterday I tried to make my TT run at 40 MHz so I connected the clock input pin of the 68030 to the output of a 40 MHz oscillator. After powering up I found out that the whole system came up OK but only up to the point where the desktop should kick in. Auto folder programs run fine, booting is no problem. After some fiddling around I found out that if I connected the 40 Mhz oscillator in place of the original 32 MHz one, the desktop came up fine, only all other frequencies are too far off, (e.g.the serial port of the keyboard) so I couldn't test anything else. The video frequencies also went up a bit (I got a nice steady 640x480 at 75 Hz !!)

I know there is a TT speed up called CaTTamaran, but what does it consist of ? (this CaTTamaran makes the 68030 run at 48 MHz)
Anyone knows which parts should be running 'in sync' with the processor clock?

BTW, what does a real 68030 @ 50 MHz cost nowadays (the 68030/33 get's 'quite' hot when running at 40 MHz)

Another thing I tried was the old 'overscan' trick of the ST, that is, disconnecting the 'DE' (display enable) line of the video chip, this resulted in a full screen pixel filled picture so I guess with some work it should be possible to get more than 640x480 on a standard TT.

And before someone calls me nuts for butchering around in my TT, I did it with an 'old' TT board coming from Atari Computers in Holland. They offer 5 TT boards for 200 dutch guilders for anyone interested... Most of these boards have all the chips on them, including FPU's, Eproms etc. But none of the add-on boards like ST-RAM extension, TT-RAM etc. These boards are 'written-off' repair boards.
I already got one board up and running (I added an old ST keyboard and a PC power supply, a PC HD 1.4 Mb floppy and after some minor repairs on the board it runs just fine now)

Gert

--

-- --
Atari TT-Point
-- --

2179. Re: Help Needed to connect Portfolio <> Atari-ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D93wx1.Eot@cix.compulink.co.uk>
Source record: 26006

> P.S.: I prefer pesonal email since I do not visit this group very
> often...

Good job too with a sig this long ;-) ---
|
Roland |
@CiX V

>
> Telephon (Uni): 0228 / 73 77 73 v 0228 / 73 29 43
> Beringstr. 4 Raum 1/2 v Beringstr. 1 Raum 13
> Telephon (privat): 0228 / 69 48 53
> Neuenahrerstr. 3
> 53115 Bonn
>
> : .o . . * _____ . :
> . .
> . __..---'-----`---..._ . .
> "You BROKE it!!! . .. ================================
>
> I'm telling the Captain!" % . `--..._______...---'
> * .
> . \ _____ . \ .
> .
> _____________________ _/' ~ _`; . . "SHUT UP WESLEY!"
> . (____________________||_) / *. .
> . @
> / / _..---' ~~, . . .: *
> .
> * `-----`=============_/ . . Chad E. Cronkwright .
> .
> .. `----()__/ . cecronkw@watarts.uwaterloo.ca .
> .
> . . . * . .: * . : .
> . .
>
>
>

2180. New IOMEGA ZIP Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: henryc936@aol.com
Message-ID: <3q0upd$qhj@newsbf02.news.aol.com>
Source record: 26007

Dose any one know it the new ZIP removable cart. drive from IOMEGA can be used on an STE. I understand it comes in two versions. One is for the Mac and the other workes on a Dos platform. Any input would be helpful.

Regards,
Henry Criss
henryC936@aol.com

2181. Re: (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D92sxK.18zr@muster.hrz.uni-giessen.de>
Source record: 26008
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi *

In <3psu3j$fbt@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: Oops!
: That was supposed to have the subject 'keyboard events with event_multi()'
the return-value of evnt_keybd or evnt_multi ist a mixture of ascii and
scancode.
The lower eight bit are the ascii code, the higher eight bits are the
scancode.
BE AWARE: scancode may differ from country to country
(f.i. Germany (Y <-> Z) and France (completely different))
If you use the scancode (for menu selection by key), translate it using
keytbl().

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

2182. monitor adapter for 1040stf ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: markw@southwind.net
Message-ID: <3puqok$l5@onyx.southwind.net>
Source record: 26233

Is there such a thing? I would like to convert the Atari's round connector to a regular pc monitor connection so I can use my NEC Multisync II with my 1040stf.

I'm new to Atari, so please be kind!

2183. Re: DSP programmers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3puvkf$95m@macondo.dmu.ac.uk>
Source record: 26234
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

spatzene@informatik.tu-muenchen.de (Roland Spatzenegger) wrote:
>Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works)
>Sometimes it produces wrong lod files ...

I've not used tcc <move> <parallel move> but I've used tfr <move> <parallel move>

Don't forget that you must put your parallel moves in the correct order for the assmebler, i.e X: Y: and you canonly use the correct address registers for the move.

I always use binary files, and they seem to work fine so I can't really comment on the LOD problem although when I have used them they seem to be fine.

Alan.
--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

2184. The Key To Organizing Your Health Records

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: 2167246.42663942
Message-ID: <3pujp4$k3l@baygull.rtd.com>
Source record: 26235
Cross-posted to: control,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

THE KEY TO ORGANIZING YOUR HEALTH RECORDS

"If you care about yourself and your children, you will do everything you can to know your family's medical history. It can save your life, and the lives of those who are dear to you." -- Dr. Aubry Milunsky, Director, Boston University's Center for Human Genetics (Life Magazine, March, 1995).

Your Lifetime Health Planner offers the simplest, most effective way to take charge of your health. Enter important facts about your health history, keep a record of the names of medications and their effects, document each doctor visit and diagnosis. You will have the information you need, and in the event of an emergency, so will your family.

Your Lifetime Health Planner, 198 pages in a compact, loose-leaf binder, contains a variety of sections which include "Doctor Visits," "Medications," "Family Health History," and "Doctors and Specialists." The Planner is a must for the busy executive who needs to stay organized, for seniors who are receiving care and for newborns who need a record of their health care.

Parents Magazine recommended the Planner to its readers (April, 1994) and MCI called it "a useful resource in managing your personal health records." Margie Smotherman, Coordinator, Employee Health and Wellness, Blue Shield/Blue Cross of Iowa, said: "The employees felt that these (Planners) were great tools to not only record their pertinent numbers, but to plan for doctor's visits."

To get your copy, send a check or money order for $19.95 (plus shipping and handling) to :

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1955 W Grant Rd., # 230
Tucson AZ 85745
USA

Shipping and handling charges: $4.95 US; $8 Canada/Mexico; $14 Europe; $18 Asia/Pacific Rim.

Include your name, address and telephone number.*

Visa/MasterCard orders, call 520-798-1530.

*Large corporate discounts available for orders of 1,000 copies or more.

Your Lifetime Health Planner
1955 West Grant Road, #230

Tucson, AZ 85747

Enclosed is $_____ for _____ copies of Your Lifetime Health Planner.

Please ship to:

YOUR NAME _____

YOUR ADDRESS _____
Street

_____
City State Zip or Postal Code Country

YOUR TELEPHONE NUMBER _____

2185. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950524000639.1904C-100000@mars>
Source record: 26236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 23 May 1995, Allen D Householder wrote:

> I'm looking for a good terminal program that handles VT-100 or VT-102

The standard answer is Uniterm (free) or Connect (looks professional)

> Also -- what are the patches to run a 14.4k modem on an ST?

You don't need any, your modem will be able to use 19.2k between modem
and computer.

// Jens M Andreasen

2186. Re: Hooking up an ST 1040 to the Macintosh SCSI chain...tried?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D922rK.24x@cix.compulink.co.uk>
Source record: 26237

In message <3pemo0$467@newsbf02.news.aol.com>, verysmooth@aol.com said:

Some time ago rgivan@cix seems to remember saying ;-)
> < I have one shared drive - and I have it physically disconected from
> the computer not using it - when the other one is. >
>
> Are you using a SCSI A/B switcher box, or do you yank the cables out
> by hand?

I yank the cables out by hand.

What I have is a drive cabinet with an ICD AdSCSI+ inside and a hard drive.

Back in the dim and distance past - they were actually connected together
with a short length of ribbon cable. ;-)

Now the drive is part of a larger SCSI chain - as has a 50 Way centronics
female at both ends of its cable. The AdSCSI plus has a cable terminating
in a 50 Way centronics male plug.

If I want to use the drive with the STM, I connect the centronics male to
the 'in' centronics female. If I want to use it with the TT then I connect
the TT's 25 way 'D' to 50 Way centronics cable to the 'in' centronics
female.

In either case the 'out' centronics female gets connected to the rest of
the SCSI chain - which ranges from a passive terminator - to a couple of
drives and a CD-ROM, depending on what I am doing.

Seems to work quite well, though initially I was getting <sense> errors
via the AdSCSI+. Shortening the cable between the AdSCSI+ and the 50 Way
centronics male cured this (though I'm pretty sure it was a crosstalk as
opposed to cable length problem).

> The overall concept is slowly crystalizing out...one SCSI chain, two
> computers, only one running at the same time, and a SCSI switcher
> box.

Should be okay - though a SCSI switcher box is not actually necessary if
you don't mind switching conections like I do.

:-)

Roland.

@CiX

2187. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3pu9v6$ok@golem.wcc.govt.nz>
Source record: 26238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] : I'm looking for a good terminal program that handles VT-100 or VT-102
] : emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
] : W-Term, and a few others. The best I've come across so far is STorm, but
] : aside from the emulation, I don't like the program that much. Are there
] : any others out there that I could download/ftp?
]
] The German shareware program "Connect"; without a doubt!!!
```

As long as you have NVDI and preferably a mono' monitor as well. (Although, I've found a GDOS font that works perfectly well in medium resolution!). But using anything about 2400 baud with a GEM-window based comms program, without NVDI or some other screen accelerator is quite unpleasant! :)

STorm seems to crash quite a lot, so I gave up on that. STalker from what I've seen is brilliant, but on this setup at least (for reasons neither I nor Dan Wilga can think of) crashes a lot (I think my machine has a defective blitter or DMA chip or something). As long as you don't need heaps of features, Uniterm is well worth a look, it's stable, quick, and has arguably the best VT100 emulation of any program on the ST.

FZDSterm has heaps of features and is IMHO simple to use, but forget about trying to use it for VT-100/VT-102, it can't cope.

Connect, Uniterm or STalker would be your best bets. Connect is shareware, and disables itself after 30days. Uniterm is (IIRC) PD, and fully operational and STalker is commercial although there's demos of it on most major Atari FTP sites!

Best places to look

atari.archive.umich.edu in atari/Telecomm/
(ftp://atari.archive.umich.edu/atari/Telecomm using WWW/Lynx)

If it's not there, you'll be ahrd put to find it elsewhere :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2188. Re: What the *beep* is THIS????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950524002022.67797D-100000-100000-100000-100000-100000@srv1.freenet.calgary.ab.ca>
Source record: 26239

> Yavuz Sukur (ysukur@fwi.uva.nl) wrote:
> > check this out:
> > on/off/on/off/on/off/on/off/on/off/on/off/on/
> >off/on/off/on/off/and on and on.....
> > (very rapidly)
>
> This might happen when the keyboard is disconnected (on a Mega or TT) or in
> in your case the keyboard is broken or a key is borken (always pressed) or the
> cable that goes from the keybord to the motherboard is down. Open your St and check the connections.

Or the vertical hold on the monitor could simply be shot to hell.

(Sorry for the extra lines: we have PINE 3.90 at this site and I have to
say more than I quote).

2189. Re: Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-24 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3pugar$n7@ionews.io.org>
Source record: 26240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: Since I am technically deficient in this area, I was wondering if
: anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB
: partions can be used? Is this even possible? Or should I just get TOS
: 1.4/2.06 for ALL my machines?

ICD Utilities allows BGM partitions of up to 512 megabytes each.

: Dom

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

2190. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3q24vg$8lt$1@perth.DIALix.oz.au>
Source record: 26009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steve wells (wells_s@ix.wcc.govt.nz) wrote:
Dont think Steve started this thread but.....
:] : I'm looking for a good terminal program that handles VT-100 or VT-102
:] : emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
:] : W-Term, and a few others. The best I've come across so far is STorm, but
:] : aside from the emulation, I don't like the program that much. Are there
:] : any others out there that I could download/ftp?
:]

Try STarCall, vt 52,100,200,220 & ANSI... built in editor & buffer.. can use
'full' screen (as per flash 1.6) or terminal window.. It's fully
functional shareware with 10 second shareware fee reminder dialog....
ver 2.0E is now available which is in ENGLISH.. a few problems on TT's but
is great on ST's..

Ver 1.8G is available on some FPT (I think ftp.cnam.fr or ftp.uni-kl.de)sites
& ver 2.0E from a BBS in Germany Phone GERMANY 02363 2610

Try it you'll love it

Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2191. portfolio modem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <D959xK.G6H@inter.NL.net>
Source record: 26010

I want a terminal program for the atari portfolio to communicate with my
modem.
Is there such a program to do that (via the portfolio interface).

please email to: geheniau@solair1.inter.NL.net

2192. Megafile 30 settings

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: seldin@alcor.concordia.ca
Message-ID: <seldin-2505951839540001@fp-math-39-237.concordia.ca>
Source record: 26011

Does anybody know how to change the device number setting on a Megafile 30? If not, does anybody know where I can find out?

I have one whose last use was for Macintosh partitions under Spectre GCR on a TT, where it was ASCI device 0. I now want to use it for extra hard disk space on a Mega4 which already has a combined unit consisting of a 40 Meg fixed hard disk (device 0) and an 88 Meg Syquest drive (device 1), so I want to reset the Megafile to device 2. I am using ICD Pro hard disk utilities, if that information is relevant.

(I think this was asked before, and I apologize for wasting the bandwidth, but I have not been able to read the news consistently this spring and I may have missed the information I am seeking.)

If people send me e-mail, I will summarize to the net.

--
Jonathan P. Seldin tel: 514-848-3254
Department of Mathematics seldin@alcor.concordia.ca
Concordia University, Montreal seldin@poincare.concordia.ca

2193. MintNet running; Now what?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3q3535$e9k@ccshst05.cs.uoguelph.ca>
Source record: 26012

I appear to have installed MintNet relatively correctly. Which doesn't do me a great deal of good, since I don't know what to do now. What package(s) do I need to actually dial in to my university and get a dynamic addressing PPP connection up and running? I've got modm0dev, and I can get my modem to dial, but I'm not sure I can get anything back from the modem.

Thanks in advance...

THeo

2194. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABE9963F96681E838B@seriala05.innotts.co.uk>
Source record: 26013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3pu9v6$ok@golem.wcc.govt.nz>,
wells_s@ix.wcc.govt.nz (steve wells) wrote:

>] : I'm looking for a good terminal program that handles VT-100 or VT-102
>] : emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
>] : W-Term, and a few others. The best I've come across so far is STorm, but
>] : aside from the emulation, I don't like the program that much. Are there
>] : any others out there that I could download/ftp?
>]
>] The German shareware program "Connect"; without a doubt!!!
> < some deletion >
>
>FZDSterm has heaps of features and is IMHO simple to use, but forget about
>trying to use it for VT-100/VT-102, it can't cope.
>
Also no longer supported as I recall.

>Connect, Uniterm or STalker would be your best bets. Connect is shareware,
>and disables itself after 30days. Uniterm is (IIRC) PD, and fully operational
>and STalker is commercial although there's demos of it on most major
>Atari FTP sites!
>
>Best places to look
>
>atari.archive.umich.edu in atari/Telecomm/
>(ftp://atari.archive.umich.edu/atari/Telecomm using WWW/Lynx)
>
>If it's not there, you'll be ahrd put to find it elsewhere :)
>
You could also try the excellent shareware Teddyterm, AFAIK it runs VT and
ANSI modes. Colour or mono; Colour display is same as the mono except for a
few coloured dialogs and things, tho it will display colour input. Simple
and effective.
It used to be on ftp.demon.co.uk in pub/atari/comms, I think.

Sorry, my new server has "more included than new" syndrome - it's a bloody
nuisance.

2195. Re: eGEM documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: balkcom@jhunix.hcf.jhu.edu
Message-ID: <3q0nj0$bqn@jhunix1.hcf.jhu.edu>
Source record: 26014
Cross-posted to: comp.sys.atari.st.tech,,comp.sys.atari.programmer

Mein Deutsch ist nicht so gut auch... I have numerous German translator programs, and an A for my first year of college German, but I have the same problem unfortunately. It doesn't do much good to have an 'OK' translation for something like easy-gem, especially since my knowledge of C programming is significantly more limited than my knowledge of German. Verstehen Sie mich? So I would like to add my plea for an English translation of the easy gem documentation.

Vielen Dank,
Devin

2196. MEGA STE FOR SALE!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3q0q1q$loh@borg.svpal.org>
Source record: 26015

I have the following Atari Computer for Sale:

Hardware:

Atari Mega STE 4
4 MB RAM
50 MB internal hard drive
Magnavox ICM135 14" Stereo Color Monitor
External DS(720K) Floppy Drive
Supra 2400 Baud external Modem
Beetle Mouse
Atari standard Mouse
Wico Joystick
3 2600 Joysticks

Software:

Pagestream
WordWriter
Word Flair II with FSM GDOS
Diamond Back II
various other utilities (Warp 9, look it, etc...)
plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)

****
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

Shipping can be arranged. I would prefer US sales, payment
must be in US funds.

I am asking $600 or best offer for the whole package. Please
send me EMAIL at dogman@svpal.org if interested of if you have
an offer.

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

2197. Re: OOP -> GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3q0nd0$av9@ccshst05.cs.uoguelph.ca>
Source record: 26016

John Cordes (cordes@ac.dal.ca) wrote:
: I have an external ST296N (80 Meg Seagate) attached to my MSTE. It was
: formatted with the Atari HD utils, using the XGM scheme, then a couple
: of partitions were converted to OOP type. Since I've pretty well given
: up using Spectre, I'm considering the possibility of recovering the
: space in the OOP partitions. Is it possible to use Diamond Edge (or
: some other software) to convert the partition type or would I need to
: reformat the drive, or what?

I did something like this as well, except using the ICD utils. Basically, I just changed the partition type identifier from OOP (or maybe it was ACK) back to GEM (small partition), and rewrote the partition info. Probably foolish to do without backing up, but it seemed to work. Of course, I could really tell, since I immediately switched it over to a Minix partition.

THeo

2198. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3q1bmj$j75@prime.mdata.fi>
Source record: 26017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3psv83$b3h@usenet.srv.cis.pitt.edu>,
Allen D Householder <adhst2+@pitt.edu> wrote:
>I'm looking for a good terminal program that handles VT-100 or VT-102
>emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
>W-Term, and a few others. The best I've come across so far is STorm, but
>aside from the emulation, I don't like the program that much. Are there
>any others out there that I could download/ftp?

You definitely must check Connect 2.46! It it the best comms software
for Atari (IMHO and also many others' HO).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2199. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.174.00100562@ti.com>
Source record: 26018
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am also looking for a ANSI BBS comms terminal program.
I tried ANSITERM 1.9, which is quite good, and TAZ-1, which bombs after
sometime of usage. Is there any others great ANSI terminal program out there?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2200. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <801455620.1@mettav.exnet>
Source record: 26019

It was none other than Kim Andersen who did write on 19 May 95 that ....
>> me. That program was the only one that gave a graph of the
>> drive's calibration interval & lenght, and that's something I have
>> to know before buing a drive.
KA> I think i recall what program you're talking about. And if thats the
KA> one it doesn't work with Tos 1.6 and above. (Don't know if it'll work
KA> with Tos 1.4). And it gave wrong results as well.

Kim I think he is thinking of HOW_FAST which works on all Atari's .. including Falcon ,don't know of its accuracy of course but it seems to give beleivable results and at least benchmarks drive to drive if not absolute accuracy although IMO it does ... aint seen nothing better anyway.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2201. Internet connectivity question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-25 00:00:00 UTC
From: torulf@connectum.skurup.se
Message-ID: <3q2ttg$8i0@nic.tip.net>
Source record: 26020

Hi,
I have a friend (would You beleive that ?) who has an Atari Mega STE.
He has a birthday coming up monday May 29, and I thought I'd try to
get a package together that would connect his Atari with a SLIP
provider. My question is:

What software should I collect and where ?
I would like to get my hands on ftp, mail, news and www soft.

This may sound trivial to all You Atari experts but I don't know
the first thing about Atari machines.

Most grateful for any advice !

P.S.
Direct mailing answers would be appreciated !

2202. Re: MINTLIBS & Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3q4256$rk7@whitbeck.ncl.ac.uk>
Source record: 26021

In article <3pv7gj$nn4@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> djs@jet.uk (David Stevenson) writes:
|> >"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
|> >
|> >>Has anyone got the MiNTLIBS to work with Lattice C 5.52 ?
|> >
|> I sent them to Danny @ HENSA this morning. The versions on CIX have a
|> bug in; I shall try to update them this evening!

Nice one Chris....I've had a go myself, but I ended up having to pull some
of the object modules from HiSoft's Libs to get things to work (_CXOVF,__XCEXIT)
- this worked ok for simple programs (fork(); execl(...)) but...

|> Next stop: socket library...

I also rebuilt the socket library, but that doesn't work at all (all
programs crash with bus error, and loads of linker errors from the
bits that actually worked without socket.lib ? I think I'll wait
for Chris to re-do the socket libs for lattice....

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2203. Re: MintNet running; Now what?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: fvlarsen@datter.pvv.unit.no
Message-ID: <3q4bdr$e20@due.unit.no>
Source record: 26022

In article <3q3535$e9k@ccshst05.cs.uoguelph.ca>,
Theodore L Hopman <thopman@uoguelph.ca> wrote:
>[...] What
>package(s) do I need to actually dial in to my university and get a
>dynamic addressing PPP connection up and running? [...]

You have to get the ppp-212 (or similar) package. This includes source
and binaries for pppd, which actually implements ppp, and chat, which
is an easy way to establish the connection.

I used tip, from the OLD mint 0.95 distrib, to log into the remote
computer and note what strings I had to send in response to strings
from the host. Then I made a chat-script containing these. This
chat-script is then used by chat, executed by pppd, to start the
connection.

Once you have made the ppp-connection, you will of course need: ftp,
telnet, rlogin, fingerd, lynx, Xwindows+chimera, smail, nntpd, trn,
etc. depending on your preferances. You can not actually DO anything
with pppd ;-)

Good luck,
--
%%Vidar Larsen, PVV IDT/NTH/UNIT, <http://www.pvv.unit.no/~fvlarsen/>
/a{def}def/t{translate}a/r{rotate}a/d{dup}a/M{exch}a/m{moveto}a/f{0 0
m d 0 M lineto 0 M t}a/s{d f 60 r d 3 div k 60 r d f}a/k{d 1 gt{s -120
r s pop}{3 mul d f -120 r f}ifelse}a 162 -30 50 200 t r k stroke showpage

2204. Re: MH-MiNT 1.12h3 and MiNT-Net 0.70

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: Stephan Haslbeck <haslbecs@hphalle6d.informatik.tu-muenchen.de>
Message-ID: <Pine.HPP.3.91.950526124234.11749A-100000@hphalle6d.informatik.tu-muenchen.de>
Source record: 26023

On Mon, 22 May 1995, Stephen K Mulrine wrote:

> MH-Mint 1.12h3 doesn't like me having my MinixFS and MiNT-Net drivers in
> C:\MINT (unlike 1.12h2), so I moved them to C:\ and it appears to load them
> fine. However, my MiNT-Net interfaces are not being loaded. Previously I

I had these problems, too. There was a slight change in the code that
loads the device drivers - I think it was a removed chdir, or now the case
of the path matters, but I can't remember correctly. If you don't find it
yourself, contact me, and I will look this up.

> status report for all my channels, but under 1.12h3 it only reports back for
> "lo0" (which MiNT-Net presumably provides by default). Is there somewhere I

When the interface drivers are loaded correctly, this problem should
disappear.

Ciao,
Stephan

Stephan Haslbeck
Student of Computer Science, Technical University of Munich

std mail: Agricolastr. 61, D-80686 Muenchen
email: haslbecs@informatik.tu-muenchen.de

Es gibt keine Probleme, nur Loesungen.

2205. Re: Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995May26.094013.6313@rhrk.uni-kl.de>
Source record: 26024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

diehl@r-node.io.org (Eric March) writes:

>ICD Utilities allows BGM partitions of up to 512 megabytes each.

AHDI (and all other AHDI compatible drivers) support this, too. BTW, with
MagiC or TOS 4.0 the upper limit is 1 GByte.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

2206. Epson FX Emul Cart for HP DJ500

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: mpook@freenet.niagara.com
Message-ID: <D96q18.1Cx@freenet.niagara.com>
Source record: 26025

I have recently purchased a Hewlett-Packard DeskJet 500 printer.
It works fine, but not all my software supports this printer.
I understand that the HP Epson FX-80 Emul Cart (#22707F)
is still available from mail order sources, including HP Direct.

Would someone who already has one, please advise me if the cart
correctly emulates graphics modes of a FX-80. I would like to
use my DJ500 with programs like Printmaster Plus, AwardMaker,
Degas, and others that have graphics output and no driver
available for the DeskJet 500. Hewlett-Packard (Boise) was
kind enough to FAX me copies of the following documents;
"DeskJet Epson FX-80 Emulation ERS" and "Using the HP22707E
or HP22707F Hewlett-Packard EPSON FX-80 Printer Emulation
Cartridge". Both documents do not specifically state that
the cartridge will emulate Graphics Modes control codes,
but neither do they state that it is NOT supported. The local
HP Customer Information Centre and HP DIRECT Customer Support
(Mississauga) have been unable to answer my question.

Please respond via E-mail. Thank you in advance.

mpook@freenet.niagara.com

--
Michael Bernard Pook TEL 905-684-9563 FAX 905-988-1137
#22-68 Louth Street, St. Catharines, ON L2E 3X2 Canada
Post Office Box 2274, Niagara Falls, NY 14302-2274 USA
E-mail: mpook@freenet.niagara.com

2207. Floppy disk step rate change ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3q4j2h$gkq@ccpnws.in2p3.fr>
Source record: 26026
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello happy ST users,
I need a program which is able to change the step rate of my floppy drive
from 3ms to 6ms (this if for HD of course). A small program placed in the
AUTO folder would be great. Any solutions ?

+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| Tel: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2208. Faulty DMA chip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995May26.140421.16838@zippy.dct.ac.uk>
Source record: 26027

When I try running AHDI with a Translator on my MSTE I don't get any units responding, though I thought the computer would take one for its own use. Even with my HD connected I get the same results, and a different device doesn't make any difference. I had the same problems with the internal host adaptor. HDX refuses to see any physical devices attached. Does this sound like the DMA chip is faulty, or is there something else ?

ALso, I'm pretty sure that my cartridge port doesn't work. Is this related ?

thanx

the hatter

2209. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: cs93dlh@mole.dcs.exeter.ac.uk
Message-ID: <D96uzL.uF@exeter.ac.uk>
Source record: 26028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3pu9v6$ok@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (steve wells) writes:

>] The German shareware program "Connect"; without a doubt!!!

> As long as you have NVDI and preferably a mono' monitor as well. (Although,
> I've found a GDOS font that works perfectly well in medium resolution!).
> But using anything about 2400 baud with a GEM-window based comms program,
> without NVDI or some other screen accelerator is quite unpleasant! :)

Rubbish, Connect keeps up quite happily with a 28k8 connection, even
without NVDI.

> FZDSterm has heaps of features and is IMHO simple to use, but forget about
> trying to use it for VT-100/VT-102, it can't cope.

FZDSterm works quite happily with vt-102 - just select ANSI.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

2210. Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: Mike.Carter@sawasdi.apana.org.au
Message-ID: <1cf_9505262249@sawasdi.apana.org.au>
Source record: 26029

```
MR> It is not worth more than the 100 Dm i spent after WP dropped
MR> support for this product.

I tried it and thought it was crap on this platform. Others are better.
My passion is protext-any version.
Mike.

___ Mountain Reader II - #00000047

---
| Fidonet: Mike Carter 3:800/846
| Internet: Mike.Carter@sawasdi.apana.org.au
```

2211. Re: reading 360K disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: mjw@crosfield.co.uk
Message-ID: <1995May26.112933.1142@crosfield.co.uk>
Source record: 26030

In article <3pvooo$3iu@lyra.csx.cam.ac.uk> ttfw100@cus.cam.ac.uk (Tony Wong) writes:

>|> >Hi. Does anyone know if it is possible to transfer files from a PC to an
>|> >atari STFM with a single sided disk drive? (Via single sided floppies).
>|>
>|> Tony
>|>
>|> Yes this should work just fine, if you plug a 5 1/4" dirve onto the ST
>|> as a second disk drive and set it for drive b (1).
>|>
>Sorry, I mean a 360K 3.5 inch disk, as found on a STFM.

Arh, you did not say that !

O.K. you have a 360K single sided STFM and want to transfer files from a PC
via this disk format.

O.K. Comments first ....
1) You can still use ghostlink.

2) Putting a new double sided drive in the STFM is quite cheap and does get
you double the disk capacity on the ST.

If you still want to do this you can format the disk on a PC as a 360K single
sided disk, write your files on it and read it on the ST. It should work fine.

I think that the dos format command structure is :

format a: /t:80 /n:9 /1 format 80 track 9 sectors single sided
or
format a: /F:360 should format a 360 K disk

or
format with a dos formatter (or TOS1.4 or above) a 360K single sided disk on
the ST and then write the data on the PC, read it back on the ST.

I hope this helps

Regards
Mike Wilsher

--
o o o o o o o . . _____ _____=======_T_______
o _____ |Mike Wilsher | |Email: |
.][__n_n_|DD[====___ |Crosfield Electronics | |mjw@crosfield.co.uk|
>(________|__|_[_______]_|01442-230000__ext 5062|_|Direct 01442 345062|

2212. Re: TOS Version

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D975Mz.9sM@cix.compulink.co.uk>
Source record: 26031

> Does anyone know how to check for TOS version on a 520STFM?.
This and MUCH more besides can be done by using PROFILE 2 - the standard
system analyser for the Atari.
Available at HENSA (via ftp, telnet, gopher at micros.hensa.ac.uk with the
path /micros/atari/tos/p/p143/prof2_13.zip) or at Paderborn in Germany
(ftp.uni-paderborn.de in the /atari/tools/util directory).

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2213. More than 6 ACCs on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <801494518_OASIS_@steil.demon.co.uk>
Source record: 26032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there is a program which lets you have more than 6 ACCs loaded on a Falcon. I know that Multi-TOS can handle it but I want to be able to do it under TOS 4.04. I've tried DCStuffer but that just gives AES errors or bombs! Any ideas.

Steve Delaney

--

==========
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==========

2214. Re: Have I destroyed my precious hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fc60277_Jesper.Kock@kockens.ct.se>
Source record: 26033

Hello android Fredrik! The 23.05.95 you talked about "Have I destroyed my precious hard drive?",and my reply is:

> I have a Conner 1060 MB hard drive connected to my Falcon and
> it's been working fine since I got it. One day I was going to
> change the SCSI ID on it, but since I didn't have the manual for
> it, I just tried to put the jumpers in different combinations.
>
> I guess that was a bit stupid, cause now it won't start. Well,

eeehh?? What happens if you put back the jumpers in their original settings ??

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

2215. Re: The hard drive cable to a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fc601c4_Jesper.Kock@kockens.ct.se>
Source record: 26034

Hello android Andersen! The 19.05.95 you talked about "The hard drive cable to a SCSI drive",and my reply is:

> Ahdi will let you controle Scsi or IDE drives. You could get an Megafile,
> but these drives are all MFM, and therefore not available as new any
> more.

No they are not all MFM drives.Infact only one is MFM,all others are RLL and MF44 is a SCSI device.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

2216. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-26 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <801510688snz@bigbox.demon.co.uk>
Source record: 26035

In article <1995May24.225726.4957@mtroyal.ab.ca> ppospis@mtroyal.ab.ca writes:

> I have a 1040 ST with 4Mb of RAM and a HD with sufficient free space.
> I have been running the standard GEM desktop for a long time and am
> now tired of single-tasking, i.e. finding something else to do while
> I download, etc.
You realise that it would slow down the transfer I assume? But it is worth
getting into multitasking (IMHO) for many other reasons too.

> I have heard of a number of possible multitasking solutions: MultiTOS,
> Geneva, etc. I would like more details about these before I do
> anything. Some of the things I am interested in are:
>
> - how stable is it?
> - does it still support GEM/TOS or will it allow booting to
> either GEM or it?
> There are a number of programs I would like to continue
> using.
Well, I am a MultiTOS user, but I don't think I can really recommend it
unless you alreay use MiNT. What might be worth a look is the MiNA system
that is being worked on - a freeware MiNT based MultiGEM with WinX built
in. I am trying to find out details ATM myself.

Another alternative is MagiC, which is very good but not MiNT friendly, so
useless for my needs.
Sorry - I don't know the supplier but I'm sure somene else does:

^^^^^^^^^^^^^^^^^^^^ (Insert supplier here)

Good luck!

Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

2217. zip drive info (hope Roger reads this)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3q6sju$t8$1@perth.DIALix.oz.au>
Source record: 26036

While looking through a 'for sale' news group saw this add... it may interest some......

From: jfonhof.godzilla.zeta.org.au (John Fonhof)
Newsgroups: aus.ads.forsale.computers
Subject: 100Mb Iomega ZIP external SCSI $399
Date: 25 May 1995 02:59:27 GMT
Organization: godzilla.zeta.org.au

Available at the end of July

The new Iomega external SCSI 4" 29ms ZIP drives (small footprint)
External drive with 240V powerpack, SCSI cable and 100Mb disk $399
additional 100Mb disks $35

This drive is a winner in the USA

Also external parallel version plugs into the printer port with a passthrough same price but slower and for IBM only as no Amiga drivers are available as yet

Review will be in ACAR

Orders taken now. Delivery C.O.D

Details from

John Fonhof for FCS
tel 02-639-7718
Fax 02-639-5995

I think this may clear up the SCSI argument.. But it may take some time for them to get to Roger's part of N.Z. cos he's sure that zip drives are only parallel

Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2218. Re: More than 6 ACCs on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950527.113721.00@powerslv.demon.co.uk>
Source record: 26037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <801494518_OASIS_@steil.demon.co.uk> Steve Delaney wrote:

> Does anyone know if there is a program which lets you have more than 6 ACCs
> loaded on a Falcon. I know that Multi-TOS can handle it but I want to be able to
> do it under TOS 4.04. I've tried DCStuffer but that just gives AES errors or
> bombs! Any ideas.

I'd recommend Chameleon, which allows you to load and unload DAs on the fly.
It loads like a normal DA (you can load up to 6) and you can then (automagically
or manually) load well behaved DAs into it (note that they must be well
behaved - the likes of Harlekin 2 don't like it at all, presumably 'cos they
want a early run at the system vectors). Also worth getting is the Chameleon
configuration util.

They're both PD and at the Atari archive (and mirrors) and HENSA.

--
Cheers __
| /\ |\ |
\/ \/ | \|

2219. IDE harddisk on STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3q6u8r$cua@sinsen.oslonett.no>
Source record: 26038

I'm still looking for correspondance with someone who has installed an
IDE hard disk in their STE- I need to know some details.
Especially about the DIY article in C't magazine.
My email adr; hallvart@oslonett.no

Thanks.
Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

2220. Re: Memory upgrade for th

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3q77e6$eri@golem.wcc.govt.nz>
Source record: 26039

In article <aa2_9505250557@tor250.org>, Rob.Cooper@balmybeach.gryn.org (Rob Cooper) writes:
> -=> Quoting Sheppard_r@ix.wcc.govt.nz to All <=-
>
> Sh> Go for a Soldered in SIMM upgrade, this is a do it yourself type
> Sh> upgrade and is very cheap...
>
> Please, detail how you can solder in 4Mb of SIMMs into a stock
> 1040STf...

The SIMM and SIPP Ram upgrade files are on many many sites, I do have a Upgraded version of the SIMM one, a few things I added that are missing in the SIMM upgrade file only after doing some 6 upgrades, one machine that I upgraded was for a Mega ST1...

2.5 Megs is not a problem for ST's or Mega ST's...

If you can't find these files try Hensa or E-mail me....

P.S. there are problems with some MMU chips that are fitted to some machines one of the Mags listed all these MMU chip, from memory there are 4 types of MMU chips...

>
>___ Blue Wave/QWK v2.12
>--
>| Fidonet: Rob Cooper 1:250/422
>| Internet: Rob.Cooper@balmybeach.gryn.org
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2221. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D97o5w.3J8@cix.compulink.co.uk>
Source record: 26040
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <D8rrGv.3Cr@crash.cts.com>, richcsst@crash.cts.com said:

> : 3. Are Seagate Hawk drives really "second class" as some dealers
> say?
>
> All Seagate drives are to hard disks as Yugos are to cars. Pure
> crap...

Only IYO.

Okay - so I'd never go out to buy a Seagate drive (mud sticks) - their drives are a *lot* better than their reputation of old.

Roland.

@CiX

2222. Re: iomega tape drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D97o5x.3Jt@cix.compulink.co.uk>
Source record: 26041

In message <FECEDHUQUp@warpcon.ersys.edmonton.ab.ca>,
> >
> I am also interested in the Iomega tape drives, so if anyone can tell
> me if it'll work with an Atari, please let me know. (Oh, and they
> come as SCSI devices, Roger)
^^^^^^^^^^^^

Not all of them - surely?

Iomega 420Mb tape drives are on sale in the UK at just over 100ukp (about $150). These aren't SCSI AFAIK - but are what most dealers are refering to when they quote for Iomega drives.

Roland.

@CiX

2223. More than 6 ACCs on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <801534506_OASIS_@levihome.demon.co.uk>
Source record: 26042

In article <801494518_OASIS_@steil.demon.co.uk>
sdelaney@steil.demon.co.uk (Steve Delaney) said:-

>Does anyone know if there is a program which lets you have more than 6 ACCs
>loaded on a Falcon. I know that Multi-TOS can handle it but I want to be able
>to do it under TOS 4.04. I've tried DCStuffer but that just gives AES errors or
>bombs! Any ideas.
>

I don't know of any way to get more than 6 accs in a Falcon without
Multitos so sorry to raise your hopes.

However when I needed more than 6 I found the answer in Chamelion which
can be loaded a multiple of times and preset to default load certain accs of
your choice. Clicking on one with Alt & shift pressed clears Chamelion of the
current acc and on the next click will supply a fileselector for *.AC?. This
gave me the ability of loading Xcontrol via Chamelion but replace it with
whatever I want when I need it (eg. a screen saver, or module player).

Use Chamelion - you wont be disapointed, why load accs you may not use
and waste memory. Why be stuck with rebooting because you haven't loaded the acc
you actually want.

The only problem I have found with Chameleon is that it will NOT work
under multitasking systems when memory is at a premium and killing accs can be
difficult.

--
==========
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
==========

2224. Re: MintNet running; Now what?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: Cliff Cook <ccook@icis.on.ca>
Message-ID: <D97r7q.xF@icis.on.ca>
Source record: 26043

thopman@uoguelph.ca (Theodore L Hopman) wrote:
>
> I appear to have installed MintNet relatively correctly. Which doesn't do
> me a great deal of good, since I don't know what to do now. What
> package(s) do I need to actually dial in to my university and get a
> dynamic addressing PPP connection up and running? I've got modm0dev, and
> I can get my modem to dial, but I'm not sure I can get anything back from
> the modem.
>
First, get ping to test your connection. If you get no answer from the
server, you need HSModem06 (that was my first problem on the Falcon).

My second problem was with SLIP so I don't know if it applies. Once I could
ping the erver, I couldn't go one level deeper. When I checked the
ifstat for sl0, I was told that all the input packets were too short.
The problem was an incorrect netmask. I needed 255.255.255.0; but
check with your supplier.

Cliff

2225. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3q7mb9$232@aggedor.rmit.EDU.AU>
Source record: 26044
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

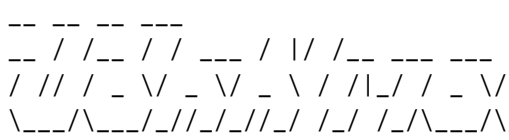
: FZDSterm has heaps of features and is IMHO simple to use, but forget about
: trying to use it for VT-100/VT-102, it can't cope.

I dont know what it is with you guys and Freeze Dried, I am at the moment
(as i always am) in VT100 on my net site. I HAVE NO PROBLEMS with my
display whatsoever! That also includes the scroll back buffer. I dont
get ANY ansi codes or other spurious codes at all. There is only one
thing that i have found Freeze Dried does not like and that is when
i do a /list in IRC!

I have Connect, Stalker, Storm, Vanterm, ANSIterm, Teddy Term (and the list
goes on....) and FZDT is IMO the best.

BUT!!!! It took me quite a while to get it working properly on VT100 etc
displays. If you are prepared to work on it a bit, then its Great regardless
of the fact that AARON HOPKINS let everybody down. 8-)

--



s9205525@otto.bf.rmit.edu.au

2226. CD-Rom on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <pM+dkA0.cgentry@delphi.com>
Source record: 26045

I have a cd-rom for my sampler and was wondering how to get it working on my Falcon to play audio cd's. I have the metados prog. but can't seem to get it configured correctly. By the way, it's a Toshiba cd if that's any help.

-thanks.Chris

2227. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3q8052$1bs@prime.mdata.fi>
Source record: 26046

In article <801455620.1@mettav.exnet>,
Graham Irvine <Graham.Irvine@mettav.exnet.com> wrote:
>It was none other than Kim Andersen who did write on 19 May 95 that ....
> >> me. That program was the only one that gave a graph of the
> >> drive's calibration interval & lenght, and that's something I have
> >> to know before buing a drive.
> KA> I think i recall what program you're talking about. And if thats the
> KA> one it doesn't work with Tos 1.6 and above. (Don't know if it'll work
> KA> with Tos 1.4). And it gave wrong results as well.
>
>Kim I think he is thinking of HOW_FAST which works on all Atari's .. including
>Falcon ,don't know of its accuracy of course but it seems to give beleivable
>results and at least benchmarks drive to drive if not absolute accuracy
>although IMO it does ... aint seen nothing better anyway.

Yep, it was how_fast - I found it from ftp.uni-kl.de.

And about the speed, here's something I wrote to cubase-users mailing list
about the IBM DPES-31080 SCSI-II drive I just bought. Don't believe the
speed testers! :

Howdy all,

I just bought an IBM DPES-31080 SCSI-II drive, and here are some
notes about it. I hope these will be useful to some people seeking
for new 1Gb drives:

It wont work with CAF, unless you have jumpers like this:

Disable Unit Attention : on
Disable TI negotiation : off

When these are set correctly, it works with CAF like a charm. I tested
it with some speed testers, and I was surprised to see it could do only
1420Kb/s, but the seek rate was 12 ms. In CAF manual it says that if you
want to play more that 6 tracks, you have to have a drive that can do
1600 Kb/s. So, I tested it with CAF:

I recorded 8 10-minute segments into 2 216Mb partitions, played them back
and the disk performed flawlessly. There is no apparent calibration during
read/write (also a graphical speed test proved this), so this disk
seems to be an A/V drive.

So, even if it should not work, it works better that any other drive I've seen being used with CAF. It can play 8 tracks of continuous audio with ease (16bit/44.1Khz). So maybe it's time to make some new test-programs for hard-disks, with some steady data-flow tests and other real-life tests.

FYI: I use ICD 6.5.5 software. CAF uses direct internal SCSI-II commands for audio.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2228. Re: ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <3q846b$dig@newsbf02.news.aol.com>
Source record: 26047

Golando,

I am interested in your 520ST system, and am prepared to pay $100 for it.
However, I live in the USA -- is shipping here a problem? Please let me
know ...

|| | |||
|| | ||| JMZorko

2229. WTB: Atari SM124, ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <3q84sh$dmf@newsbf02.news.aol.com>
Source record: 26048

I'm looking for an Atari SM124 monochrome monitor -- basically i've 2 520STs here that I would love to give to a friend (he wants a basic starter MIDI system) but I don't have another SM124. I would pay $50 for one if anyone has one to sell.

I've also 2 ST354 SSDD drives, but with no power supplies for them. With this in mind, perhaps it would be better if someone could sell me a 520STFM? I would pay $50 for this as well ...

I live in the USA, and prefer COD ... hopefully this won't be a problem! The stuff would be used by a person who _really_ wants to get into MIDI.

|| | |||
|| | ||| JMZorko

2230. Re: Faulty DMA chip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FE2SCDWK@ttgk.nextjk.stuyts.nl>
Source record: 26049

In <1995May26.140421.16838@zippy.dct.ac.uk> buxmjp@zippy.dct.ac.uk wrote :

>When I try running AHDI with a Translator on my MSTE I don't get any
>units responding, though I thought the computer would take one for its
>own use. Even with my HD connected I get the same results, and a different
>device doesn't make any difference. I had the same problems with the
>internal host adaptor. HDX refuses to see any physical devices attached.
>Does this sound like the DMA chip is faulty, or is there something else ?
>
>ALso, I'm pretty sure that my cartridge port doesn't work. Is this related ?

It could be that the cartridge port fuse has blown, that is, if you have
been experimenting with it :-) The fuse is a small transparent resistor
like thingy located in the neighbourhood of the cartridge port. You can
check if the cartridge port still has 5 volts on the power connections. If
not he fuse has blown and should be replaced, not an easy job as the thing
is soldered in place and I haven't got a clue were you can buy these
fuses... (with some fiddling you can replace it by a small 0.5 Amp fuse)
The cartridge port doesn't have any additional parts, it's connected
directly to the processor bus.
If the fuse has anything to do with your DMA problem is hard to say, but
give it a try.

Gert

--

-- --
Atari TT-Point
-- --

2231. Re: Need info on IDE interface/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FE2SCDWN@ttgk.nextjk.stuyts.nl>
Source record: 26050

In <3ple2i$c4q@sinsen.oslonett.no> Hallvard Tangeraas wrote :

>Anyone built this?
>Or hasn't a soul here heard about it? I've posted the same message several
>times but without any response.
>I need to get in touch with someone who's built one or installed an
>assembled IDE interface in the STE.

There is a board called 'MultiBoard' for the ST/STE series which can hold 2
TOS roms (for TOS 2.06) and has an IDE connector and a PC slot for
connecting a TSENG ET4000 VGA card. I haven't got an address were you can
order it though, but I will try to find out.

Gert

--

-- --
Atari TT-Point
-- --

2232. Printer question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fc78a84_Tom.Thomason@fpc.ct.se>
Source record: 26051

On 22 May 95, James Hess shot this through the ether to All ...

JH> I need to know if the Atari SMM 804 printer uses standard ascii code
JH> and the same cable as an IBM-compatable printer.

The SLM804 is not an ASCII device. It's ACSI. This means that it need a special interface (which doesn't exist) in order to communicate with an ASCII port.

Mvh,
Tom

(UUCP Dialup connection)

2233. Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-27 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <D98Ks7.D04@discus.technion.ac.il>
Source record: 26052

Where can I get the latest version of Gemulator ? And what is
the latest version ?

Pradeep
--
** WARNING **
At times the e-mail address sent by my school is incorrect.
Please make sure that the address contains "tx" after the "@"
so the address should be sanskrit@tx.technion.ac.il

2234. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3q9f6d$4dp@prime.mdata.fi>
Source record: 26053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ptqi5jcf2@mhadg.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>> don't know if this has been asked before, but what would be involved in
>> making a little black box that would allow you to plug a PC serial mouse
>> into the ST mouseport?
>
>This can already be easily done, with no hardware adapter needed.
>
>There should be text files telling how to do this on the atari archive sites,
>and I know we have them in the Atari Forum on CompuServe.

Could you post these instructions here, please? There are many of us here who
have no access to Compuserve.

>BobR

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2235. Thai font for Calamus?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: John Charles <JayCee@midmarsh.demon.co.uk>
Message-ID: <657034081wnr@midmarsh.demon.co.uk>
Source record: 26054

Out of the blue I've had someone write to me from Thailand asking if there is a Thai font for Calamus. Anyone know of such a thing and if so where it may be found?

Alternatively he has access to a PostScript Thai font but unfortunately it's on a friend's Mac LC something-or-other which doesn't seem to be able to write Atari/DOS readable floppies. Any suggestions?

--
Best Wishes - JayCee

2236. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <2fc7b7183468a61@sci.fi>
Source record: 26055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Allen D Householder (adhst2+@pitt.edu) wrote:

>I'm looking for a good terminal program that handles VT-100 or VT-102
>emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
>W-Term, and a few others. The best I've come across so far is STorm, but
>aside from the emulation, I don't like the program that much. Are there
>any others out there that I could download/ftp?
>
>
I use Connect 2.46 which handles very well those emulations !
It is Shareware. Depending of type of your modem it can be
used as an answering machine too (Zyxel).
Fax is not available (yet).
Shareware version have time limit (30h usage).

I think it's called >conn246e.zip> in verious atari ftp-sites.

--
_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (access from home)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

2237. Re: Have I destroyed my precious hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D99Jt6.4sC@cix.compulink.co.uk>
Source record: 26056

In message <3pt4r7$ore@nic.lth.se>, dat91fhu@ludat.lth.se said:

> I have a Conner 1060 MB hard drive connected to my Falcon and it's
> been working fine since I got it. One day I was going to change the
> SCSI ID on it, but since I didn't have the manual for it, I just tried
> to put the jumpers in different combinations.

You *did* note down what jumper setings you started with?

> I guess that was a bit stupid, cause now it won't start. Well, it

Obviously not.

If the jumper settings are the same as when you started it - then you have probably blown it. I had a Micropolis drive that just stopped working like this (well after a bit of handling ;-)

Otherwise phone up Connor and get the spec sheet. They should send it to you for free.

Roland.

@CiX

2238. Re: New IOMEGA ZIP Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D99Jt7.4sz@cix.compulink.co.uk>
Source record: 26057

In message <3q0upd$qhj@newsbf02.news.aol.com>, henryc936@aol.com said:
> Dose any one know it the new ZIP removable cart. drive from IOMEGA
> can be used on an STE. I understand it comes in two versions. One
> is for the Mac and the other workes on a Dos platform. Any input
> would be helpful.

There have been some encouraging reports here of it working. I believe it needs TERMPWR supplied - which the ICD interfaces don't supply.

However ICD have apparently had one up and working with a Link (2?) so this is obviously fixable. I have a ST1280N with TERMPWR enabled in the cahin so I *hope* I'm going to be okay. I intend to order a ZIP this week if nobody gives me a good reason *not* to buy one.

As the DOS/Mavc versions - I think its more of a case of SCSI and Printer port versions.

Its true to say that MAC users will use the SCSI version and the majority of PC owners will use the Printer port version. However the SCSI version should work on the PC (with SCSI card) and is also the one you want to buy for the Atari. The Printer port version is *not* going to work on the Atari. The Atari's printer port is just not up to the job AFAIK.

All IMHO and AFAIK as I haven't tried any sort of ZIP on anything yet.

:-)

Roland.

2239. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3q8mcg$lds@golem.wcc.govt.nz>
Source record: 26058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3q7mb9$232@aggedor.rmit.EDU.AU>, s9205525@otto.bf.rmit.edu.au (John Moon) writes:
>
>: FZDSterm has heaps of features and is IMHO simple to use, but forget about
>: trying to use it for VT-100/VT-102, it can't cope.
>I have Connect, Stalker, Storm, Vanterm, ANSIterm, Teddy Term (and the list
>goes on....) and FZDT is IMO the best.
>
>BUT!!!! It took me quite a while to get it working properly on VT100 etc
>displays. If you are prepared to work on it a bit, then its Great regardless
>of the fact that AARON HOPKINS let everybody down. 8-)

Well no one has ever got it to work on this DEC site, it does not Support VT100 at all, in fact I would rate it as 200% RUBISH, no ARGV support, can't use GRZRZ with it and its programed in GFA Basic..

FZDT is mostly used here by Teenagers, has all the glits that they like..

But as they say all that glitters is not Gold....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2240. Re: zip drive info (hope Roger reads this)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3q8n8q$lds@golem.wcc.govt.nz>
Source record: 26059

In article <3q6sju$t8$1@perth.DIALix.oz.au>, fezzy@perth.DIALix.oz.au (Peter Feszczur) writes:
>While looking through a 'for sale' news group saw this add... it may
>interest some......
>
>Available at the end of July
>
>The new Iomega external SCSI 4" 29ms ZIP drives (small footprint)
>External drive with 240V powerpack, SCSI cable and 100Mb disk $399
>additional 100Mb disks $35
>
>I think this may clear up the SCSI argument.. But it may take some time for
>them to get to Roger's part of N.Z. cos he's sure that zip drives are only
>parallel

Please don't post such crap and lies here Please, all these prices are
WRONG and they are selling ZIP drives here in MARCH..

I HAVE NEVER EVER STATED THAT THESE DRIVES ARE PARALLEL AT ALL...

The parallel drive is intended for the PC. Laptop market that does not
have a SCSI option...

If you need to get CORRECT IOMEGA info I do sugest you call there web site...

********* http://www.iomega.com **********

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2241. Re: Printer question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q8rfb$6dd$4@mhadf.production.compuserve.com>
Source record: 26060

: I need to know if the Atari SMM 804 printer uses standard ascii code and
: the same cable as an IBM-compatable printer.

It sounds as if you want to connect the Atari SLM804 to a different brand
of computer. Unfortunately, that is NOT possible.

The SLM can only be used with an Atari computer which has a DMA port.

The reason for this is that in an attempt to keep costs down, the SLM was
designed with NO internal control electronics. The Atari ST computer and
its memory were used for this. It worked pretty well, but unfortunately
means that the printer is useless for any other kind of computer.

BobR

2242. Re: reading 360K disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q8rpe$6dd$5@mhadf.production.compuserve.com>
Source record: 26061

Re: Transferring disks from an IBM to an ST with a single sided drive.

I know this is possible, but for the life of me I can't remember the magic words to make it work..

You have to tell DOS to format a single sided 360K floppy.. and that's the detail I can't remember... nor do any of my current DOS manuals have anything about it.

It's been a long time since I last read about how to do this, and it's possible the formatting option has been dropped from more recent versions of DOS.

You might be able to get away with formatting the single sided floppies on the ST, using a formatter which will write DOS compatible boot records, but that's something I've never tried.

Sorry.. I wish I could remember how to make this work.

BobR

2243. <<<TRADE PC>>>>

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: disciple@brutus.bright.net
Message-ID: <3qagd3$euq@brutus.bright.net>
Source record: 26062
Cross-posted to: comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.hardware,comp.sys.mac.hardware.misc

This is what I have,

You see I have two pc's and want to trade one system of mine to someone else who has an = system
of another platform!

I can't decide if I want Amiga, Mac, Or Atari??

Im a Youth Pastor and I am posting this in all three newsgroups, and waiting on the Lord to show
me which one to get :-)

I have the following:

486/25 Upgradable to PENT.
16 Bit Stereo Sound Card which is 100% Soundblaster comp.
CDROM
Speakers
14" .28 Monitor SVGA.
Mouse
Small Desk top case
425 megs of HD

2244. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <801674827snz@xciv.demon.co.uk>
Source record: 26063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3q8mcg$lds@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard.." writes:

> >BUT!!!! It took me quite a while to get it working properly on VT100 etc
> >displays. If you are prepared to work on it a bit, then its Great regardless
> >of the fact that AARON HOPKINS let everybody down. 8-)
>
> Well no one has ever got it to work on this DEC site, it does not Support
> VT100 at all, in fact I would rate it as 200% RUBISH, no ARGV support, can't u
> GRZRZ with it and its programed in GFA Basic..

Well there's something around here that 200% rubbish so you got that bit
right.

I don't see GFA Basic has any bearing on the matter, you can program
properly and poorly in any language.

> FZDT is mostly used here by Teenagers, has all the glits that they like..

Really. Did a survey did you, out on the street asking lots of teenagers if
they use FzDT?

If someone started doing that around here I'd begin to get a litte worried.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

2245. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: John Charles <JayCee@midmarsh.demon.co.uk>
Message-ID: <785024804wnr@midmarsh.demon.co.uk>
Source record: 26064

In article: <D98Ks7.D04@discus.technion.ac.il>
sanskrit@techunix.technion.ac.il (HA KR) writes:
>
> Where can I get the latest version of Gemulator ? And what is
> the latest version ?

The FaST Club have just started advertising Gemulator 4 in ST Applications.
Info taken from the advert:-

- Improved drive access, can now access all hard drives, removable drives
and CD ROMs connected to your PC.

- Windows and DOS applications can be launched directly from the GEM desktop
This allows the Atari NewDesk desktop to be used instead of Windows
File Manager and Program Manager.

- The interface has been simplified - all settings are now made using
Windows popup menus - does away with the old Gemul8r.ini file.

- Better hi-resolution support. As Gemulator 4 is a true Windoows
application it can make use of any Windows screen drivers installed.

- Using Windows drivers has improved the Gemulator support for modems,
printers, sound and MIDI.

- Requires an 8meg 486 or Pentium PC running Windows 95 or Windows 3.1 (or
3.11) with Win32s version 1.2 installed.

- As Gemulator 4 is an STE emulator it needs STE ROMs (TOS 1.06) or Mega STE
ROMs (TOS 2.06)

- Availability: June 1995

- Price estimated at 125UKP (TOS ROMs extra)

Source: FaST Club
7 Munsters Road
West Bridgford
Nottingham
NG2 7PP
UK

Tel: +44 (0)115 945 5250
Fax: +44 (0)115 945 5305

--
Best Wishes - JayCee
- no connection with FaST Club other than being a subscriber

to ST Applications.

2246. Re: Have I destroyed my precious hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: dat91fhu@ludat.lth.se
Message-ID: <3qab7e$h91@nic.lth.se>
Source record: 26065

In article <D99Jt6.4sC@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
-> In message <3pt4r7$ore@nic.lth.se>, dat91fhu@ludat.lth.se said:
->
-> > I have a Conner 1060 MB hard drive connected to my Falcon and it's
-> > been working fine since I got it. One day I was going to change the
-> > SCSI ID on it, but since I didn't have the manual for it, I just tried
-> > to put the jumpers in different combinations.
->
-> You *did* note down what jumper setings you started with?

Well, I didn't write it down, because NO jumpers were set!

-> > I guess that was a bit stupid, cause now it won't start. Well, it
->
-> Obviously not.
->
-> If the jumper settings are the same as when you started it - then you have
-> probably blown it. I had a Micropolis drive that just stopped working like
-> this (well after a bit of handling ;-)

That doesn't sound too reassuring :(

->
-> Otherwise phone up Connor and get the spec sheet. They should send it to
-> you for free.

I'll try to get a phonenumber, but I don't think they have any office in Sweden.

And I like to thank all the people who have tried to help me, I'll get back
and post the result. (Hopefully a BIG success)

--
E-mail : dat91fhu@ludat.lth.se Tel : +46 (0)46 12 80 78
Snail-mail : Fredrik Hugosson, Ulrikedalsv�gen 2:U303, S-224 58 LUND
WWW : http://www.ludat.lth.se/~dat91fhu
"There's 70 billion people on earth, where are they hiding?"
Cabaret Voltaire

2247. adjusting Atari monitor SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: baake@nasim.cube.net
Message-ID: <3qaf4l$mtt@nasim.nasim.cube.net>
Source record: 26066

Hello,

I have an Atari Monitor, where the size of the picture on the monitor
becomes smaller and smaller. Does anybody out there know where to adjust
the size of the picture on screen ?

thanks for your help

greetings Ralf

****
RAlf Baake baake@nasim.cube.net

2248. CD ROM installation....HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <71378-801690304@mindlink.bc.ca>
Source record: 26067

Can anyone give me a quick 123 on how to go about a CD ROM installation in a ST1040, I have the external case so the power supply etc. is not a problem.

Thnaks in advance,

BVM.

vanmil@mindlink.bc.ca

2249. email with an STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: crl11@columbia.edu
Message-ID: <3qamk9$hga@apakabar.cc.columbia.edu>
Source record: 26068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have a friend in England who has a 1mb STE. She wants to get on email,
but doesn't know where to start, and as I know nothing about the STE, and
very little about what's what in England I can't help her. So if anyone
from the UK could help me with the following questions I would be very
grateful...

Will any modem work with the STE?
What software is best (preferably shareware)?
Where/How does one get an internet/email account in the UK?
How much does it all cost (equipment, software and email account)?

email replies preferred but not essential,

TIA

Christien

Christien Lee carpe diem noctemque
Columbia University tangere lunam astramque
New York

2250. Re: email with an STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qb0fv$ed6@dux.dundee.ac.uk>
Source record: 26069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd recommend Connect which is availble from most FTP sites or PD libraries.

Rod

Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of University of Dundee Dramatic society (wish I hadn't been!)

2251. Re: MintNet running; Now what?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3qb33u$bbm@gti.gti.net>
Source record: 26070

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: I appear to have installed MintNet relatively correctly. Which doesn't do
: me a great deal of good, since I don't know what to do now. What
: package(s) do I need to actually dial in to my university and get a
: dynamic addressing PPP connection up and running? I've got modm0dev, and
: I can get my modem to dial, but I'm not sure I can get anything back from
: the modem.

You need dip, which is somewhere under the Mint/Network directory
on the Atari sites. Unfortunately, this needs to have a valid login
environment, so you need to either run MiNTOS or just 'fake' it
by running just the login from here. (MiNTOS is kinda cool, it gives
you a 'unix like environment', but thats what Linux is for :-)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2252. Re: 4*36, 72 PIN SIMM FOR FALCON??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FE3MFFUVUP@dksoft.ping.dk>
Source record: 26071

In <s925377.6.002238F7@mailserv.cuhk.hk> Malcolm wrote:

>Can I use simm with parity checking with Falcon?
>Please reply directly.
>Thanks.
>

Should work since the Falcon, (or the ST) doesn't support paritet. But you
need a special Ram card to use the 72pin simms.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2253. Re: The hard drive cable to a SCSI drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FE3MFFUYUP@dksoft.ping.dk>
Source record: 26072

In <ftn_2.200.423_2fc601c4_Jesper.Kock@kockens.ct.se> Jesper Kock wrote:

>Hello android Andersen! The 19.05.95 you talked about "The hard drive cable to
>a SCSI drive",and my reply is:
> > Ahdi will let you controle Scsi or IDE drives. You could get an Megafile,
> > but these drives are all MFM, and therefore not available as new any
> > more.
>
>No they are not all MFM drives.Infact only one is MFM,all others are RLL and
>MF44 is a SCSI device.
>

MFM or RLL, it doesn't matter as they're compatible. (Only problem is you
lose about half the size when using MFM, (or is it RLL, can't remember now)).

MegaFile 44 is a newer device, and scsi as you say. What i meant was the
old Megafile 30/60Mb drives. Megafile 44 got an host adaptor inside i the case
i think.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2254. Re: Faulty DMA chip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FE3MFFVBUP@dksoft.ping.dk>
Source record: 26073

In <1995May26.140421.16838@zippy.dct.ac.uk> buxmjp@zippy.dct.ac.uk wrote:

>When I try running AHDI with a Translator on my MSTE I don't get any
>units responding, though I thought the computer would take one for its
>own use. Even with my HD connected I get the same results, and a different
>device doesn't make any difference. I had the same problems with the
>internal host adaptor. HDX refuses to see any physical devices attached.
>Does this sound like the DMA chip is faulty, or is there something else ?

No, it doesn't sound like 'the' DMA problem, as the DMA problem destroy your
data on the drives. But apart from this, it's working all right 8-)

>
>ALso, I'm pretty sure that my cartridge port doesn't work. Is this related ?
>

could be.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2255. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FE3MFFVEUP@dksoft.ping.dk>
Source record: 26074

In <801455620.1@mettav.exnet> Graham Irvine wrote:

>Kim I think he is thinking of HOW_FAST which works on all Atari's .. including
>Falcon ,don't know of its accuracy of course but it seems to give beleivable
>results and at least benchmarks drive to drive if not absolute accuracy
>although IMO it does ... aint seen nothing better anyway.
>

How_Fast doesn't give any graphiccal result, does it ? I havn't discovered
that.. (well, it shows some linies ofcouse, but thats not what i think when
speaking graphical). But an old program i have here on my board does, and
it's useless as it gives wrong results, and bombs on machines with Tos 1.6
and above. This program gives a real sprech sheet like result, with circles
and stuff like that.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2256. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3qd5ip$5a5@news.cc.utah.edu>
Source record: 25941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Well no one has ever got it to work on this DEC site, it does not
: Support : VT100 at all, in fact I would rate it as 200% RUBISH, no ARGV
: support, can't use GRZRZ with it and its programed in GFA Basic..
^^^^^
This is utter crap, Roger. I've told you many a times GSZRZ works fine
with FZDT. I've used them in conjunction for 2 years now with no problems
whatsoever. You can use almost any external transfer protocol with FZDT.
GSZRZ is no exception. If you don't want to listen, that's fine. But
don't spread lies, I'm sick of it.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

2257. re: pak68 vs. t28/36

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1613rcain@nest.demon.co.uk>
Source record: 25942

On 29 May 95 Banachowicz wrote::

BJ> From: mms02bj@loqi.elka.pg.gda.pl (Banachowicz Jaroslaw)
BJ>
BJ> Some information about the PAK3 and T28/T36
BJ> ==

Thanks very much for this, Jaroslaw. It is informative and useful.

Roger
rcain@nest.demon.co.uk

--

2258. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: charly@senator.inka.de
Message-ID: <FE4VFDAJUP@senator.inka.de>
Source record: 25943
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qc08o$4sv@news2.delphi.com> DOMINGO@DELPHI.COM wrote:

>76702.1466@CompuServe.COM (BobR) writes:
>
>>> don't know if this has been asked before, but what would be involved in
>>> making a little black box that would allow you to plug a PC serial mouse
>>> into the ST mouseport?
>
>>This can already be easily done, with no hardware adapter needed.
>
>>A standard MicroSoft compatible serial mouse can be used in the regular
>>ST mousport, but it needs a software driver.
>
>At least James Woods doesn't hang out here... But I think you mean the
>serial port. If you want to hook up a serial mouse to the mouse port you
>would need to do some major surgery.
>
>>DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
>>that a similar driver is available for ftp from atari archive sites.
>
>I think they are made by the Cyrel graphics people. DMC does the
>distribution.
>
>Dom
>

Hi

I'am using a FREEWARE Mouse Driver for all serial ports on any Atari.
It's called MOUSE v.2.3.

Works on Modem1, Modem2, Serial1 or Serial2 under any TOS/MTOS/MagiC 2/3.

Works great with Microsoft Mice, Mouse Systems Mice and Logitech.
3rd Mousebutton has double click feature.

BTW:
The german Computer Magazine ST-COMPUTER had a hardware project that
makes it possible to use Microsoft-Mice work on the standard Mouse port
of the Atari ST(E), MegaST(E), TT and Falcon.

Its a lot of hardware (Processor, Eprom) and stuff, cost: about 60$

Sorry for my bad english, School is a long time ago ;-)

Greetings from (the rainy) Germany

Karlheinz
--

/----------------------/--------------------------------/
/ Karlheinz Sauther / Email: /
/ / /
/ 76726 Germersheim / charly@senator.inka.de /
/ / karlheinz_sauther@lu.maus.de /
/----------------------/--------------------------------/

2259. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3qc08o$4sv@news2.delphi.com>
Source record: 26075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

76702.1466@CompuServe.COM (BobR) writes:

>> don't know if this has been asked before, but what would be involved in
>> making a little black box that would allow you to plug a PC serial mouse
>> into the ST mouseport?

>This can already be easily done, with no hardware adapter needed.

>A standard MicroSoft compatible serial mouse can be used in the regular
>ST mousport, but it needs a software driver.

At least James Woods doesn't hang out here... But I think you mean the
serial port. If you want to hook up a serial mouse to the mouse port you
would need to do some major surgery.

>DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
>that a similar driver is available for ftp from atari archive sites.

I think they are made by the Cyrel graphics people. DMC does the
distribution.

Dom

2260. How do I connect ST to NEC Multisync monitor???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: markw@southwind.net
Message-ID: <3qbd3p$n71@onyx.southwind.net>
Source record: 26076

I was wanting to use my NEC Multisync II monitor on my newly acquired
1040stf. Is there an adaptar available to go from the round
connection on the Atari to the 9-pin connector on the NEC ?

help me please!

markw@southwind.net

2261. PAK68 vs. T28/36

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3qcadq$l4i@sunrise.pg.gda.pl>
Source record: 26077

```
Some information about the PAK3 and T28/T36
===========================================

0. Credits
It's a compilation of articles from comp.sys.atari.st and mail, I've
recieved. Thanks to all helpfull persons. It is written in first person,
but mostly I'm not the author. And I still have to learn English, I'm
afraid...

1. General
The PAK3 is, as the name says, the third generation of an accelerator
board for MC68000 based computers (PAK ~ Prozzessor Austausch Karte =
english: processor exchange card -> pec ;-)). Its design has fully been
published by the German computer magazine c't, including the schematics
and GAL equations (issues 11/93, 12/93 and 2/94).
The board has been designed to emulate the MC68000 processors bus
interface at best, so it is not Atari specific but can used in Amigas
and Macs as well. To run a PAK3 on an Atari, you will need at least TOS
2.06, but the better choice is a (patched) TOS 3.06. The PAK3 has a 32kB
cache.
HBS 640 T28 and T36 are accelerator cards that speed up a 68000 to 28 or
36 MHz. An interesting thing with this card is the Fast-ROM (switchable)
16MHz access to the ROMs/EPROMs. 64kB cache is implemented. TOS 2.06
recommended.

2. Now to the technical stuff...
There are two versions of the PAK3: One for an MC68020 processor, its
full name is PAK-68/3-020, and one for an MC68030 processor called
PAK-68/3-030.
Technically, both versions are the same, but have different PCB-layouts
with regard to the different pin layouts of both processors. There are
some advantages of the -030 version, though. You can use the PMMU
capabilities of this processor for memory protection and virtual memory
purposes. There is also a fast-ram (alternate ram) option planned for
this version. But if you 're only interested in speed you'd better take
the -020 board, because the MC68020 is much cheaper than a -030. The
-030 board has only a slight advantage in speed of about 15% max.

3. More technical stuff...
The whole bus interface and all other logic (except two '541 drivers)
consist of five GALs, so every change in design can be made with new
GAL equations.
The 32 Kbyte second-level-cache (1st is in CPU) is made of four
CY7C185-25 cache-rams and two MK48S74-25 tag-rams (it's hard to get
them!). This cache is optionally, the same with a 68881/2-FPU.
```

There are also four sockets on board for OS-EPROMs, so that the CPU
has full 32bit access to the operating system.
Additionally there are some capacitors, resistors an oszillator and
a 74F86 for 8 to 16 MHz clock doubling.
You can use the PAK3 in two modes, the synchronous mode (16 MHz),
driven by the clock doubled 8 MHz from the mainboard, or the
asynchronous mode (32 MHz) driven by an oscillator on the PAK.
In my opinion there's no reason to use the PAK in the first mode,
except you have an overcritical designed mainboard (like the Amiga).
Note, that there are different GAL-sets for each configuration
(type of computer, CPU, mode)!
In most cases an Atari will also run with 36 MHz CPU-clock (asynchr.) on
the PAK, sometimes it will even run at 40 MHz, just change the oscillator
to try this out.
A few net fellows tuned their cards up to over 50 MHz.
'Unfortunately', my PAK3 runs 'only' at 36 MHz in my Mega ST. 40 MHz runs
well after a warm-up time of about 15 minutes but it bombs in cold state.
It seems not to be a big problem so maybe I can fix this sometime.
There are a lot of 40 MHz PAKs around, running without problems.

4. Mechanics
To install the PAK you have to remove the old MC68000-CPU and solder
a 64pin socket in, where you can plug in the PAK. There's
also an option to install the old CPU onto the PAK with an additional
GAL. The PAK has the dimensions 152x89 mm and fits best in Mega STs.
It's difficult with the smaller ST's in the keyboard-cases because the
PAK is too high, the OS-EPROMs are piled upon the cache-rams.
You better build them into a PC-Tower. Adapters for ST's with PLCC-CPUs
are available.
The Blitter has to be removed or switched off, the new
processor is faster anyhow.
It's (always) recommended to replace the 74LS244 and 74LS373 drivers/
latches on the Atari-mainboard by faster 'F' types.

5. Software
You can run the PAK with Atari's universal TOS 2.06, which needs not to
be modified. Older TOSses cannot handle with CPUs > 68000.
But if you want to use the PMMU capabilities of the PAK3-030 you 'll
need a (patched) TOS 3.06 which supports the PMMU. There are also
difficulties with some harddisk-drivers on a PAK3-030 with TOS 2.06
because of uninitialized PMMU-tables, but AHDI works fine.
The TOS 3.06 patches are published in c't 2/94 and are available in
source code so it should be easy to adapt them to other than the german
TOS 3.06.
All well programmed newer Software will run on the PAK without
problems. Some games and software with loops for time-delays or
dirty tricks like self modifying code will have problems.

6. Costs
The PAK is thought as a do-it-yourself project. The PCB costs
about 100 DM, each GAL costs 10 DM if you don't burn it yourself.

Further costs will depend on your configuration (CPU-Type, with or without Cache or FPU). There are some companies here in Germany which sell also ready-to-use PAKs and parts-sets mostly with cheap used processors. Parts-sets are about 550 DM and assembled PAKs about 700 DM (both w/Cache and used CPU, w/o FPU and TOS). Maybe you have cheaper sources of the chips, especially the CPUs, in overseas.
One have paid ~DM500, including the 68030, multi-layer PCB, Cache RAMs, 4 system EPROMs and all other parts. One other have paid 400UKpounds for it from System Solutions. This included TOS3.06, 68882 FPU and 68030 CPU all running at 32 MHz.

7. Advice
This is absolutely NO project fo beginners! It's a 4-layer PCB with approx. 800 pinholes.
You should only do it on your own if you would fly in a plane you 've soldered yourself.
The MegaSTE seems to have some problems with the HBS 640 T28 and HBS 640 T36, especially with the 36MHz card. Any ST seems to have some problems to handle signals of > 32MHz (approx.). The safest, fastest, and most expensive (depen- ding on how much you have to pay for the CPU/FPU) card seems to be the PAK3 (full name PAK 68/3-030) sold by the following companies:

edicta GmbH
Karl-Pfaff-Strasse 30
D-70597 Stuttgart
Germany
Tel: +49 711 763381
Fax: +49 711 7653824

MW Electronic (The developers of PAK3)
Heisterbacher Strasse 96
D-53639 Koenigswinter
Tel: +49 2223 1567
Fax: +49 2223 26982

Great Britain
System Solutions
Windsor Business Centre
Vanisttart Road
Windsor SL4 1SE
London Showroom:
The Desktop Centre,
17 - 19 Blackwater Street
East Dulwich
London SE22 8RS
Tel: +44 181 693 3355
Fax: +44 181 693 6936
They have a nice new glossy catalogue they may well send you if you ask nicely :-)

Fax: 0753-830344 (I don't know their country code)
System Solutions can be emailed at : ssolutions@cix.compulink.co.uk

8. Benchmarks
I've chosen the fastest TT-mode as reference, because the TT
is the real competitor for an PAK-ST:

GEM Bench v3.40) Ofir Gal 14.1.94
==
ST TOS 2.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 640 * 400 * 2 Colours
LineF FPU installed
Run and Malloc from STRAM
Ref = TT + Fast RAM + FPU, ST High
PAK-68/3-030, no ACCs!, no AUTO-PRGs!
==
CPU-clock 32 MHz 36 MHz 40 MHz
==
GEM Dialog Box: 123% 133% 140%
VDI Text: 130% 140% 146%
VDI Text Effects: 127% 138% 146%
VDI Small Text: 138% 148% 156%
VDI Graphics: 120% 130% 137%
GEM Window: 115% 122% 127%
Integer Division: 99% 112% 124%
Float Math: 81% 87% 92%
RAM Access: 171% 192% 214%
ROM Access: 149% 168% 186%
Blitting: 84% 90% 98%
VDI Scroll: 105% 110% 114%
Justified Text: 125% 134% 140%
VDI Enquire: 109% 118% 123%
New Dialogs: 114% 122% 128%
==
Graphics: 117% 125% 132%
CPU: 125% 139% 154%
Average: 119% 129% 138%

my own benchmark : 494% 524% 570% (rel. 8 MHz ST!)
LKURZ (all three runs): 7'59" 7'40" 7'25"

My own benchmark is more calculation-based (sieve, sort, matrix
inversion...) in contrast to the GEM-graphics tests of GEMBench, but
without FPU-code. You will gain some more performance of OS-routines
if you use TOS 3.06, because of some -020-code in it. LKURZ is a
typically speed test (german) for TeX, sorry for having no 8 MHz values
but it's about 5 to 6 times slower.

Other GEM Bench results:
T28 T36 PAK3 ST+NVDI
32MHz 8MHz

GEM Dialog Box 695 761 898 300
VDI Text 2127 2437 2822 873
VDI Text Effects 1740 2146 2500 738
VDI Small Text 1423 1633 2290 555
VDI Graphics 1068 1295 1836 361
GEM Window 505 555 692 268
Integer Division 356 459 1164 99
Float Math 295 359 342 99
RAM Access 351 452 841 99
ROM Access 351 450 685 87
Blitting 471 575 827 171
VDI Scroll 850 900 888 447
Justified Text 567 676 847 243
VDI Enquire 442 541 553 188
Average 802 945 1227 323
Graphics 988 1151 1415 414
CPU 338 430 758 96
All nubers are in % rel. an 8MHz ST

9. Epilog
I've done this summary because I think the PAK is the best thing you can do for your Atari. Compared to the old 8 MHz machines, a PAK-ST is really unbelievable fast. Even if you have to do fast calculations there's no more need to buy a clumsy clone and dump your easy-to-use Atari together with lots of well designed software. The PAK also runs very stable and uncritical in comparison to other accelerator boards. Most (all?) developers are on the net.
You get what you pay for! The T28 works fine on an STfm (according to "ST Computer") and costs approx. half as much as the MUCH quicker PAK3.

10. FAQs:
Q: Can a PAK/3 be fitted into a standard STE?
A: Yes!, MW Electronic is selling a DIL->PLCC adapter so it can fit the STE.. But you can't have your originalcase i think.

Q: Is PAK/3 a commercial board or is this a kit that I can build myself?
A: It's some sort of 'commercial' kit.How to build a PAK/3 was described in german computer-mag "c't".But if you are to lazy to make the whole card you can buy it - both as do-it-yourself-kit or as fully operating card.I don't know where to look for such cards in US,but in germany (and in europe too,i think) many dealers carry this card.

Q: Does it comes on a PC board? Does it have a '881 socket?
A: There is a 881 socket. The PAK comes on a PCB that is plugged into the socket where the 68000 was before. The PAK is not too small, in all computers except Mega STs you will probably need a new case. Documentation on the PAK was in the german computer magazine c't (Heise Verlag, Hannover), in three issues around 1/94.

Q: Is Calamus working with it? And if yes, is it really faster?
A: I use Calamus 1.09n with my PAK board and it works fine - a lot faster than the 8MHz 68000 I used to have in my ST.

Q: Is there something similar/better to it?
A: The is a (French?) board called the SST which also uses the 68030.
Other than that I do not know much about it. If you get a 68030
accelerator such as the PAK and SST Linux (Unix clone) will run on it.

If anybody can add something here, just do it! Many people will
apreciate it!

--
Jaroslaw "Banan" Banachowicz	tel. (+ 48 58) 25 39 48
mms02bj@loqi.elka.pg.gda.pl	(+ 48 58) 22 23 55
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.

2262. Re: adjusting Atari monitor SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3qcdp8$l4i@sunrise.pg.gda.pl>
Source record: 26078

Ralf Baake (baake@nasim.cube.net) wrote:
: Hello,

: I have an Atari Monitor, where the size of the picture on the monitor
: becomes smaller and smaller. Does anybody out there know where to adjust
: the size of the picture on screen ?

: thanks for your help

: greetings Ralf

: **
: RAlf Baake baake@nasim.cube.net

You have to remove the cover. On the main board You'll find the set of
adjusters. Just try them with a small screwdriver.

Good luck!

--
Jaroslaw "Banan" Banachowicz	tel. (+ 48 58) 25 39 48
mms02bj@loqi.elka.pg.gda.pl	(+ 48 58) 22 23 55
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.

2263. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3qcm9r$dkq@aggedor.rmit.EDU.AU>
Source record: 26079
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ROGER!!!! do everyone a favor..... AND SHUT THE **** UP!!!!

Your rave about teenagers has gotten to be boring!!!!

Maybe you secretly want to go on a holiday to club ped.....

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

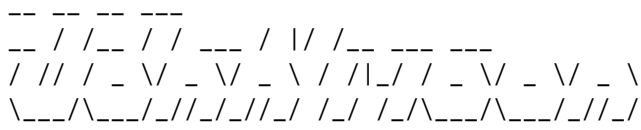
s9205525@otto.bf.rmit.edu.au

2264. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3qcmkp$dkq@aggedor.rmit.EDU.AU>
Source record: 26080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The trouble with Roger is that he always blames the software and never the tools that he uses. It is ALWAYS his site that cant do this or cant do that. Not to mention the jerk cant even read or comprehend the queen's english, AND HE'S A POM!

--



s9205525@otto.bf.rmit.edu.au

2265. 3d Shooter Ideas...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3qcupe$bbn@gbc.gbrownc.on.ca>
Source record: 26081

I am currenty working on a 3d-shooter in the star-wars (arcade) vein. I think I will make it only STe so I can use the extra features of the machine (probable 1 MB also.). I will try t-mapping and shading but will cut out what I have to to keep the speed nice and frantic. I would like to make many levels but the only ones I am thinking of right now are a trench (like star wars) and the towers (like the top of the death star). I would like some other ideas for other levels. Just email me if this interests you.

I would like also to talk about game programming for the STe. I get a lot of info about algorithms from the PC groups but I would like to know who ia doing games for the atari and what neat tricks they have dreamed up.

I am using assembler to write in (Devpac 3), so let the code snippets fly!!!

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

2266. Re: adjusting Atari monitor SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: user@portal.dx.net
Message-ID: <3qcptb$jfd@portal.dx.net>
Source record: 26082

Ralf: If ouyr picture has been steadily shrinking, it sounds like
you've got some electrolytic capacitors in there drying out. There
are horizontal and vertical size controls in there (a coil and a pot
if I recall...), but you've really got to cure the original shrinking
picture problem first

Deadman cevans@dump.com

2267. Re: reading 360K disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: ttfw100@cus.cam.ac.uk
Message-ID: <3qcuk1$mkn@lyra.csx.cam.ac.uk>
Source record: 26083

I've tried formatting in DOS to get a 360K on a 3.5 inch disk, but it says
that the parameters aren't supported by the drive, and fails. And
formatting on the ST and then putting in the PC is no good, 'cos it says that
it can't read it.
Thanks for the help, though.
--

Tony Wong E-Mail : TTFW100@CUS.CAM.AC.UK ///
Churchill College ///
Cambridge \\\///
CB3 ODS \XX/

2268. Re: email with an STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FE4EADAXUP@cabal.shnet.org>
Source record: 26084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qamk9$hga@apakabar.cc.columbia.edu> Christien Lee wrote:
>I have a friend in England who has a 1mb STE. She wants to get on email,
>but doesn't know where to start, and as I know nothing about the STE, and
>very little about what's what in England I can't help her. So if anyone
>from the UK could help me with the following questions I would be very
>grateful...
>
>Will any modem work with the STE?

Yes, the STE has a standard serial port (up to 19k2 without further
modifications).

>What software is best (preferably shareware)?

HSMODA06.LZH (serial driver, Shareware?) and UPoint light (Freeware).
I don't know whether there are English versions and docs floating around,
though. Both are originally German programs.

UPoint allows Mail/News access via UUCP only, but that should serve your
purpose, as anywhere where one may get SLIP, one will also get UUCP
access.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2269. Re: iomega tape drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3qdjia$3fb@gti.gti.net>
Source record: 26085

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: In message <FECEDHUQUp@warpcon.ersys.edmonton.ab.ca>,
: > >
: > I am also interested in the Iomega tape drives, so if anyone can tell
: > me if it'll work with an Atari, please let me know. (Oh, and they
: > come as SCSI devices, Roger)
: ^^^^^^^^^^^^
:
: Not all of them - surely?

: Iomega 420Mb tape drives are on sale in the UK at just over 100ukp (about
: $150). These aren't SCSI AFAIK - but are what most dealers are refering
: to when they quote for Iomega drives.

Gotta watch those low capacity tape drives. A lot of them are
"floppy tapes" that plug in between the floppy and the controller, and
require special software. Either that or they are propriatory tape
controllers. Which is one reason why they are so cheap. SCSI tapes
are generally higher in capacity, and are more expensive. It's also
difficult to find QIC SCSI tape drives these days, quite a number
of them are DAT (or even 8mm). That's not to say they don't exist,
but finding one isn't easy.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2270. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qd99tlNNmtk@duncan.cs.utk.edu>
Source record: 26086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2271. GASTEINER E-MAIL ADDR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <05291995.233404@empyr.dircon.co.uk>
Source record: 26087

Hi, Does anyone know if Gasteiner in Germany have an e-mail address ?

I am trying to get one of their Toplink host adaptors to work with an
IBM SCSI drive but I'm having little success.

I have tried gasteiner in the UK, but the reason I got from them as to why
it wouldn't work with my IBM drive was "Erm...I don't know". They
suggested that the power supply was not big enough, so I asked them
how much current did the Toplink take. The answer: " Ohh, about five
VOLTS " !!!!

You see what I'm up against ?

That is why I want to talk to someone in Germany :-)

Thanks in advance,

Kev.
* ReJoinDer v 1.1a *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

2272. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3qd4nf$4t0@news.cc.utah.edu>
Source record: 26088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: Could you post these instructions here, please? There are many of us
: here who have no access to Compuserve.

Here is the file from Compuserve that Bob Retelle sent me via email. But I don't know if it would work on anything but a Microsoft version 1 mouse. Looking at the diagram, it doesn't look like the Microsoft v1 mouse connector was a DB9 pin or a 6 pin PS/2 connector. It looks like some custom thing. All the mice I see sold today have either the DB9 pin connector or the 6 pin PS/2 connector. Neither one of which I have the pinouts for. But here is the file, I don't know who wrote it. Let me know if you can decipher it:

==========

Subject: How to hook-up a MicroSoft mouse to an Atari ST

Here's a repost of my article of wayyyy back (Feb 1989) on how to hook an Microsoft mouse to an Atari ST. No software changes are required. All it takes is creating a special cable between the mouse and the Atari.

I've been using a Microsoft mouse now for around 2 years on my 1040, with nary a glitch. It's so much better than the Atari mouse, I'd never go back. (IMHO)

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040) The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather strange connector on the end. To prevent having to cut the mouse cable up, I made this adaptor. If you still can't follow it, please let me know and I'll try to redescribe it. This does work for me. I've been using it for 6 or so months now [Note, it's been 2 years now!] with no problems at all. It does take some soldering skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I have not asked Atari.

Atari ST	Microsoft Mouse ST	expected signal
1	5	XB
2	3	XA
3	8	YA
4	9	YB
5	N/C	N/C
6	2	Left button
7	N/C	+5VDC (N/C)
8*	6	and also tie to pin 1 Ground

9 7 Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

For those who don't want to face wiring up a Microsoft mouse to their
Atari, there is another solution. I just bought a Golden Image Mouse
and I'm very pleased with it. They have an Atari ST version, so you
just plug it in. The feel is similar to a Microsoft mouse, but the
mouse is slightly larger.

It's made my working time with the computer much less stressful. I
highly recommend it to anyone who works with their Atari a lot.

I'm not affiliated with this company in any way, I just like this
mouse.

It cost me $70 Canadian, and was worth every penny. As a comparison,
the standard Atari mouse costs $45 here.

your note prompted me to re-attempt getting my 3 button logitech to work.
it's very slightly different from the microsoft. The two up/down wires
must be swapped--they are backwards from the microsoft configuration.
I connected the right and middle buttons--the middle and left buttons
work as right and left. Logitech's "technical information" is too
sketchy for me to do more than guess what's going on (a page and a half
on hardware and many more pages about software stuff that's of no use
to an st user.)

--

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

2273. Zip Drive to Atari STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: henryc936@aol.com
Message-ID: <3qcu1b$d68@newsbf02.news.aol.com>
Source record: 26089

I have my new Zip up and running on my Mac Performa and boy dose it Zip.
:>)

I would highly recommend it for the Mac or Dos machine. As for as using it on an Atari, I am still looking into that possibility. It was mention that ICD had one up and working with a Link II and I was wandering if anyone on the net might have an e-mail or WWW address for them. I need to ask them some questions before I spend to much $$$ trying to get the Atari STE and the Zip drive talking.

Regards,
HEC
E-Mail: henry_criss@maclair.sccsi.com - henryC936@aol.com

"""""""

2274. MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-29 00:00:00 UTC
From: henryc936@aol.com
Message-ID: <3qe10c$nc8@newsbf02.news.aol.com>
Source record: 26090

I just got the Demo for MagiC Mac, the Atari emulator to run on my Mac Performa 405 and it will not install. I keep getting a dialog box and it is in German so I don't know what it says. The read me files are in German also so I am at a loss to get it up and running.

Dose anyone on the net have these files in English so I can see if the $200 price tag is worth it. It sure would be nice to run my Atari software on my Mac.

Regards,
HEC
E-Mail: henry_criss@maclair.sccsi.com - henryC936@aol.com

2275. Re: Printer question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qf2rb$f5p@dux.dundee.ac.uk>
Source record: 25944

If you need help atari have several addresses:

Atari UK: atari@cix.compulink.co.uk
Atari Inc: atari@genie.geis.com

Rod

--
Rod McCall, Student Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: former President University Dramatic Society (read mistake!)

2276. Connecting a CDRom drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: odonnllb@vax1.tcd.ie
Message-ID: <1995May30.124508@vax1.tcd.ie>
Source record: 25945

This is for a friend who doesn't have net access, so I may have
garbled it slightly.
He has the Link and a SCSI hard disk and has been looking at the
cost of SCSI CDRoms. It seems that you pay a lot for the privilege
of having the power supply in the same box.
So he wants to know if anyone has tried just sticking together a
power supply and an internal CD drive in a shoe box or similar
high tech enclosure.
TIA
Brian O'Donnell
TCD Library

2277. Re: How do I connect ST to NEC Multisync monitor???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <801782632snz@xciv.demon.co.uk>
Source record: 25946

In article <3qbd3p$n71@onyx.southwind.net>
markw@southwind.net "mark weddle" writes:

> I was wanting to use my NEC Multisync II monitor on my newly acquired
> 1040stf. Is there an adaptar available to go from the round
> connection on the Atari to the 9-pin connector on the NEC ?

I think you need this:

NEC MultiSync II to Atari ST
--- --------- -- -- ----- --

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copyright notice for non-commercial use.

The NEC MultiSync II is an easy monitor to connect to your ST if
you want a monitor that can be used with systems other than just the
Atari ST. The following text describes how to build a switch box
to connect the MultiSync II to the ST to allow use of color or monochrome
with the flick of a switch.

Some specs for the MultiSync II and Atari:

NEC MultiSync II Atari
low medium high
------- ------- -------
Horizontal Frequency: 15.5kHz - 35kHz 15.8kHz 31.5kHz 35.7kHz
Vertical Frequency: 50Hz - 80Hz 60Hz 60Hz 71.2kHz
Horizontal Resolution: 800 dots 320 640 640
Vertical Resolution: 560 lines 200 200 400
Signal level: TTL pos --- --- ---
(analog) 0.7Vpp 75 ohm pos 1.0Vpp 75 ohm
Sync Signal level: TTL pos/neg TTL 3.3K neg
(analog) 0.3Vpp neg --- --- ---

As one can see from the chart, all the Atari specs fall with the NEC's
except for the 35.7kHz (instead of 35kHz) which doesn't seem to be a
problem. Also the video signals are a bit high (1.0Vpp rather than
0.7Vpp), but it seems to be working just fine without the addition of
any resisters. (If you want to add a resister, you would need 107-75
ohms or 32 ohms in series for the RGB signals, if I did my math correctly)

I initially had a problem with the NEC not syncing to high rez mode on
the ST after powering off the monitor and then powering it back on

again. The workaround was to either unplug the video cable, or reboot the ST. I decided to add a switch to break the horizontal and vertical sync lines. During the process, I switched the cables I was using to feed the DB9 connector to some that were more flexible because I had a problem with the signal lines breaking at the connector. I also grounded the DB9 connector to the shield ground in the cable from the Mega ST. As a result of this rework, I found I no longer needed the extra switch to interrupt the sync signals.

The following pin assignments are what work when connecting an NEC MultiSync II to a Mega ST2 for color operation, they should work for any of the ST series:

MultiSync II Mega ST
(female DB-9) (male 13 pin DIN)

pin 1 red pin 7 red
pin 2 green pin 6 green
pin 3 blue pin 10 blue
pin 5 mode control or v sync pin 12 verticle sync
pin 4 h/v sync or h sync pin 2 composite sync
pin 6 red ground pin 13 ground
pin 7 green ground pin 13 ground
pin 8 blue ground pin 13 ground
pin 9 ground pin 13 ground

The Mega ST can also use this combination for sync:
pin 4 h/v sync or h sync pin 9 horizontal sync
pin 5 mode control or v sync * not connected

For monochrome to work, use the following connections instead of those listed for the same pins above:
pin 1 red pin 11 monochrome
pin 2 green pin 11 monochrome
pin 3 blue pin 11 monochrome

* Connect to pin 13 (ground) if you want to increase the vertical size on the screen. Not really needed as the front panel "v size" switch has enough control, and the image size is big enough with the "v size" switch in the dentented position.

In addition, you will want to provide a separate RCA jack to provide an audio out connection, given that the Multisync has no audio capabilities:

RCA jack ST connection
-------- -------------
audio pin 1 audio out
ground pin 13 ground

I ended up buying a "multisync" cable from Practical Solutions.

The Practical Solutions cable has the following color coding:

```
Pin Color Function
---- ------------- ----------------------
1 yellow coax audio out
2 black coax composite out (composite sync on Mega)
3 n/c
4 red monochome monitor (ground for monochrome)
5 n/c
6 green coax rgb - green
7 red coax rgb - red
8 blue coax shield +12V (may vary from ST to ST)
9 black horizontal sync
10 blue coax rgb-blue
11 white coax monochrome
12 white vertical sync
```

The following was verified with an ohm meter:

```
13 yellow coax shield ground
black coax shield ground
green coax shield ground
red coax shield ground
white coax shield ground
```

In addition the shield appeared to be grounded as well.

I cut about a 6" length of cable off the cable from Practical Solutions
and used it to wire in a few switches to switch both the monochrome/color
signals and the h/v/composite signals. This cable is much more flexible
than the cable I tried using in my first attempt. By separating the
individual shielded cables from the bulk wrap, you can get some very
flexible/thin shielded coax.

The switch box ended up something like the following:

```
Atari ST pin 4 pole NEC Multisync-II pin
(13 pin DIN male) double throw (DB-9 female)
----------------- toggle switch --------------------
+---------+
| |
Blue Cx 10 - rgb/blue ------- |
| /--------------- rgb/blue - 3
White Cx 11 - monochrome -----/ |
| |
Green Cx 6 - rgb/green ------ |
| /---------------rgb/green - 2
White Cx 11 - monochrome -----/ |
| |
Red Cx 7 - rgb/red -------- |
| /---------------- rgb/red - 1
White Cx 11 - monochrome -----/ |
| |
```

```
- n/c ------------ |
| /---------------- ground - 9
Red 4 - mono monitor----/ |
| |
+---------+
2 pole *
double throw
toggle switch
+---------+
| |
Black Cx 2 - comp sync ------ |
| /-------- comp/horiz sync - 4
Black 9 - horiz sync -----/ |
| |
| |
White Sh 13 - ground --------- |
| /--------- mode/vert sync - 5
White 12 - vert sync ------/ |
| |
+---------+
```

* This switch is purely optional, it allows use of both types of video sync, and will ground the mode pin to increase the vertical size when composite sync is switched in.

```
Red Sh 13 - ground ------------------------ red ground - 6
Green Sh 13 - ground ---------------------- green ground - 7
13 - ground ------------------------ blue ground - 8
13 - ground --------------------------- ground - 9

Yellow C 1 - audio out --------------------- RCA signal line
Yellow S 13 - ground ------------------------ RCA ground line

shield ------------------------------------- shield
```

Note: Do NOT connect pin 8 (Blue coaxial shield) to any other pins/signals. This pin may have +12 volts on it. Make sure that you insulate the shield very well on this line so it won't make accidental contact with another signal.

When the cable is all built, use an ohm meter and make sure that you have no shorts. When you actually want to hook it up to test it, set the switches on the back of the MultiSync II to the following:

Switch State

manual switch on
mode switch gray (shouldn't matter, digital only)
color mode switch 64 (shouldn't matter, digital only)

Set the switches on the front to the following:

Switch State

v posi adjust after powering on
v size adjust after powering on
h posi adjust after powering on
h size on
text off (shouldn't matter, digital only)
text color white (shouldn't matter, digital only)

Now turn on power and you are on your way. Note that for all of the cabling of video signals, I used shielded cables (highly recommended) and soldered all the coax shields together and to the ground pins (use a smaller braided cable to actually connect between the shields and ground pins).

#	Part#	Description	Price:	Source:
1	76108	16-130 1 7/16"x4 13/32"x3 7/32" black box	8.99	A/E
1	69377	904 female RCA connector	0.59	A/E
1	276-1538	female DB9 connector, solder type	2.49	R/S
1	53055	205817-1 female screwlocks (for DB9)	1.49	A/E
1	22104	7401SYZQ 4 pole, double throw, toggle switch	10.99	A/E
1	22048	7301SYZQ 3 pole, double throw, toggle switch	8.09	A/E
1	76292	11-304 5/8" OD, 1/2" ID rubber grommet	0.99	A/E
1	Atari ST "multisync" cable		24.98	P/S

		Total:	$ 58.61	
		Optional hardware for audio:		
1	277-1008B	200mW Amplifier-Speaker	11.95	R/S
1	273-1552	9-Volt Battery Eliminator	4.95	R/S
1	42-2444	6' Phono to Mini Phono Plug Cable	1.99	R/S

		Total:	$ 18.89	
		Grand Total:	$ 77.50	

P/S A/E R/S
Practical Solutions Active Electronics Radio Shack
1930 E. Grant Road 133 Flanders Road
Tuscon, Arizona, 85719 Westborough, MA 01581
(602)884-9612 1-800-343-0874
(617) 366-8899

You will also need various drill bits, solder, and some tool to cut a hole for the DB9 connector into the plastic end of the aluminum/plastic box. The grommet is to protect the ST monitor cable entering the box.

Disclaimers:
o This hookup worked for my Mega ST, I make no guarantees it will work correctly on your ST, it has also been tested on a 1040 ST using the h & v sync and seemed to work just fine.
o I have no connection with NEC, Practical Solutions, Active Electronics or Radio Shack.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

2278. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qeatrlNNcsf@duncan.cs.utk.edu>
Source record: 25947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2279. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1995May30.094425.38642@ac.dal.ca>
Source record: 25948

In article <ftn_2.203.203.15$fidonet.org_2fb87121_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:
> To: phil@yeadontt.demon.co.uk
>
> From: tom_thomason@fpc.ct.se
>
> On 13 May 95, Phil Yeadon shot this through the ether to All ...
>
> PY> Does anybody know if a version of Word Perfect was ever released
> PY> for the Atari. If it was could you please let me know where I could get
> PY> hold of a copy.
>
> There was a version of Word Perfect released. ISTR the last version having
> come in about 1989-90. Version 4.0 if my memory serves me correctly. It was
> quite buggy and was dropped soon thereafter. You'd have to find it second hand
> somewhere. If all you need is something that will save files in Word Perfect
> format, I can recommend Redacteur 3 which is available from FaST Club in
> Nottingham. Good luck!
>
> Cheers,
> Tom
>
> (UUCP Dialup connection)

I have version 4.1 of Atari Word Perfect; it's dated April 18, 1991.
I don't find it buggy at all. It sees regular use on my MSTE and Mega
ST.
John

2280. GEM based FTP Client - Progress

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3qf17v$et@whitbeck.ncl.ac.uk>
Source record: 25949

I'm writing a proper GEM based FTP client at them moment, so here's a
short progress report:

o MiNT-net libraries are ported to Lattice C and working ok.
o The GUI is built (uses same GUI libs as CLAv3, for those who've been doing
testing for me).
o Server selection from bookmarks list works.
o Get's correct IP address from remote or local nameserver.
o Opens connection to FTP server ok.
o Get's remote OS type.
o Logs in.

That's it for now......quite an achievment, I only started writing it
last week and it's connecting already :)

Runs under MiNT+MiNT-net, either using plain ordinary GEM or MultiTOS.
Windowed dialogs, popups, colour icons, 3D, yep - the full ensemble. Expect
an initial release before the end of June.

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2281. MINTLIBpl46 for Lattice....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3qf0p8$et@whitbeck.ncl.ac.uk>
Source record: 25950

I seem to have mislayed Chris Ridd's email address, so this is going to everyone.

I've been using the Lattice port of the MiNTLIBpl46 to build a GEM based
FTP client (using Steve Sowerby's port of the MiNT-net library to Lattice),
and have come across a problem in that atoi() and atol() both appear to be
broken - as these both use strtol() I assume it's strtol() that is broken -
but I forgot to get the Lattice sources when I got the binary release, so I
cann't check it ATM. As a temporary fix I've patched the MiNT-net functions
that use atoi() to do the conversion themselves.......but that's only a
temporary measure.

(I'm using Lattice 5.52).

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2282. Re: GEM based FTP Client - Progress

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3qf6tj$9dr@ccpnws.in2p3.fr>
Source record: 25951

Any chance to have this FTP client running on a non-MiNTnet system ? (maybe based on the KA9Q/NOS code)

--

+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| Tel: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+

I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2283. .INF file > 4K with MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: artoj@mini.mits.mdata.fi
Message-ID: <3qfnu2$ejg@prime.mdata.fi>
Source record: 25952

Is there a way to get NEWDESK.INF to work with MultiTOS when it's length is over 4196 bytes? A program or stuff? I know there is some programs that do the trick like SHBUF.PRG, but it dosn't work with MultiTOS (doesn't like the AES version). Help please, 4192 bytes isn't enough. My Inf file is at the moment ~6000 bytes.

I have coded a very dirty trick to get that big inf-file to work with MultiTOS, but it doesn't work very well.

I can't be the only one that has problems with this.

---
* Kivi 1.37a *

2284. Re: Floppy disk step rate change ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D9EK15.7t3@cix.compulink.co.uk>
Source record: 25953
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I need a program which is able to change the step rate of my floppy drive
>from 3ms to 6ms (this if for HD of course). A small program placed in the
>AUTO folder would be great. Any solutions ?
Very easy to write actually. I wrote some to change to 3ms and 6ms and it
runs from the AUTO folder.
I can UUE email them to you?

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2285. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FE5VEAAOUP@sos.shn.com>
Source record: 25954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qcmkp$dkq@aggedor.rmit.EDU.AU> John Moon wrote:

>The trouble with Roger is that he always blames the software and never
>the tools that he uses. It is ALWAYS his site that cant do this or cant
>do that. Not to mention the jerk cant even read or comprehend the queen's
>english, AND HE'S A POM!

Sorry for my bad english, but what's a POM?????

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

2286. Re: GEM based FTP Client - Progress

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <801866781snz@xciv.demon.co.uk>
Source record: 25955

In article <3qf17v$et@whitbeck.ncl.ac.uk>
Craig.Graham@ncl.ac.uk "Craig. Graham" writes:

> That's it for now......quite an achievment, I only started writing it
> last week and it's connecting already :)

Great stuff.

> Runs under MiNT+MiNT-net, either using plain ordinary GEM or MultiTOS.

FWIW I think MiNT-Net is the way to go for this kind of stuff, ok so it's a
not a setup for the "non-techie" but a common base and "platform" for all
apps to run under seems the best way to go to me.

> Windowed dialogs, popups, colour icons, 3D, yep - the full ensemble. Expect
> an initial release before the end of June.

Fab.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

2287. British C-lab conversion to USA? Help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: marson@pembvax1.pembroke.edu
Message-ID: <1995May30.200800.1@acavax>
Source record: 25956

Howdy,
I know nothing about music and nothing about this NewsGroup. Please excuse me if I am asking the wrong group.

I have a friend who will be visiting from England. He has an Atari 1040 running "C-LAB Creator" music sequencer software.

Problem: How can we run those C-Lab song files on PC Music software in USA. He tried converting to Midi files but it is taking forever! Does anyone have any solutions?

Any guidance will be deeply appreciated. Please reply to my address:

MARSON@PEMVAX1.PEMBROKE.EDU

I thank you in advance.

Steve

Dr. Stephen M. Marson
MARSON@PEMBVAX1.PEMBROKE.EDU

2288. One last plea for Falcon HW help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <xK5-cPc.jmillar@delphi.com>
Source record: 25957

Hi all,

I've been randomly complaing about a couple things for a while, and haven't found solutions. In any case, I'm sick of bitchin', so I've decided o to make one final plea before I send my Falcon in for servicing of some kind!!!!

Questions and problems:

1) My external SCSI drives always time out. It's really annoying as it crashes the machine. Anything I can do about it?

2) My internal IDE _POWERS DOWN_ on a random basis (not often). I know someone posted a solution to this problem a while back, but I hadn't experienced it at the time. Anything I can do about it?

3) Certain program, when they produce sound/music from my Falcon, cause my machine to crash. This consists of the machine freezing on a certain note/sound. This too, really sucks. Anything I can do about it?

Machine configuration:

(all of the above problems occuring under this configuration)

Falcon030 4/80
TOS 4.04
English/American TOS
AHDI 6.061
Completely clean system (only XCONTROL and CPXs installed)

God bless you for any help!

Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------ ---------------------------------- / | \
"Quick to judge, quick to anger, slow to understand; Ignorance and prejudice and fear walk hand in hand." Neil Peart, RUSH

2289. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3qdkna$2af$1@perth.DIALix.oz.au>
Source record: 25958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Moon (s9205525@otto.bf.rmit.edu.au) wrote:
: The trouble with Roger is that he always blames the software and never
: the tools that he uses. It is ALWAYS his site that cant do this or cant
: do that. Not to mention the jerk cant even read or comprehend the queen's
: english, AND HE'S A POM!

VERY WELL SAID John..... and I like SHUT THE **** UP as well.....

Still, he gives us something to laugh at.....
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2290. Re: email with an STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <801780532snz@xciv.demon.co.uk>
Source record: 25959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3qb0fv$ed6@dux.dundee.ac.uk> rmccall "Rod McCall" writes:

> I'd recommend Connect which is availble from most FTP sites or PD libraries.

Errr, that's just a comms program, ok for a shell account.

If you want something proper then you'll want a PPP/SLIP login through
someone like Demon.

For this you can use ka9q and OASIS with it.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

2291. sbparker where are you???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: bl541@torfree.net
Message-ID: <D9DG6H.BIB.0.bloor@torfree.net>
Source record: 25960

```
[ Article crossposted from comp.sys.atari.st ]
[ Author was John Pennington ]
[ Posted on Sun, 28 May 1995 06:18:43 GMT ]

Apologies one & all,

but if Steve Parker (sbparker@harold) is reading, please get in touch

Thanks

JP
--
--
John Pennington at The Toronto FREENET.

--
--
John Pennington at The Toronto FREENET.
```

2292. PAK 30/3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <801872038_OASIS_@steil.demon.co.uk>
Source record: 25961

Try ssolutions@cix.compulink.co.uk for more info on PAK

Regards
Steve Delaney

--

```
================================================================================
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
================================================================================
```

2293. Mega keyboard to Falcon: HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.801803643@sakura>
Source record: 25962

Dear everybody,
`m still trying to hook my Mega STE keyboard to my Falcon, but can`t figure it out - I remember though that it can be done...
Any hints greatly appreciated.
Regards,
Christian

2294. Fs: Atari-software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_d1be3408@Fido.DE>
Source record: 25963

```
+AeAeAeA
```

2295. Fs: Omikro-software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-30 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_d1be3409@Fido.DE>
Source record: 25964

```
+AeAeAeA
```

2296. st to amiga1081 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: sbriggs@powerup.com.au
Message-ID: <3qghh3$u1i@enterprise.powerup.com.au>
Source record: 25965

hello,
i have an atari 1040 st and a commodore 1081 monitor.
i would like to connect the st to the monitor by a lead from the st's
monitor port to the 1081's scart port.

unfortunatly, a lead does not exist so i will need to make my own up, but
i am unsure of what pins are what on the scart port of the 1081.

if any one can help me out could they send me some type of diagram.
thanks
shannon (Sbriggs@enterprise.powerup.com.au)

2297. FTPD - how to get it to work?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3qhoc0$m0r@whitbeck.ncl.ac.uk>
Source record: 25966

I'm having a few problems with the FTP server for MiNT-net.

How do you get it to work? I've done all the things I'm supposed to,
and the FTP client does connect to the server, but then as soon as the client
sends a command (USER or SYST),�the server closes the connection....

Help - I'm writing a GEM FTP client, and that's working well - but the
phone bill for debugging on remote servers is killing me, I really need the
local server up & running to save me time & money whilst debugging.

(I'm running mint-net0.55, mint1.12h2, minixFS0.6pl10 on a falcon030 4/32Mhz)

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2298. Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: Alias -X- <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.950531190039.1920A-100000@student.canberra.edu.au>
Source record: 25967

I bought a "Sparrow '030"-Revision2 from Atari OZ just before they closed operations (they told me it was a Falcon). I managed to use its memory and hard drive (which crashed shortly afterwards) in another Falcon which I bought from Atari Beneluxe (sp?) in Holland. The Sparrow is now just sitting on my desk as a very expensive paperweight. I am wondering what can be done with it.

From the outside it looks exactly the same as a Falcon (with a Swedish keyboard) and has the same ports as the Falcon, but the borad is quite a bit different. The TOS chips (yes there are two) contain TOS 2.07. I've tried burning TOS 4.04 into a couple of eproms - but this didn't work. It has a DSP chip, and several graphics/sound chips which I can't identify. It also won't give out a proper signal to a VGA/MVGA monitor - the sync is totally out.

Can anyone supply information/advice on the possibility of upgrading it to a Falcon?

Yiannis Paschalidis (Alias "X")
u943409@student.canberra.edu.au
tp943049@ise.canberra.edu.au

2299. MSTe cache?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3qhoho$ecn@gbc.gbrownc.on.ca>
Source record: 25968

Does anyone have any info on the cache (processor cache) on the Mega STE?
How big is it? How does one make sure their code (loops) get run out
of it and is there a tool to see if it actually is?

any help would help...

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

2300. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AACCEC16mrn@albemuth.equinox.gen.nz>
Source record: 25969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sos@sos.shn.com (Soeren Schnee) writes:

>In <3qcmkp$dkq@aggedor.rmit.EDU.AU> John Moon wrote:

>>The trouble with Roger is that he always blames the software and never
>>the tools that he uses. It is ALWAYS his site that cant do this or cant
>>do that. Not to mention the jerk cant even read or comprehend the queen's
>>english, AND HE'S A POM!

> Sorry for my bad english, but what's a POM?????

Ahh, don't apologise. It's slang in this part of the world (Australia
and New Zealand) for someone originally from England. It has it's
roots in Australia being used as a prison colony as it originally
stood for "Prisoner of Mother England" I believe. It is now a
semi-derogatory name for any English immigrant. The phrase a "whining
Pom" is fairly common description, when such certain people complain a
lot about how things aren't as good as they should be or were back
home.

Cheers,
John
-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz

2301. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9FpHA.1tG@crash.cts.com>
Source record: 25970
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: In message <D8rrGv.3Cr@crash.cts.com>, richcsst@crash.cts.com said:

: > : 3. Are Seagate Hawk drives really "second class" as some dealers
: > say?
: >
: > All Seagate drives are to hard disks as Yugos are to cars. Pure
: > crap...

: Only IYO.

: Okay - so I'd never go out to buy a Seagate drive (mud sticks) - their
: drives are a *lot* better than their reputation of old.

: Roland.

: @CiX

Try convincing all of the computer dealers, repair shops, and consultants
here in my part of the world. Also, I know from personal experience.
Seagate sucks, pure and simple. Does "stiction" and low MTBF mean anything?
Also, double check some of the so-called reliable Seagates. They are
OEMed, which means they didn't make them.

Rich

2302. Things to get...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3qhh0v$5d3@m1.cs.man.ac.uk>
Source record: 25971

Well, as I am going to loose my internet access soon for a couple of months, I am going to do a lots of downloading... As I am soon (after I've gone) to get a bigger HD for my Falcon, I dont want it empty. (but I have to store on disk until then)

I want to have GCC, but I believe this requires that I have Minix, Mint and other bits installed. So what should I download? (URL's would be nice...) What about header files, etc for GEM/Mint/Falcon?

Cheers

Anthony
--
Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

2303. Re: PAK68 vs. T28/36

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: Alan Mathers <alan@browns.co.uk>
Message-ID: <801940022snz@browns.co.uk>
Source record: 25972

re: Some Info about the PAK3 and T28/T36

Thanks for posting this article, it has answered many questions. I still would like to know more, especially about the T28 and T36:

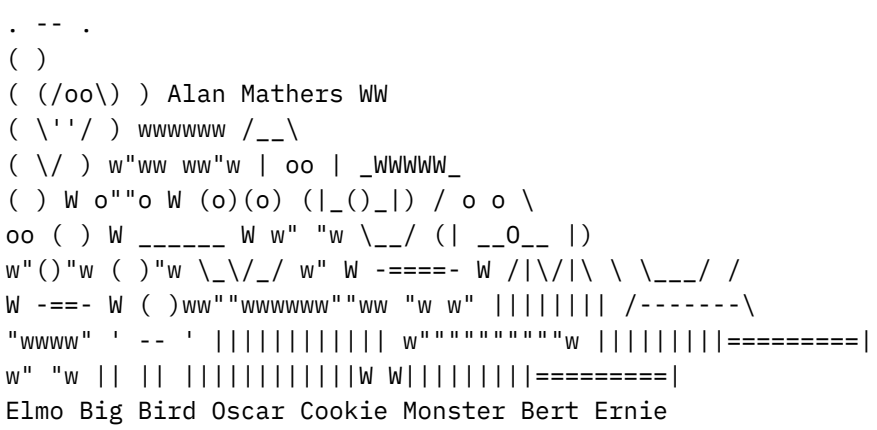
1) Installing the PAK3 seems a pretty major task to do, so are the T28 and T36 much easier to install? How does the procedure compare.

2) Apparently System Solutions have mentioned an add on board for the PAK providing better graphics etc. Is this the case for T28/36?

3) From your article, the T28/36 will be running a 68K much faster than it's intended speed, presumably introducing more heat - how does this affect performance, reliability, eventual failure??

4) Although I very nearly put in for a PAK3 from the SS stand at Atari User Show, (last November I think), you can probably tell I am now considering saving some cash and getting the T28 instead - providing it is reliable and really what I want!!! I only need to run Cubase and Replay16, so better graphics is not essential.

Thanks again..

--

. -- .
( )
((/oo\)) Alan Mathers WW
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Elmo Big Bird Oscar Cookie Monster Bert Ernie

2304. ET4000 adapter for Ataris as Shareware!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D9GM56.IFI@muster.hrz.uni-giessen.de>
Source record: 25973

Hi!
This article announces the availability of an graphics adaptor for MEGA STs
(and with different adaptors for other Ataris) as a shareware project!
It will be available at ftp.uni-giessen.de (/pub/atari/hardware/et4000.tos)
and in the MausNet. Please mail questions *after* reading the docs in the
project (only german now, sorry!).

Torsten.Lang@physik.uni-giessen.de

2305. Re: iomega tape drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2fcdf4e61658a41@discworld.oche.de>
Source record: 25974

azog (azog@gti.gti.net) wrote:

a>controllers. Which is one reason why they are so cheap. SCSI tapes
a>are generally higher in capacity, and are more expensive. It's also
a>difficult to find QIC SCSI tape drives these days, quite a number
a>of them are DAT (or even 8mm). That's not to say they don't exist,
a>but finding one isn't easy.

I don't think they are difficult to find - Wangtek and Tandberg, among
others, still produce many types of SCSI-QIC-tapedrives (I have a TDC4120
1.2GB QIC drive and are very happy with that).

525MB SCSI-QIC drives are available from 500DM up in Germany from different
sources.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
"Nah," he said, eventually. "I've looked at the colours on flowers. They're
definitely built-in."
-- Terry Pratchett, Diggers

2306. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-05-31 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <801974426.1@mettav.exnet>
Source record: 25975

It was none other than Kim Andersen who did write on 28 May 95 that ....
>> Kim I think he is thinking of HOW_FAST which works on all Atari's ..
KA> including
>> Falcon ,don't know of its accuracy of course but it seems to give
KA> How_Fast doesn't give any graphiccal result, does it ? I havn't

It displays a "Graph" of what it is reading ..so in this literal sense it is graphical ...as oppossed to RateHD with gives only a figure (Somewhat inaccurate aswell). There maybe 'more' graphical displays but that doesn't mean that this is not 'graphical' ... oh maybe this should be moved over to alt.english.grammar or something :-)

KA> discovered that.. (well, it shows some linies ofcouse, but thats not
KA> what i think when speaking graphical). But an old program i have here

X-Y line diagram = Graph type diplay = graphcial ... :-))

KA> on my board does, and it's useless as it gives wrong results, and
KA> bombs on machines with Tos 1.6 and above. This program gives a real
KA> sprech sheet like result, with circles and stuff like that.

then it is not much good then :-/ You could of course save the results from how_fast (I know you can do this but I don't know exactly what it saves so this is not to be taken too seriously <grin>) and import them into Kgraph , process then export to Calamus if you really wanted 'MOST' graphical :-)

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2307. adjusting Atari monitor S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA74E1.078400098B.uuout@tippy.com>
Source record: 25891

```
RB> I have an Atari Monitor, where the size of the picture on the
RB> monitor becomes smaller and smaller. Does anybody out there
RB> know where to adjust the size of the picture on screen ?

I believe in the back there are adujstments for picture horizontal
and verticle.

___ Mountain Reader II - #Demo 001
```

2308. Re: FTPD - how to get it to work?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3qk66r$8f4@percy.cs.bham.ac.uk>
Source record: 25976

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>I'm having a few problems with the FTP server for MiNT-net.
[...]
>(I'm running mint-net0.55, mint1.12h2, minixFS0.6pl10 on a falcon030 4/32Mhz)

Try the current version of mint-net instead. I've heard of some
problems with the "h" patches of mint, so I am currently sticking with
the plain 1.12.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2309. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D9Hpw5.wME@muster.hrz.uni-giessen.de>
Source record: 25977
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

BobR (76702.1466@CompuServe.COM) wrote:
: > don't know if this has been asked before, but what would be involved in
: > making a little black box that would allow you to plug a PC serial mouse
: > into the ST mouseport?

: This can already be easily done, with no hardware adapter needed.

: A standard MicroSoft compatible serial mouse can be used in the regular
: ST mousport, but it needs a software driver.

: DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
: that a similar driver is available for ftp from atari archive sites.

: A standard PC *bus mouse* can be used with no software drivers needed,
: but some slight modifications to the wiring of the connector are needed.

: There should be text files telling how to do this on the atari archive sites,
: and I know we have them in the Atari Forum on CompuServe.

: BobR

I don't think this will work... You can plug a serial mouse into the Atari
serial port. Therefore you will need a driver (I know of a driver
supplied with the AT Speed 286 emulator so that you could use your PC mouse
also with the Atari). I think the same is valid for bus mice except that
you need an RS232 adaptor.
The reason: Atari mice are "brain dumb", they just deliver a pulse code for
direction and movement and are suplied by the 5V line of the
joyport/mouseport. The IKBD has do do the work (calculate relative
movement etc.). PC serial mice need a real RS232. They deliver byte
sequences over the RS232. Since there is no free RAM area in the IKBD
you cannot write a driver to use PC mice on the ST mouseport! Such a
driver would have to reside in the IKBD RAM! Well it's possible but you need
another IKBD controller for that.

Torsten lang@physik.uni-giessen.de

2310. Re: Falcon Internal Connections

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: jorgi@bl.pg.gda.pl
Message-ID: <3qk80d$16f@sunrise.pg.gda.pl>
Source record: 25978

Tim Pearce (T.R.Pearce@shef.ac.uk) wrote:
: Having just disassembled my falcon to remove the internal
: speaker I found a whole load of unused internal connectors.
: Can anyone tell me what they are for?

: U46 and U47 : Internal jumpers
: Profile correctly reports their states but what do they do?

ROM wait states and similar, don't remember all...

: W11 : jumper on small internal expansion port
: Again what does it do. Is it merely to determine whether there
: is anything on the port?

Yes.

: W10 : jumper by RF modulator
: What does it do. Is it to do with PAL/NTSC sync rates. I know
: can also be changed in NVRAM.

Don't remember....

: P6 : IDE interface
: will this support 3.5" enhanced IDE drives (with suitable cable
: and new case, of course). What sort of speed can I expect from
: such a drive. Will it be able to play back 8 tracks of D2D? Atari
: World issue 2 quoted 1.4MB/sec required for this.

Yes, i have external IDE made myself with this connector....
I have abou 1.8MB/s and 18ms with western digital 420MB

: 2 spare pins on keyboard connector
: What are they for?

Don't know...

: AND : How do I extract the Modem 1 (device 6) from the MFP chip?
: Does anyone have a pin out for this chip. If my falcon is in a
: new case I will want to use this port to connect to PC using
: Ghostlink or similar, but like my PC mouse in the current Modem2
: Port.

Me to....

: If anyone can help me with any of the above questions I would be most
: grateful. Please e-mail me or leave replies here.
: Many thanks

I hate vi :-(,

Irek Rogala
90:1300/301@nest.ftn

2311. Re: Epson FX Emul Cart for HP DJ500

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: ron@cruzio.com
Message-ID: <D9I0My.CDu@cruzio.com>
Source record: 25979

In article <D96q18.1Cx@freenet.niagara.com>, mpook@freenet.niagara.com (Michael Pook) writes:
> I have recently purchased a Hewlett-Packard DeskJet 500 printer.
> It works fine, but not all my software supports this printer.
> I understand that the HP Epson FX-80 Emul Cart (#22707F)
> is still available from mail order sources, including HP Direct.
>
> Would someone who already has one, please advise me if the cart
> correctly emulates graphics modes of a FX-80. I would like to
> use my DJ500 with programs like Printmaster Plus, AwardMaker,
> Degas, and others that have graphics output and no driver
> available for the DeskJet 500. Hewlett-Packard (Boise) was
> kind enough to FAX me copies of the following documents;
> "DeskJet Epson FX-80 Emulation ERS" and "Using the HP22707E
> or HP22707F Hewlett-Packard EPSON FX-80 Printer Emulation
> Cartridge". Both documents do not specifically state that
> the cartridge will emulate Graphics Modes control codes,
> but neither do they state that it is NOT supported. The local
> HP Customer Information Centre and HP DIRECT Customer Support
> (Mississauga) have been unable to answer my question.
>
> Please respond via E-mail. Thank you in advance.
>
> mpook@freenet.niagara.com
>
> --
> Michael Bernard Pook TEL 905-684-9563 FAX 905-988-1137
> #22-68 Louth Street, St. Catharines, ON L2E 3X2 Canada
> Post Office Box 2274, Niagara Falls, NY 14302-2274 USA
> E-mail: mpook@freenet.niagara.com

I have the Cart and it works just fine for Degas and WordWriter
and other Programs that print to a Epson only.

--
Ron and Sally Field With 2 Atari Falcons
And a 486 Game Machine
Email ron@cruzio.com

2312. Dragon + ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: David Mitchell <dmitchel>
Message-ID: <3qkknp$d4h@dux.dundee.ac.uk>
Source record: 25980

Has anyone ever connected these two beasties together??

Davy

80)

--
~~~~~~
~ * Jesus Jones * ~
~ *** http://www.cs.rmit.edu.au/~jbl/jesus.jones/ *** ~

~ *** (-Den of the Urban Fox-) *** ~
~ * http://www.mcs.dundee.ac.uk:8080/~dmitchel/ * ~
~~~~~~

2313. Re: Dragon + ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3qkp3f$j1a@dux.dundee.ac.uk>
Source record: 25981

David Mitchell (dmitchel) wrote:
: Has anyone ever connected these two beasties together??

: Davy

Oh my god!!

Rod

--
Rod McCall, Student Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: former President University Dramatic Society (read mistake!)

2314. Re: Any Info on the Multiboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3ql1tr$917@ccpnws.in2p3.fr>
Source record: 25982

```
Gerry O'Rourke (gigxr01@nt.com) wrote:
> The PAK 30 has the TOS 2.06 option (as a minimum) but does it provide any
> slots for graphics cards?.
```

The PAK3 board can carry TOS2.06 in four Eproms thus making Rom access faster.
It does not have a special slot for a graphic card but one can plug the old
68000 processor and then toggle between the old and the new CPU. MW Electronic
in Germany sells a graphic board for the MegaST.
--
+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| T�l: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2315. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FFBQCHEGUP@zumdick.rhein-main.de>
Source record: 25983

In <Pine.SOL.3.91.950531190039.1920A-100000@student.canberra.edu.au> Alias -X- wrote:

>
>I bought a "Sparrow '030"-Revision2 from Atari OZ just before they
>closed operations (they told me it was a Falcon). I managed to use its
>memory and hard drive (which crashed shortly afterwards) in another Falcon
>which I bought from Atari Beneluxe (sp?) in Holland. The Sparrow is now
>just sitting on my desk as a very expensive paperweight. I am wondering
>what can be done with it.
>
Auction it off. Or keep it and sell it in twenty years for a million :)

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

2316. Re: One last plea for Falcon HW help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ql9gb$fh4@news.iesd.auc.dk>
Source record: 25984

Hi Jay,

I don't the complete solution to your problem, but i may have the solution for
your problem 2).

In article <xK5-cPc.jmillar@delphi.com>, Jay T Millar <jmillar@delphi.com> writes:
>
> Questions and problems:
>
> 1) My external SCSI drives always time out. It's really annoying as it
> crashes the machine. Anything I can do about it?
>
> 2) My internal IDE _POWERS DOWN_ on a random basis (not often). I know
> someone posted a solution to this problem a while back, but I hadn't
> experienced it at the time. Anything I can do about it?

Disassemble your Falcon and unscrew your harddisk from the motherboard,
then take some tape and place it between the mounting point where the screws
goes in and the motherboard. Than screw your harddisk back onto the motherboard.
The problem may be caused, by bad shielding between the harddisk-holder and
the motherboard.

> 3) Certain program, when they produce sound/music from my Falcon, cause
> my machine to crash. This consists of the machine freezing on a
> certain note/sound. This too, really sucks. Anything I can do
> about it?

Hope this helps....

Keep Cool and FLying...

ChainXOR...

WWW-homepage : http://www-i8.auc.dk/~chainxor/

2317. Connecting a CDRom drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <802074550.0@mettav.exnet>
Source record: 25985

It was none other than -Unknown- who did write on 30 May 95 that ....
-> He has the Link and a SCSI hard disk and has been looking at the
-> cost of SCSI CDRoms. It seems that you pay a lot for the privilege
-> of having the power supply in the same box.

Not neccesarily ! Toshiba XM Triples and Quad externals are rebadged by loads of companies and they sell at the same price as internals. Try looking for a big boxshifting Discount AppleMac Seller for one.

-> So he wants to know if anyone has tried just sticking together a
-> power supply and an internal CD drive in a shoe box or similar
-> high tech enclosure.

I'm sure you could do that BUT you do your sums and an complete external works out cheaper and you don't have to waste time getting all the silly little bits that you always need and once its built you can move it without fear that it will stop working :-)

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2318. Any Info on the Multiboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0106950850570001@ngalm099.gal.nt.com>
Source record: 25986

I have seen the Multiboard mentioned in several magazines, it is supposed to provide an IDE interface, sockets for TOS 2.06 & a slot for a PC Graphics Card.

Does anybody have any more information. like who makes/supplies it, what graphic cards work with it & what/where is the software to make it work, how much is it,etc...

The PAK 30 has the TOS 2.06 option (as a minimum) but does it provide any slots for graphics cards?.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2319. Re: One last plea for Falcon HW help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: alpldbia@w355zrz.zrz.TU-Berlin.DE
Message-ID: <3ql5ot$69t@brachio.zrz.TU-Berlin.DE>
Source record: 25987

In article <xK5-cPc.jmillar@delphi.com>,
Jay T Millar <jmillar@delphi.com> wrote:

>1) My external SCSI drives always time out. It's really annoying as it
> crashes the machine. Anything I can do about it?

I had similar problems, too, when I connected a SCSI drive to my Falcon.
The problems disappeared after applying a so-called Falcon patch which
fixes timing problems on the Falcon's bus system. This patch is a hardware
patch so you may contact your local Atari dealer to build it into your
Falcon.

You might also contact Michael_Ruge@wi2.maus.de (Michael Ruge) for a
description on how to do the patch yourself. However, I don't know whether
he has an English version of it.

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

2320. Re: One last plea for Falcon HW help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3qlifm$i5t@blackice.winternet.com>
Source record: 25988

> Jay T Millar <jmillar@delphi.com> writes:
> Hi all,
>
> I've been randomly complaing about a couple things for a while, and haven't
> found solutions. In any case, I'm sick of bitchin', so I've decided o
> to make one final plea before I send my Falcon in for servicing of
> some kind!!!!
>
> (Snip)

>>>>
All your problems point to a Power Supply going bad or just a loose
connection where the Power Supply plugs onto the Main Board.

Rich Mier

2321. Anyone have a spare ICD thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3qls3s$h9f@newsbf02.news.aol.com>
Source record: 25989

Actually, I don't know what it is called. It is the device that makes you connect upto 7 SCSI devices to the ST. It is the one that is supposed to connect using the Atari ADSCI (?) port to the that, then hook up possible SCSI hard drives. I will be willing to pay for shipping + the item itself.

Thanks...RichWegner@AOL.COM

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2322. CD ROM installation....HO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-01 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA74E1.078400098A.uuout@tippy.com>
Source record: 25990

```
BV> Can anyone give me a quick 123 on how to go about a CD ROM
BV> installation in a ST1040, I have the external case so the
BV> power supply etc. is not a problem.

Buy the Link II by ICD and get a SCSI cable. You can order both from
Toad computers. Buy an internal SCSI CD drive. Stick it into the
case adn attach the SCSI cable to the drive and then to the Link II.
Attach the DMA cable to the computer and then to the other side of
the Link II. You are all set. Just get a program like Extendos and
you're in....

___ Mountain Reader II - #Demo 001
```

2323. MiNT w/o MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D9JGtI.BKH@sci.kun.nl>
Source record: 25892

Hello,

Lately I've been trying to convince my Falcon that I want to run MiNT, but _not_ MultiTOS. I remember I've tried it before, but I gave up. I understand that I just have to comment out the line

#GEM=C:\MULTITOS\GEM.SYS

in my MINT.CNF, but when I do so (and have memory protection switched off) I get peculiar `mouse droppings' (i.e. an image of the mouse displayed upon moving, about one VGA screensize down right of the `real' mouse pointer (I'm using BlowUP)) and my system is _very_ unstable (as in: hangs after about 30 seconds).

What am I doing wrong? I also tried

INIT=C:\GEM.PRG

with the old GEM.PRG I had to use for MiNT in my old ST, but that doesn't help.

My setup: MH-MiNT 1.12h2, NVDI 3 (but the problem also occured before I had that), TOS 4.02, BlowUP 030 (but when I don't install that, the problem is still there).

Sometimes I wish for my old ST... There I could have a tcsh in a TOSWin window, or even more if my ST felt generous. I want that back, and not have to run MultiTOS as the Pure C editor then even loses characters at low typing speeds...

Help me out... I'm stymied!

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2324. Re: [Falcon] Remove the Atari logo.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3qmscr$f1c@macondo.dmu.ac.uk>
Source record: 25893

```
>
>Such things will be included in future version of Backward III.
>Just a few explanations: Backward III is a RESET proof TSR, so
>after the first cold boot, it is kept in memory; i.e. you'll have the logo
>and the slow boot once, and then all subsequent warm reboot will
>be logo less and/or IDE test less.
>
>Last thing, BACKWARD III is released since a week and will be
>soon uploaded on various ftp sites.

Great, but it will it be compatible with TOS 4.02 and 4.04? I have done a little
patch to stop the IDE wait, but it doesn't seem to work on 4.02, and I haven't
got a 4.02 machine to find out where to patch TOS!

Alan.

--
/--------------------------------------------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--------------------------------------------/
```

2325. Re: [Falcon] Remove the Atari logo.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3qmsdh$f3i@macondo.dmu.ac.uk>
Source record: 25894

```
>
>Such things will be included in future version of Backward III.
>Just a few explanations: Backward III is a RESET proof TSR, so
>after the first cold boot, it is kept in memory; i.e. you'll have the logo
>and the slow boot once, and then all subsequent warm reboot will
>be logo less and/or IDE test less.
>
>Last thing, BACKWARD III is released since a week and will be
>soon uploaded on various ftp sites.
```

Great, but it will it be compatible with TOS 4.02 and 4.04? I have done a little patch to stop the IDE wait, but it doesn't seem to work on 4.02, and I haven't got a 4.02 machine to find out where to patch TOS!

Alan.

```
--
/--------------------------------------------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--------------------------------------------/
```

2326. Q: upgrading a 520

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: b.s.bhumbra@bnr.co.uk
Message-ID: <b.s.bhumbra-0206951254310001@bharm150.bnr.co.uk>
Source record: 25895

This question is probably in the FAQ (which I couldn't find) so apologees to all. If anyone can give me details on the procedure for inserting extra memory chips I would be grateful. Incidently, is a 520 ST extended to a 1M memory equivalent to a 1040 STE?

Any help will be appreciated.

Bindi

--
Bindi Bhumbra

These are my opinions...so don't sue my employer

2327. Long life laser carts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: z004157b@bcfreenet.seflin.lib.fl.us
Message-ID: <3qn2tq$die@bcfreenet.seflin.lib.fl.us>
Source record: 25896

All Types of Laser Cartridges
Paying Much to Much For Much To Little

Better than new HP Cannon Apple and every laser cartridge you can possibly think of at deep discounts. The only long life ISO 9220 world certified units on the market 100% guaranteed.

No need to return your old unit.

You will get a cleaner clearer output every time. We ship UPS worldwide 365 days a year.

We also have units for Copiers and Fax Machines

Micro Development Technologies Inc.
Sunrise Florida
Voice (305) 531-7878 Fax (305) 473-1742

--

Christopher Hood
z004157b@bcfreenet.seflin.lib.fl.us

2328. BarraCuda040 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qnsgh$4rd@news.iesd.auc.dk>
Source record: 25897

Is there anybody out there who knows what's happening to the
BarraCuda040. Is it released or what ?

Keep Cool and Flying...

ChainXOR...

2329. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3qll6f$t8s@status.gen.nz>
Source record: 25898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Karlheinz Sauther (charly@senator.inka.de) wrote:
: Hi
:
: I'am using a FREEWARE Mouse Driver for all serial ports on any Atari.
: It's called MOUSE v.2.3.

I use it too and it seems to work very well. It can be obtained from
ftp.cnam.fr (or was it ftp.uni-kl.ed?) and the filename is MOUSE23.LZH.

Hope that helps.
-Mario Becroft (mbecroft@iconz.co.nz)

2330. Re: Have I destroyed my precious hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Jack Hock <jhock@mailbox-iwaynet.net>
Message-ID: <3qllkn$5ee@iwaynet.iwaynet.net>
Source record: 25899

Wow! now thats storage space <g> What HD software are you running?
ICD's had a scsi id utility that would tell you what address you were at.
Is this the only scsi device hooked up to your Falcon? I am really only
familiar with the older 1040ST's but it doesn't seem like you should have
hurt your drive.

2331. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Jack Hock <jhock@mailbox-iwaynet.net>
Message-ID: <3qllpt$5ee@iwaynet.iwaynet.net>
Source record: 25900

Darek has a WWW page for Gemulator products and support. its at
http://www.halcyon.com/brasoft/

lots of good info. Toad Computers in Maryland is a Gemulator dealer and
they have an 800 number but I don't have it at hand. THey also have a www
page but not sure of the address, they can be reached at ftp
toad@charm.net if I recall correctly.

Jack

2332. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Jack Hock <jhock@mailbox-iwaynet.net>
Message-ID: <3qll5q$5ee@iwaynet.iwaynet.net>
Source record: 25901

Darek Mihocka the author of Gemulator has a WWW page now at
brasoft@halcyon.com
Don't have the info in front of me, but am pretty sure the service was
a "com" rather than "net" etc.
The page has info on dealers, upcoming product, and demo pictures.
Enjoy.
Jack

2333. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Jack Hock <jhock@mailbox-iwaynet.net>
Message-ID: <3qll6d$5ee@iwaynet.iwaynet.net>
Source record: 25902

Darek Mihocka the author of Gemulator has a WWW page now at
brasoft@halcyon.com
Don't have the info in front of me, but am pretty sure the service was
a "com" rather than "net" etc.
The page has info on dealers, upcoming product, and demo pictures.
Enjoy.
Jack

2334. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Jack Hock <jhock@mailbox-iwaynet.net>
Message-ID: <3qll6j$5ee@iwaynet.iwaynet.net>
Source record: 25903

Darek Mihocka the author of Gemulator has a WWW page now at
brasoft@halcyon.com
Don't have the info in front of me, but am pretty sure the service was
a "com" rather than "net" etc.
The page has info on dealers, upcoming product, and demo pictures.
Enjoy.
Jack

2335. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Jack Hock <jhock@mailbox-iwaynet.net>
Message-ID: <3qllab$5ee@iwaynet.iwaynet.net>
Source record: 25904

Darek Mihocka has a WWW page now for Gemulator at
http://www.halcyon.com/brasoft/

Check it out! all the info you will need.

Jack

2336. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qm2mgINNifr@duncan.cs.utk.edu>
Source record: 25905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2337. Re: Have I destroyed my precious hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: Mark Williams <mark@aveleymc.demon.co.uk>
Message-ID: <801932761snz@aveleymc.demon.co.uk>
Source record: 25906

> I have a Conner 1060 MB hard drive connected to my Falcon and
> it's been working fine since I got it. One day I was going to
> change the SCSI ID on it, but since I didn't have the manual for
> it, I just tried to put the jumpers in different combinations.

I suppose you weren't lucky enough to have just fiddled with the right ones?
The actual ID selectors should be on a separate bunch of 3 pairs of jumpers
on the edge of the drive (At least, my Micropolis & Hitachi drives are
like this) and for a first SCSI drive, ID=0, should all be vacant/open/
not connected;
all the others should be left as they were!
--
Mark Williams - Aveley Medical Centre, Essex, UK

2338. Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fceba01_Tom.Thomason@fpc.ct.se>
Source record: 25907

On 31 May 95, Alias -X- shot this through the ether to All ...

A> From the outside it looks exactly the same as a Falcon (with a
A> Swedish keyboard) and has the same ports as the Falcon, but the borad
A> is quite a bit different. The TOS chips (yes there are two) contain
A> TOS 2.07. I've tried burning TOS 4.04 into a couple of eproms - but
A> this didn't work. It has a DSP chip, and several graphics/sound chips
A> which I can't identify. It also won't give out a proper signal to a
A> VGA/MVGA monitor - the sync is totally out.

This is a bird that neither I nor anyone I've spoken to has ever heard
of. I wonder if it might not be simply an STe (or, if the keyboard is seperate,
a MSTe) with some kind of 030 card installed. Strange that it would have a
Swedish keyboard.

ATB,
Tom

(UUCP Dialup connection)

2339. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D9KL3z.J8s@cix.compulink.co.uk>
Source record: 25908
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <D9FpHA.1tG@crash.cts.com>, richcsst@crash.cts.com said:

> MTBF mean anything? Also, double check some of the so-called reliable
> Seagates. They are OEMed, which means they didn't make them.

My point exactly. These drive bear the Seagate label and much more
reliable than Seagate drives of old. They are more reliable because they
are made by companies that Seagate have aquired/done deals with.

They are still Seagate drives though. Therefore not all Seagate drives are
rubbish.

Roland.

@CiX

2340. Re: Have I destroyed my precious hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D9KL41.J9D@cix.compulink.co.uk>
Source record: 25909

In message <3qab7e$h91@nic.lth.se>, dat91fhu@ludat.lth.se said:

> -> You *did* note down what jumper setings you started with?
>
> Well, I didn't write it down, because NO jumpers were set!

Fair enough. You might be surprised by the number of people who
subconciously think they can memorise lots of jumper positions! ;-)

> -> If the jumper settings are the same as when you started it - then
> you have -> probably blown it. I had a Micropolis drive that just
> stopped working like -> this (well after a bit of handling ;-)
>
> That doesn't sound too reassuring :(

Sorry - but having blown 930Mb worth of SCSI disk drives this year - all
I can say is that sometimes they don't recover. Most of the time its just
an incorrectly placed jumper or lose cable. Doesn't seem to be the case
for you. :-(

:-)

Roland.

@CiX

2341. Re: PAK68 vs. T28/36

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFDAAFVX@ttgk.nextjk.stuyts.nl>
Source record: 25910

In <3qcadq$l4i@sunrise.pg.gda.pl> Banachowicz Jaroslaw wrote :

>
>Some information about the PAK3 and T28/T36
>==

Any info on how to speed up a TT too ? Currently I'm fiddling with a faster clock oscillator (40 MHz) but unless I hook it up as replacment for the 32 MHz oscillator, the TT won't boot up with the desktop. That is, all auto folder programs run fine if I just hook up the oscillator to the processor clock input pin, but as soon as the desktop should appear it bombs out. If connected in place of the 32 MHz oscillator it boots up fine including the desktop. Only then I can't use the mouse or floppy drive as the frequencies are too far off (they are all derived from the 32 MHz clock in some way -> 16 MHz, 8 MHz, 500 kHz etc.) I know there is such a thing as CaTTamaran but I read the info's in a demo program of this accelerator and the hardware seems quite simple so I wanted to try for myself :-)
Anybody tried to put in a 68040 or 68060 into a TT, will the TOS need patching, what do these processors cost nowadays ?

Gert

BTW I've created a simple hardware overscan modification for the TT which gives 832x500 in 16 colors on a VGA monitor (that is 'fullscreen' instead of the '75%' picture..) So now you can have 'real' 80 column windows! It consists of a multiplexer IC (for software controlled on and off switching) and a simple transistor circuit to generate a new 'DE' Display Enable signal.

--

-- --
Atari TT-Point
-- --

2342. GASTEINER E-MAIL ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06021995.230258@empyr.dircon.co.uk>
Source record: 25911

Hi. Anyone know if Gasteiner has an e-mail address ?

I'd also love to hear from SCSI boffins who could help set up a drive
with a TopLink adaptor.

Cheers,

Kev.

* ReJoinDer v 1.1a *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| ---
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

2343. Re: C++ for GEM-programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-02 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun2.171722.23900@rhrk.uni-kl.de>
Source record: 25912

josk@stud.unit.no (Jo Even Skarstein) writes:

>Are there any C++-compilers available for my Falcon that's suitable for
>programming GEM-applications?

The GNU C++ compiler is the only C++ compiler for the Atari at all.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

2344. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3qpal3$2c3@prime.mdata.fi>
Source record: 25913

In article <801974426.1@mettav.exnet>,
Graham Irvine <Graham.Irvine@mettav.exnet.com> wrote:
>It was none other than Kim Andersen who did write on 28 May 95 that ....
> >> Kim I think he is thinking of HOW_FAST which works on all Atari's ..
> KA> including
> >> Falcon ,don't know of its accuracy of course but it seems to give
> KA> How_Fast doesn't give any graphiccal result, does it ? I havn't

How_Fast is the only testing program I know that

1) allows you to define the filesizes to be tested (eg. from 3 Kb to
3.1 mb, and in how many steps this test is made.
2) makes a graph that clearly shows the effect of disks thermal
calibration (try a test: 199Kb to 200Kb 500 times!).
3) saves the graph as data file that can be imported into for example
X-act business graphics package for more types of presentation.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2345. Re: Anyone have a spare ICD thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: henryc936@aol.com
Message-ID: <3qop4n$7r6@newsbf02.news.aol.com>
Source record: 25914

```
rw> Actually, I don't know what it is called. It is the device that
rw> makes you connect upto 7 SCSI devices to the ST. It is the one that
rw> is supposed to connect using the Atari ADSCI (?) port to the that,
rw> then hook up possible SCSI hard drives. I will be willing to pay
rw> for shipping + the item itself.

ICD makes a ICD's Link II and ADSCSI host adapter. I beleive that is what
you are looking for. The Link ll goes for around $99.00 new.
E-Mail: henry_criss@maclair.sccsi.com - henryC936@aol.com

"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
AMERICAN DATA RESOURCES
_/_/ _/_/_/ _/_/_/ Henry Criss, Jr.
_/ _/ _/ _/ _/ _/ @ Home....
_/_/_/ _/ _/ _/_/_/ 1832 Oriole
_/ _/ _/_/_/ _/ _/ League City, TX 77573
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
INFORMATION INVESTIGATION SECURITY
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

2346. Re: PAK68 vs. T28/36

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3qqqhm$40o@cville-srv.wam.umd.edu>
Source record: 25915

: Any info on how to speed up a TT too ? Currently I'm fiddling with a faster

Try the CaTTamaran - takes a TT to 48MHz... cheap, too.

--LuNATiC

2347. WANTED: Internal IDE Hard Disk for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-0306952032450001@tdw.vip.best.com>
Source record: 25916

WANTED: Internal IDE Hard Disk for FALCON

Ideally, 85Meg.

Thanks.

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

2348. MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA938A.07840009A7.uuout@tippy.com>
Source record: 25917

H > I just got the Demo for MagiC Mac, the Atari emulator to run
H > on my Mac Performa 405 and it will not install. I keep getting
H > a dialog box and it is in German so I don't know what it says.
H > The read me files are in German also so I am at a loss to get
H > it up and running.

I heard that the Magic Mac, at this point, does not run on the
higher end Mac machines.

___ Mountain Reader II - #Demo 001

2349. Re: adjusting Atari monitor SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoh79$8rb$4@mhade.production.compuserve.com>
Source record: 25918

> You have to remove the cover. On the main board You'll find the set of
> adjusters. Just try them with a small screwdriver.

This is true for the vertical adjustment, but the horizontal size (width) of the screen on the SM124 is controlled by a coil.. it looks like a small spool of thread, and needs a special plastic tool (available at Radio Shack) to screw the iron slug core inside the hole in the spool in and out to adjust the width.

The tool has a hexagonal head on it to fit into the slug, and needs to be plastic to avoid affecting the adjustment (the circuit is fairly high frequency, and a metal allen wrench could distort things), not to mention the adjustment has to be done with the power on, and poking metal things into high voltage is usually not a good idea..!

(The tool also has a screwdriver tip on the other end for making the vertical adjustments too.)

As was mentioned before though, if the picture has been shrinking, it's probably symptomatic of other problems.. adjusting might help for a while, but it may become more serious eventually.

Incidentally, there is a text file that was somewhat widely distributed when the ST first came out detailing how to enlarge the picture size on the SM124 to fill the entire screen, instead of having the wide black borders it normally comes from the factory with. This file gives the exact locations and markings of the components that need to be adjusted, and recommendations about the tools and safety considerations. I don't remember the exact filename, but it might still be available at Atari FTP sites.. probably in a "miscellaneous" directory.

We might even still have it in the Atari Forum on CompuServe...

BobR

2350. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qohnm$8rb$5@mhade.production.compuserve.com>
Source record: 25919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Could you post these instructions here, please? There are many of us here
> who have no access to Compuserve.

No problem.. it's fairly short. I haven't actually tried this myself, but
at least a couple of our Atari Forum members have done it successfully...

Remember that this is for a BUSS mouse, even though the author just refers
to it as a "MicroSoft Mouse". The PC serial mouse connector is the same
physical type as the Atari mouse uses, a miniature male DB-9.

BobR

Subject: How to hook-up a MicroSoft mouse to an Atari ST

Here's a repost of my article of wayyyy back (Feb 1989) on how to hook an
Microsoft mouse to an Atari ST. No software changes are required. All it
takes is creating a special cable between the mouse and the Atari.

I've been using a Microsoft mouse now for around 2 years on my 1040, with nary
a glitch. It's so much better than the Atari mouse, I'd never go back. (IMHO)

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)
The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather
strange connector on the end. To prevent having to cut the mouse cable up,
I made this adaptor. If you still can't follow it, please let me know and
I'll try to redescribe it. This does work for me. I've been using it for
6 or so months now [Note, it's been 2 years now!] with no problems at all.
It does take some soldering skills, so if you're not so hot at soldering,
find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I
have not asked Atari.

Atari ST		Microsoft Mouse ST		expected signal
1	5	XB		
2	3	XA		
3	8	YA		
4	9	YB		
5	N/C	N/C		
6	2	Left button		
7	N/C	+5VDC	(N/C)	
8*	6	and also tie to pin 1	Ground	
9	7	Right button		

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

2351. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoiiv$8rb$6@mhade.production.compuserve.com>
Source record: 25920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> But I think you mean the serial port. If you want to hook up a serial
> mouse to the mouse port you would need to do some major surgery.

I checked with Nathan Potechin of DMC publishing, and it turns out that the serial driver is indeed from Cybercube, the producers of the Cyrel Sunrise video card. Unfortunately DMC only distributes the card, not the other software products from Cybercube, so he couldn't give me any info about how the PC serial mouse connects to the ST when using this driver.

As for doing surgery, it depends. A serial PC mouse with a DB-9 connector should plug directly into the mouse port of the ST.. they use the same connector type (and that should include just about every serial PC mouse you're likely to encounter).

If it turns out the serial PC mouse needs to be connected to the ST's serial port instead of the mouse port, you would indeed need to convert the plug somehow.. but 9pin to 25pin adapters are easily available for a couple of dollars, so you shouldn't need to do surgery on the plugs.

The PC *buss* mouse *does* have a proprietary connector that would need to be adapted, or cut off and resoldered to a DB-9 that would plug into the ST's mouseport. It might actually be possible to use the cable from a dead Atari mouse to make such an adapter, or even possibly to solder the Atari cable to the mouse in place of the cable supplied with it.

I'll see if I can contact Cybercube and get more info from them about how the serial mouse connects to the ST...

(Meanwhile, I bought a "Best Mouse" for my ST from Best Electronics many years ago which works great, hardly ever needs to be cleaned, and "best" of all, is a direct replacement for the Atari mouse without adapters or drivers or anything... highly recommended..!)

BobR

2352. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoiup$8rb$7@mhade.production.compuserve.com>
Source record: 25921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I'am using a FREEWARE Mouse Driver for all serial ports on any Atari. It's
> called MOUSE v.2.3.

Aha..! I guess that solves the mystery of where a serial PC mouse would
connect to the ST...

I was wrong to assume it plugs into the mouseport then. How do you handle
using the mouse for things like terminal programs though, where your serial
port (at least on an ST with only one serial port) would be connected to
a modem..?

> Sorry for my bad english, School is a long time ago ;-)

No problem there at all..! I wish everyone I knew here in the US spoke
English that well..

:)

BobR

2353. Re: Connecting a CDRom drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qojh6$8rb$8@mhade.production.compuserve.com>
Source record: 25922

> So he wants to know if anyone has tried just sticking together a power
> supply and an internal CD drive in a shoe box or similar high tech
> enclosure.

That should work just fine.. there's nothing special about "external" SCSI CD-ROM drives other than providing a case, power supply, and a connector on the back.

If you're not particular about looks, a ribbon cable out a hole in the back would work just as well as a separate connector.

A popular setup is to use an inexpensive PC style case, either desktop or mini-tower (which usually includes a more than adequete power supply and fan) to mount accessories like CD-ROM drives, hard drives and even external floppy drives to connect to an Atari ST computer.

BobR

2354. Re: reading 360K disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qojp4$8rb$9@mhade.production.compuserve.com>
Source record: 25923

> formatting on the ST and then putting in the PC is no good, 'cos it says
> that it can't read it.

Have you tried using an Atari formatting program that has an option to
write a MS-DOS compatible boot sector to the disk..?

The one I used to use was DCFORMAT from DoubleClick Software (who
unfortunately are no longer with us), but there are many others which
have this option.

I don't know if this would make a SingleSided disk compatible though..

BobR

2355. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qojv0$8rb$10@mhade.production.compuserve.com>
Source record: 25924

> Where can I get the latest version of Gemulator ? And what is the latest
> version ?

Branch Always Software has just released version 4.0 of the GEMulator software, with MANY new and pretty exciting features.

Write to them at brasoft@halcyon.com and ask for a copy of their newest newsletter. It includes the addresses of several sources around the world for the GEMulator.

BobR

2356. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoomc$8rb$12@mhade.production.compuserve.com>
Source record: 25925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> The PC serial mouse connector is the same physical type as the Atari mouse
> uses, a miniature male DB-9.

Oops... not that it probably matters a lot, but the connector on both the Atari mouse and a serial PC mouse is a *female* DB-9. Must be I've got Friday night brain fade...

:)
BobR

(Oh, and I just realized there might actually be some "surgery" required to plug a standard DB-9 into the Atari mouse port since the standard plug has "ears" that stick out with screws to secure the plug into the connector. These protrusions would probably have to be cut off with a razor saw or something to allow the plug to fit into the Atari mouse port recess.)

2357. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: henryc936@aol.com
Message-ID: <3qtssv$bgs@newsbf02.news.aol.com>
Source record: 25841

My Performa is a 030. It should do the trick if I have enought ram and HD.

Regards,
HEC
E-Mail: henry_criss@maclair.sccsi.com/henryC936@aol.com

```
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
AMERICAN DATA RESOURCES
_/_/ _/_/_/ _/_/_/ Henry Criss, Jr.
_/ _/ _/ _/ _/ _/ @ Home....
_/_/_/ _/ _/ _/_/_/ 1832 Oriole
_/ _/ _/_/_/ _/ _/ League City, TX
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
INFORMATION INVESTIGATION SECURITY
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

2358. Pak 68/3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <JE1edkS.jyoung57@delphi.com>
Source record: 25842

Hi..

I called a local atari store to purchase the PAK68/3 board (Toad computers) and
surprisingly, they didn't feel confident enough in the product to sell it to me until they know more about it, so I decided to ask here for some of their concerns.

First, they did not know how to reliably run the PAK at 50 mhz. They are selling an optional 'buffer board' which is supposed to facilitate this but say they can't get any information on this procedure.

Second, I wanted a 68000 compatibility switch included and although they were told by their distributor (System Solutions) that this is possible, their technician was unable to make progress in actually doing the modification.

Also, does anyone know if Magic 3 can be put on roms and used as the on board OS? And finally, is their a PAK FAQ floating around somewhere as I see alot of questions from interested users being posted.

Thanks...

Jeff

2359. Re: Any Info on the Multiboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <JE1dN6d.jyoung57@delphi.com>
Source record: 25843

Stephane Acounis <acounis@lpnhp3.in2p3.fr> writes:

>The PAK3 board can carry TOS2.06 in four Eproms thus making Rom access faster.
>It does not have a special slot for a graphic card but one can plug the old

In fact the Pak68/3 does allow for not only a graphics board, but also for
a Fast ram board expandable to I believe 16MB...

Jeff

2360. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qtfqt$qib@dux.dundee.ac.uk>
Source record: 25844
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy

>"Sparrow" was the name of the project that resulted in the Falcon. So a
Sparrow
>is a very rare bird indeed! It's propably one of the original
>developer-machines.
>

Atari Benelux had a sale about 6 months ago where I was able to purchase
a number of development machines including the replacement TT called the
Atari BlueTTit (BT) 040. Then of course the Atari Budgie 020
and the Music Workstation "Humming Bird 010". Not forgetting the 060 based
Atari Shag 060.

During the mid eighties they also had the replacement XE games console called
the "Atari Turkey 65"

I asked Sam Tramiel to comment on these names and was told "Tweet, tweet,
cheep", he then ate some seed and flew off :)

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

2361. ExteDOS and CD ROM's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <71773-802332119@mindlink.bc.ca>
Source record: 25845

Although I can not ignore the fact that I am yet a few steps away from a successful CD ROM installation I can tell you that ExtenDOS is good value for what it does for you, the just released v2.1 makes it even easier of an installation.

For the record, no I am not paid to say this, but what I would like is to know if anyone has had the problem I am having in not being able to get the DATA transfer to work, the Audio part of it works GREAT, ExtenODS really makes the Audio.ACC work with ease.

BVM.

2362. Re: .INF file > 4K with MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <802302042_OASIS_@steil.demon.co.uk>
Source record: 25846

You are correct in saying that SHBUF doesn't work with Multi-TOS, but then it doesn't need to. Are you using an ST or Falcon? On the Falcon, you just need to use the LOAD INF option from the OPTIONS menu and select Newdesk.Inf. All your icons will be restored and the Desktop will work fine until you reset or power down. I often use this method and it works every time. I have no experience of Multi-TOS on an ST, so I can't advise what to do there.

--

==
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==

2363. IDE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: granazis@athena.compulink.forthnet.gr
Message-ID: <3qtdpo$4eo@news.compulink.gr>
Source record: 25847

Hello, I have an IDE hard disk installed into my
1040 STF 2.5Mb and it is working without problems.
Well I have to hard disks actually. Both CONNER 2.5'
(for notebooks) 20 Mb & 40 Mb.
My IDE controler comes from Germany (Hard & Soft)
I tried to use a 3.5' hard disk with out success, a year ago.
I am going to try again now that 3.5' are less power hungry.
In the installation of my 2.5' hard disks I met minor problems,
but both work OK now.

2364. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3qrqlk$crd@inca01.inca.co.nz>
Source record: 25926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Soeren Schnee (sos@sos.shn.com) wrote:
[snip]
> Sorry for my bad english, but what's a POM?????

A 'Pom', as in 'pommie' is usually used to refer to someone from England, normally in a derisive or down-putting way as in "Whinging Pom" (probably originated due to an English tourist/immigrant who complained about everything) or "Pommie B'stard".

2365. For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: "S.A. Rossell" <sar@cts.com>
Message-ID: <Pine.SCO.3.91.950603224711.20478A-100000@crash.cts.com>
Source record: 25927
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

It's old but works just fine. And it's not the newer squished version either. This is the real Lynx; the first one. I'm just selling it because I don't play it anymore. It comes with two games; Chess and Qix.

E-mail or call sar@cts.com 619-596-2013

2366. Re: .INF file > 4K with MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3qs3im$e9n@inca01.inca.co.nz>
Source record: 25928

Arto Jalkanen (artoj@mini.mits.mdata.fi) wrote:
[snip]
> Is there a way to get NEWDESK.INF to work with MultiTOS when it's
> length is over 4196 bytes? A program or stuff? I know there is
> some programs that do the trick like SHBUF.PRG, but it dosn't
> work with MultiTOS (doesn't like the AES version). Help please,
> 4192 bytes isn't enough. My Inf file is at the moment ~6000 bytes.
[snip]
> I can't be the only one that has problems with this.
[snip]

The maximum shell buffer size (DESKTOP/NEWDESK INF file) in TOS/MultiTOS
has three sizes :
1024 bytes (TOS 1.0, 1.02 aka ROM, Blitter TOS)
4192 bytes (TOS 1.4, 1.6.... TOS 4)
32767 bytes (MultiTOS)

Are you sure that your file isn't a bit "corrupt" somewhere? Or else it is
the well known bug (to the few MultiTOS users i am acquanted with).

The GEM AES included with MultiTOS has problems reading a new INF file
when one is already in RAM - AES 4.0 keeps some of the old file around.

File size of 6k... you must have a lot of icons or installed apps, or some
very long path names. Have you removed all installed apps which are not
currently installed? (The "Remove" button at the bottom of the "install
application dialog does this). Have you done the same for icons (this
dialog also has a "remove" button).

Try this :

1. Rename your NEWDESK.INF to NEWDESK.IN.
To be safe, create a copy under another name ("OLDDESK.INF"), so that if
it gets screwed up, you still have your old file intact. If you are
absolutely paranoid, you could always print it out... (20, 30, 40 pages
or so of it...)

2. Reboot
MultiTOS GEM AES will not be able to find "NEWDESK.INF", and hence you
will not get your desktop icons/windows set up.

3. (Optional) Save this "blank" desktop as "BLANK.INF".

4. Read in the "NEWDESK" file.
If everything is OK, then this was just a bad file.

Otherwise, repeat steps 1 and 2. Rebuild your desktop icons/installed programs. (It's tedious. And sometimes necessary).

The "VIEWER" application that came with MultiTOS can be a godsend here - just double click on your "NEWDESK.INF" file, select "show", and then you will be presented with the contents of the file in a movable, scrollable, sizable window.

Before doing anything drastic, look through the file. (According to the powers that be : "You are not supposed to understand the layout of the file, only the GEM shell is")

Having had to re-write my Desktop file (to fix errors made by other peoples installers) many times in the past, I have come to learn the layout of the Newdesk/Desktop file.

Briefly, look for the following signs of corruption/normality :
A. All lines should begin with a hash '#' followed by a letter. Any line that doesn't is generally deemed corrupt.
B. From the window placement lines (beginning with '#W'), all lines should finish with an at-sign '@'. Lines that dont are deemed 'malformed'.
C. Following the window lines, the "program extensions" block. This defines the filename extensions for executable programs.
D. After this, come the installed applications. Each application is listed, as well as a file extension that will cause the program to be autoloaded. There should be three hexadecimal numbers preceeding the program name. The first two I am unsure of. The third, gives program type, and the FunctionKey it is assigned.
E. After this come a list of your desktop icons. The first two numbers are the place on the screen the icon appears, and the third is the actual icon number (from the DESKCICN.RSC file). The fourth hexadecimal number 'FF' doesn't seem to mean much. After that comes the "Icon Letter" and then the Icon Label.
F. Following that are the icons that have been dragged from windows onto the desktop.
G. After all this, you have a jumble of lines based on whatever you did to your system. Installed applications/icons, drive letters and so forth. these all apear in the order that you did them.
H. MOST IMPORTANT : If the file does not end with the PC-DOS EOF (End-Of-File) marker, it will not be a valid desktop file. (some "lame" program installers mangle the file, and dont put the required "EOF" marker back at the end of the file. Find the length of the desktop file (using the Desktop "Show Info"). Get out a file-editor (Knife, or similar), open at the "Newdesk" file, go to the byte at that particular offset (or one before it if your program numbers from zero). See if the byte at that position is the value 26 (1A in hexadecimal). If not, find the nearest preceeding end-of-line marker (bytes of value "0D 0A" hexadecimal, in that order), and place a "1A" hexadecimal byte immediately after it. GEM will NOT read anything beyond that byte when asked to "Read INF".

This technique has saved me many times when an install program has mangled my DESKTOP.INF/NEWDESK.INF (GRRR!).

2367. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: ay973@FreeNet.Carleton.CA
Message-ID: <D9nsuL.L79@freenet.carleton.ca>
Source record: 25929

EDWARD BAIZ (edward.baiz@tippy.com) writes:
> H > I just got the Demo for MagiC Mac, the Atari emulator to run
> H > on my Mac Performa 405 and it will not install. I keep getting
> H > a dialog box and it is in German so I don't know what it says.
> H > The read me files are in German also so I am at a loss to get
> H > it up and running.
>
> I heard that the Magic Mac, at this point, does not run on the
> higher end Mac machines.
>
> ___ Mountain Reader II - #Demo 001

works just great on my centris 610.

--

B.HATT ay973@freenet.carleton.ca

2368. Re: For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qsvll$gcq@ccshst05.cs.uoguelph.ca>
Source record: 25930
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
: It's old but works just fine. And it's not the newer squished version
: either. This is the real Lynx; the first one. I'm just selling it
: because I don't play it anymore. It comes with two games; Chess and Qix.

Hey wow ... a new Lynx II with "Pitfighter", "Shadow Of The
Beast", "Pinball Jam" and "Checkered Flag" goes for $69.95 at Electronic
Boutiques.

>> Mark <<
```

2369. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3qsqos$e92@due.unit.no>
Source record: 25931

In article <ftn_2.203.203.15$fidonet.org_2fceba01_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:
|> On 31 May 95, Alias -X- shot this through the ether to All ...
|>
|> A> From the outside it looks exactly the same as a Falcon (with a
|> A> Swedish keyboard) and has the same ports as the Falcon, but the borad
|> A> is quite a bit different. The TOS chips (yes there are two) contain
|> A> TOS 2.07. I've tried burning TOS 4.04 into a couple of eproms - but
|> A> this didn't work. It has a DSP chip, and several graphics/sound chips
|> A> which I can't identify. It also won't give out a proper signal to a
|> A> VGA/MVGA monitor - the sync is totally out.
|>
|> This is a bird that neither I nor anyone I've spoken to has ever heard
|> of. I wonder if it might not be simply an STe (or, if the keyboard is
|> seperate,
|> a MSTe) with some kind of 030 card installed. Strange that it would have a
|> Swedish keyboard.

"Sparrow" was the name of the project that resulted in the Falcon. So a Sparrow
is a very rare bird indeed! It's propably one of the original
developer-machines.

|>
|> ATB,
|> Tom
|>
|> (UUCP Dialup connection)
|>

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2370. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3qsqt8$e92@due.unit.no>
Source record: 25932

In article <8AA938A.07840009A7.uuout@tippy.com>, edward.baiz@tippy.com (EDWARD BAIZ) writes:
|> H > I just got the Demo for MagiC Mac, the Atari emulator to run
|> H > on my Mac Performa 405 and it will not install. I keep getting
|> H > a dialog box and it is in German so I don't know what it says.
|> H > The read me files are in German also so I am at a loss to get
|> H > it up and running.
|>
|> I heard that the Magic Mac, at this point, does not run on the
|> higher end Mac machines.

According to Atari World MagicMac needs a 030/040-based Mac to run. I'm not familiar with all the different Macs, what processor does the 405 have?

|>
|> ___ Mountain Reader II - #Demo 001

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2371. Scanner program for DAATAscan hand-scanner

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3qsr99$e92@due.unit.no>
Source record: 25933

I've got a DAATAscan hand-scanner which I bought second hand. My problem is
that
the scanner-software (DAATAscan Pro) is quite old (1990) and a bit buggy on my
Falcon. Are there any other software around that works with this scanner?

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2372. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFEDFJURUP@dksoft.ping.dk>
Source record: 25934

In <801974426.1@mettav.exnet> Graham Irvine wrote:

>It displays a "Graph" of what it is reading ..so in this literal sense it is
>graphical ...as oppossed to RateHD with gives only a figure (Somewhat
>inaccurate aswell). There maybe 'more' graphical displays but that doesn't mean
>that this is not 'graphical' ... oh maybe this should be moved over to
>alt.english.grammar or something :-)

That'll be the lines i'd mention then 8-)

>X-Y line diagram = Graph type diplay = graphcial ... :-))

Well, okay.. it's graphic then 8-)

>then it is not much good then :-/ You could of course save the results from
>how_fast (I know you can do this but I don't know exactly what it saves so this
>is not to be taken too seriously <grin>) and import them into Kgraph , process
>then export to Calamus if you really wanted 'MOST' graphical :-)
>

Hehe.. And the print it to a paper a show it of to friends.. 8)

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2373. Re: For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950604132718.12569C-100000@nic.cerf.net>
Source record: 25935
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

> Hey wow ... a new Lynx II with "Pitfighter", "Shadow Of The
> Beast", "Pinball Jam" and "Checkered Flag" goes for $69.95 at Electronic
> Boutiques.

Besides, the OLD Lynxes stink. That $.02 part that the adaptor plugs into on the Lynx broke on mine, and I understand on a lot of other peoples' too. When I called Atari, they said they wanted $50.00 to fix it! I did a little snooping, and found that they don't even do that. They just send you a new Lynx, maybe not even the kind you had (IOW they'd send you a Lynx II).

I _love_ my Lynx (especially Zarlor Mercenary & Ninja Gaiden), but until they fix my Lynx for a fair price, I won't buy one. I wish someone would make a gadget so I could play my Lynx games on my Falcon (or even STe, I guess!). That would be great.

Just my $.02 worth :)

Ben Allfree
shadow@iris.yolo.com

2374. GDBM problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199506042036.AA03871@moroder.demon.co.uk>
Source record: 25936

The latest in my seemingly neverending series of MiNT problems is that I can't get GDBM to work. I'm trying to compile "sendmail" with GCC 2.58 and decided to tackle the "praliases" program first of all. It makes several dbm_* calls so I downloaded GDBM 1.71 and installed the libraries. The code now compiles fine, but the dbm_open call refuses to open /etc/aliases (although it's there). I changed dbm_* to gdbm_* and now I get "access denied" instead. Is anybody actually using GDBM successfully? I wondered if the problem was anything to do with MiNT's file locking routines, but it happens under both 1.12h2 and 1.12h3.

Stephen
--
robotro robo robot She's the main man in the office in the city
n@morod tron@m ron@morod And she treats me like I'm just another lackey
er.demo oroder.d er.demon. But I can put a tennis racket up against my face
n.co.uk emon.co.uk co.uk And pretend that I'm Kendo Nagasaki

2375. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3qt7fl$8g7@golem.wcc.govt.nz>
Source record: 25937
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] > Sorry for my bad english, but what's a POM?????
]
] A 'Pom', as in 'pommie' is usually used to refer to someone from England,
] normally in a derisive or down-putting way as in "Whinging Pom" (probably
] originated due to an English tourist/immigrant who complained about
] everything) or "Pommie B'stard".

It's taken from the letters POHM which is short for "Prisoner Of Her
Majesty" which was on all the prison clothing they had to wear.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2376. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3qtg8d$9k3@golem.wcc.govt.nz>
Source record: 25938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3qrqlk$crd@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
>Soeren Schnee (sos@sos.shn.com) wrote:
>[snip]
>> Sorry for my bad english, but what's a POM?????
>
>A 'Pom', as in 'pommie' is usually used to refer to someone from England,
>normally in a derisive or down-putting way as in "Whinging Pom" (probably
>originated due to an English tourist/immigrant who complained about
>everything) or "Pommie B'stard".

Yes and we found a answer to this OZZy thing, we refered them as White Abo's
that soon shut them up.....!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2377. PC_DITTO and ICD formated HD..!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3qtgpa$9k3@golem.wcc.govt.nz>
Source record: 25939

Has any one managed to get PC_DITTO to work with a
ICD formated HD, using 3 BGM partitions and ONE normal
partition..

I know that PC_DITTO does not support BGM partitions,
but it does not support my normal C: partition..??

And Ideas and one..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2378. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-04 00:00:00 UTC
From: henryc936@aol.com
Message-ID: <3qtsl9$be1@newsbf02.news.aol.com>
Source record: 25940

How much Ram and HD space is needed to run MagiC Mac on your centris 610, Bruce. I may have to upgrade my ram to run MagiC Mac on my Performa. Its a 68030 with 4MB of ram and 80MB HD and a 100 MB Zip cartage drive.
E-Mail: henry_criss@maclair.sccsi.com/henryC936@aol.com

"""

AMERICAN DATA RESOURCES
_/_/ _/_/_/ _/_/_/ Henry Criss, Jr.
_/ _/ _/ _/ _/ _/ @ Home....
_/_/_/ _/ _/ _/_/_/ 1832 Oriole
_/ _/ _/_/_/ _/ _/ League City, TX
"""

INFORMATION INVESTIGATION SECURITY
"""

2379. Falcon & Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: maputman@hydra.unm.edu
Message-ID: <3qtnhn$ku3@lynx.unm.edu>
Source record: 25848

I have a Falcon 030 w 4/84. TOS v4.04, Ext. Control Panel v1.2, Modem CPX v1.30. In the control panel the Serial Port Box is always greyed out "Modem 1." Nothing in Auto Folder, unloading other/all CPX's or booting with only VT52 seems to make the serial port work.

Any suggestions? Modem works fine on Mega2ST as this attests. So is it the hardware?

Post back or email. Thanks in anticipation...

--
Mark Putman Dept. Theatre & Dance
University of New Mexico Albuquerque, NM 87131
maputman@unm.edu

2380. Cubase Audio & Peavey SP/SX II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <3qtuac$8u7@news.pacifier.com>
Source record: 25849

I have been unsucessful for over a year in trying to get Cubase Audio
to record when I have my Peavey SP/SX II sampling unit in the SCSI
chain. I know my termination & I.D.'s are correct. I believe after
trying many combinations that the problem either resides with SP/SX
or the my Hard Drive.

Within 4 measures after I begin to record everything stops and I get
the Message: "HD SCSI Timeout check SCSI connections, ID's &
Terminations". ICD Pro indicates the problem this way:
"M SENSE: $29 (8,0)" which means "Power on or reset or bus device
reset occurred" with 8 being the ID for the 540meg.

My set-up:
is Atari-Falcon with 80 meg IDE to a Maxtor
230 meg SCSI to a Maxtor 540 meg fast SCSC II (this is the drive
I use for hard-disc recording -- using 2 230meg partitions) to 105meg
SyQuest to a Glyph cd-rom to the SP (BTW it is 25 pin) to finally the
SX (25 pin) which has to be one end as it is perminately terminated.
The 540 meg performance specs are:
Model MXT-540SL
8.5ms avg read, 9.0ms avg write
256KB buffer
6300RPM
transfer rates to 10Mbytes/sec

Now having everything connected as above allows me to play back
recorded material but NOT record, UNLESS I take the SP/SX II out of
the SCSI chain then everything works fine. My SCSI cabling is no more
than 8 feet in total length so that shouldn't be a problem. I've
changed replace cabling.

I should mention when I have the SP/SX connected to the SyQuest drive
or even with the full chain the SP/SX has no problems communicating
via SCSI with the SyQuest.

Has anyone else got experience with the SP/SX and Cubase Audio --
how does it work? Or could my problem be thermal recalibration which
only causes problems somehow with the SP/SX or maybe that drive
cannot handle that many SCSI items?? I just don't know....(help).

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

2381. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <3qu3co$1ht3@otho.cc.flinders.edu.au>
Source record: 25850

The Atari Sparrow030 was the codename for the development falcons.

I didn't read the original article, but it sounds like you have a rare
bird indeed!!!

If you want to ship it to Australia, I'll have it!!!

Skip

2382. Resolution change with Shel_write...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3qurhp$1jm@m1.cs.man.ac.uk>
Source record: 25851
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I have been playing around with the features of the later AES versions (like background operation, auto-shutdown etc.) but cannot get the Res-change mode of Shel_write to do anything useful.

Using Shel_write(5,...) I have got it to change resolution upon exit. But what use is this? I want a dynamic change of resolution... So I tried
Shel_write(1..)
to launch the program again, after it had exited. However it launched it before the resolution had changed...

Sooo.... Is it possible to do anything useful with this call?

Anthony

(Please respond via email, as I lose .net access for a couple of months soon)

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

2383. Re: (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3qv5fm$5dr@m1.cs.man.ac.uk>
Source record: 25852
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <D92sxK.18zr@muster.hrz.uni-giessen.de>, gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
>Hi *
>
>In <3psu3j$fbt@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
>: Oops!
>: That was supposed to have the subject 'keyboard events with event_multi()'
>the return-value of evnt_keybd or evnt_multi ist a mixture of ascii and
>scancode.

Umm.. 'where is it returned?' is what I needed most... Dont worry, I've now found it (by trial and error) in int_out[4]...

Cheers

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

2384. Re: Falcon & Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3quuav$q5s@dux.dundee.ac.uk>
Source record: 25853

I must say that I've had little hassle with the serical port, however it might be worth trying HSMODEM6, its available from BBS's and FTP sites.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
Did you know Microsoft invented Diohorrea? Yes, its called
"Windows for Playgroups Ver 3.1" or was that workgroups? After using
it your likely to get some form of nappy rash!

2385. Arabesque/MegaPaint

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3qv3do$i4e@news.nevada.edu>
Source record: 25854

When I use the printer driver below, it sends images to my [HP Laserjet IIIp] printer, but the print-outs are about the size of a postage stamp. Which of these parameters do I change to print out a full (i.e., 8.5" x 11") page as in EasyDraw or PageSTream?

(An identical problem occurs with MegaPaint Professional, but there are no ASCII printer driver files with that.)

Thanks!

- John J. Amsler
1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040 or PAK030 or a used TT?

```
*****************************
* Arabesque-Druckertreiber *
* f�r HP Laserjet+ *
* 300 dpi *
*****************************

1: HP Laserjet 300 * Name des Druckers

2: 0 * Interface: 0 = parallel, 1 = seriell

3: 27, 42, 116, 51, 48, 48, 82 * Aufl�sung 300 dpi
4: * Seiten-Abschlu�
5: * Die Steuerkodes 5 - 11
6: * sind f�r den HP Laserjet
* Programmintern vorgegeben
7:
8:
9:
10:
11:

12: 2550, 3300 * Aufl�sung horizontal/vertikal bei 300 dpi
13: 850, 1100 * Druckbereich horizontal/vertikal in 100stel Zoll

14: 6 * Druckertyp: 6 = HP Laserjet und kompatible
```

2386. Re: Word Perfect

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: Stephen Goldstein <steveg@cseic.saic.com>
Message-ID: <3qvs6o$cur@baccus.itl.saic.com>
Source record: 25855

> > On 13 May 95, Phil Yeadon shot this through the ether to All ...
> >
> > PY> Does anybody know if a version of Word Perfect was ever released
> > PY> for the Atari. If it was could you please let me know where I could get
> > PY> hold of a copy.
> >
If you're still looking, I've got a copy of Word Perfect for
the ST (4.1) available for sale. Drop me a line at: steveg@cseic.saic.com

2387. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFFFEIBUUP@cabal.shnet.org>
Source record: 25856

In <8AA938A.07840009A7.uuout@tippy.com> EDWARD BAIZ wrote:
>I heard that the Magic Mac, at this point, does not run on the
>higher end Mac machines.

Of course, MagiCMac only runs on low-end machines such as the Quadra 840av
950, etc..

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2388. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FFFWCIBCUP@sos.shn.com>
Source record: 25857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qt7fl$8g7@golem.wcc.govt.nz> steve wells wrote:

>] > Sorry for my bad english, but what's a POM?????
>]
>] A 'Pom', as in 'pommie' is usually used to refer to someone from England,
>] normally in a derisive or down-putting way as in "Whinging Pom" (probably
>] originated due to an English tourist/immigrant who complained about
>] everything) or "Pommie B'stard".
>
>It's taken from the letters POHM which is short for "Prisoner Of Her
>Majesty" which was on all the prison clothing they had to wear.

:-)
Thanks. I prefer to write 'island monkeys' for the english people....
:-)))))

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

2389. HBS 640 T28 Accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: lasse.carlsson@lc-studio.ct.se
Message-ID: <ftn_2.203.203.6_2fd2ea0f_Lasse.Carlsson@lc-studio.ct.se>
Source record: 25858

To:All

A friend of mine has difficulties with his 28mhz acceleratorcard. His laserprinter HP3 won't work in 28mhz mode. Is there anyone of you out there who have had the same problem or a solution? He bought it from Germany (he lives in Sweden) so the distance also is a problem.

Your sincerely,
Lasse

(UUCP Dialup connection)

2390. Re: Where can I get the latest version of GEMULATOR ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: Koos_Kuil
Message-ID: <2fd33654@f397.n282.z2.fidonet>
Source record: 25859

Hi!

testje

Koos

--- JetMail 0.99beta19
* Origin: Willie's Atari ST Programming centre! (2:282/397)

2391. FalconSpeed for sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-05 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.802365380@sakura>
Source record: 25860

Dear Falcon owners,

I have a Falcon Speed AT emulator for sale:

It has a 16 MHz 80286 CPU with a Norton factor up to 12 and
includes EGA/Vgamonochrome graphics emulation.
It runs Windows at 256 colors with a special driver (all included)
and reaches a quite satifactory speed in doing so!

It just plugs into the direct processor expansion slot of the Falcon -
all you have to do is remove a jumper blocking one of the rows of pins.
You can make one partition DOS bootable and the TOS partitions are fully
accessible for DOS too.

I used the emulator to port stuff written in PureC to TurboC, testing it
on the run and the same machine... Now however, I got a separate Pentium,
so I really don't need the Falcon Speed anymore...

I paid about DM 400.-- a couple of months ago (Deutsch Marks that is) -
offers are welcome; just drop me a mail.

Regards,

Christian Goltz
Kyoto, Japan

2392. Help with midi port required.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: simon@dvstsol.demon.co.uk
Message-ID: <3r14a2$a4s@devel.dvstsol.demon.co.uk>
Source record: 25861

Hello,

I'm trying to find a description/diagram of the pin-outs for a
standard midi port. I no longer have my atari ST manuals and am
a bit stuck. I have the description of a 15 way pc sound card
style port but no 5 way din type diagram.
I know I could just go out and buy a cable but that would spoil
the fun of getting the soldering iron out!

Can any one help me please.

ps A direct email to simon@dvstsol.demon.co.uk would reach me alot
faster and be much appriciated. Thanks :) .

2393. WTB: TOS on ROM (Preferably in UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: Richard Corner <rcorner@sable.ox.ac.uk>
Message-ID: <3r1mas$dbf@news.ox.ac.uk>
Source record: 25862
Cross-posted to: comp.sys.atari.st.tech,comp.emulators.misc,comp.sys.atari.st
Body handling: 1 inline base64-encoded payload block was not displayed

Does anyone know of a dealer which sells TOS on ROM separately? I am most interested in dealers in the UK, but would consider buying it from elsewhere. If not a dealer, does anyone have a TOS (preferably later than version 1.4) which they want to sell? Any help would be much appreciated.

Yours,
Richard Corner.

Richard Corner, Merton College, Oxford OX1 4JD, UK.
(E-mail: rcorner@sable.ox.ac.uk)

Version: 2.6.2i

[Inline base64-encoded payload not displayed]

=IgUv

2394. ! Hard drive SOS !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: evilandi@ability.org.uk
Message-ID: <9506060000.D2182LL@ability.org.uk>
Source record: 25863

I have recently bought a second-hand Reference 40 40Mb SCSI hard drive with ICD adapter. Sadly I have no utilities disk and neither has the original owner. I do have a disk with only ICDBOOT.PRG in the AUTO folder, plus a manual detailing the many goodies on the missing ICD utilities disk. There are no other programs supplied other than ICDBOOT.PRG. The ICD adapter would appear to be a cable with a 19-pin plug at each end, marked "ICD". Both ends of the cable are identical, as far as I can tell. There are no other programs supplied.

All my attempts to get my Atari 520STFM 1Mb with TOS1.02 to co-operate with this hard drive have failed.

To cap it all, I need a hard disk drive to get onto the Internet... at the moment I ONLY HAVE EMAIL via a BBS- no Usenet access at all!

If ANYONE has any advice, or can supply an ICD AdSCSI ST hard drive utilities disk, I would be most grateful. PLEASE EMAIL me, as I CANNOT read Usenet news. I will post a summary of replies if requested. I will pay European postage, floppy disk costs, and may even buy your ICD utilities disk off you. I will ring back anyone who telephones me with help.

Symptoms:

I start with my ST switched off.The hard drive comes with a seperate power supply, which when connected and switched on, lights up the red Power light on the drive, and the fan starts. I then hear the drive whirring into action. The Access light stays dim. If I wait with my ST still switched off, after about 2 minutes the green Access lamp lights and stays lit.

The hard drive has two ports marked DMA IN and DMA OUT. If I connect the DMA IN on the hard drive to the Hard Disk (DMA) port on my ST, switch on hard drive, wait 30 seconds and then switch on my ST with no floppy disk the drive, the green Access light stays dim and after 30 seconds the default GEM desktop appears. Any attempts to Install Drive as C, D, E, F etc. fail with Device Not Found.

I have a floppy disk with a program named ICDBOOT.PRG in the AUTO folder. With the DMA IN port on the hard drive connected to the Hard Disk (DMA) port on my ST, booting with this floppy in the drive gives the message "Hard drive not found".

If I connect the DMA OUT on the hard drive to the Hard Disk (DMA) port on my ST, switch on the hard drive, wait 30 seconds then switch on my ST with no floppy disk in the drive, I get a blank desktop with no icons and many of the menu options disabled- including the Install Drive option. This happens also if I try to boot with a floppy disk in the

drive.

ANY suggestions, hints, tips and especially offers of an ICD Utilities Disk most gratefully received by email or telephone. Once again, I CANNOT read Usenet news (until I have sorted out my hard drive...).

Alternatively, the address of an Atari ST user group local to me here in Cheltenham, Gloucestershire, UK would be appreciated.

Thank-you to anyone who can help in any way.

Andrew Oakley <evilandi@ability.org.uk> UK Voice Tel. 01242 236431

"evilandi" of the Gothic Domain- author of PD & BUDGIE UK programs

2395. Re: Falcon & Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9qy4x.I1H@crash.cts.com>
Source record: 25864

There's nothing wrong with your Falcon. What you need is HSMODEM6 from a popular FTP sight and install DRVIN.PRG and SCC.PRG (from the HSMODEM6 package) in your AUTO folder. Set them up to replace baud rates and you will have three possible selections for serial devices within most telecom programs. Use device 7 for the modem port and device 9 for the LAN port. My Falcon serial port is currently doing 115200 baud (which I have mapped in the 134 bps slot) with a 28800 bps v.42bis/v.34 modem.

The control panel does not recognize the Falcon LAN port and thus assumes only one port is active. Hence the reason for the selection being greyed out.

Rich
---

mark a putman (maputman@hydra.unm.edu) wrote:
: I have a Falcon 030 w 4/84. TOS v4.04, Ext. Control Panel v1.2, Modem CPX
: v1.30. In the control panel the Serial Port Box is always greyed out
: "Modem 1." Nothing in Auto Folder, unloading other/all CPX's or booting
: with only VT52 seems to make the serial port work.

: Any suggestions? Modem works fine on Mega2ST as this attests. So is it
: the hardware?

: Post back or email. Thanks in anticipation...

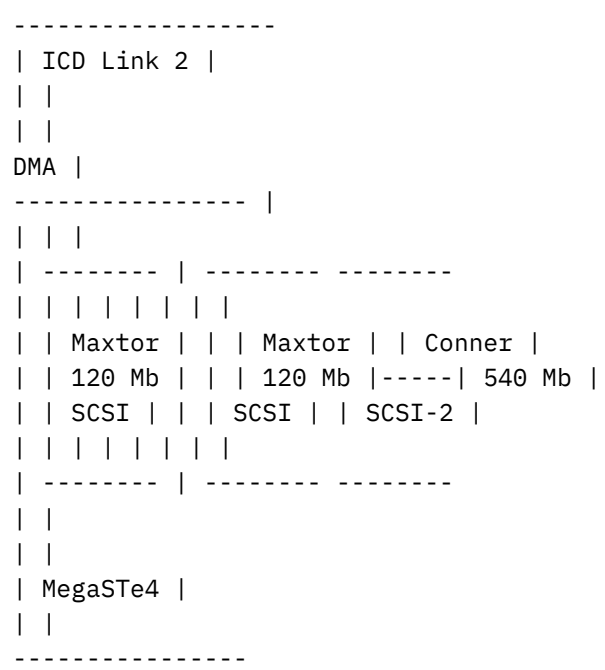
: --
: Mark Putman Dept. Theatre & Dance
: University of New Mexico Albuquerque, NM 87131
: maputman@unm.edu

2396. MegaSTE + HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3r0te2$1qr@news.nevada.edu>
Source record: 25865

Hello, all.

Here is a diagram of my current set-up:



What I'm thinking about doing {1} is replacing the internal Maxtor 120 Mb SCSI HD with a 540 Mb SCSI-2 HD. The trouble is, the internal host adapter is the original default one that came with the MegaSTe back in December 1991 (before SCSI-2s were around). What do I have to replace in order to pop in a 540 Mb SCSI-2 HD? (Or, perhaps down the road, a 1 Gb SCSI-2 HD.)

Thanks!

- John

{1} Besides agonizing over the decision as to whether to get a [used] TT, a PAK/68, a Medusa, or a GEMulator 4!! <g>

2397. Re: GEM based FTP Client - Progress

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r1i0q$m6r@dux.dundee.ac.uk>
Source record: 25866

Paul Civati (paul@xciv.demon.co.uk) wrote:
: In article <3qf17v$et@whitbeck.ncl.ac.uk>
: Craig.Graham@ncl.ac.uk "Craig. Graham" writes:

: > That's it for now......quite an achievment, I only started writing it
: > last week and it's connecting already :)

: Great stuff.

: > Runs under MiNT+MiNT-net, either using plain ordinary GEM or MultiTOS.

: FWIW I think MiNT-Net is the way to go for this kind of stuff, ok so it's a
: not a setup for the "non-techie" but a common base and "platform" for all
: apps to run under seems the best way to go to me.

It would be nice if someone would write an installation program and
bundle the entire pack onto a set of disks, or in one directory on
the net.

If I could actualyl understand how to set the thing up myself I could
be tempted to write the install program.

Rod
--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

2398. Re: WTB: TOS on ROM (Preferably in UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3r1n7n$85d@percy.cs.bham.ac.uk>
Source record: 25867
Cross-posted to: comp.sys.atari.st.tech,comp.emulators.misc,comp.sys.atari.st

Richard Corner <rcorner@sable.ox.ac.uk> writes:
>Does anyone know of a dealer which sells TOS on ROM separately? I am most
>interested in dealers in the UK, but would consider buying it from
>elsewhere. If not a dealer, does anyone have a TOS (preferably later than
>version 1.4) which they want to sell? Any help would be much appreciated.

Try COMPO (email compo@cix.compulink.co.uk) or System Solutions (email
ssolutions@cix.compulink.co.uk)

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2399. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun6.124709.314@genrad.co.uk>
Source record: 25868

In article <ftn_2.203.203.15$fidonet.org_2fceba01_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:

> This is a bird that neither I nor anyone I've spoken to has ever heard
>of. I wonder if it might not be simply an STe (or, if the keyboard is seperate,
>a MSTe) with some kind of 030 card installed. Strange that it would have a
>Swedish keyboard.

From information given me from an Atari insider: the Sparrow was the
original name of the Falcon, developed in Israel. The name lives on in the
Falcon's DMA chip (SDMA = Sparrow DMA). The small-scale operation in Israel was
closed down, and development continued in America, eventually producing the
Falcon. I didn't know any Sparrows were ever sold, though.

It was initially intended to be an upgrade to the STE, with a 68030,
but then the idea of chucking a DSP on came along, and after that it became
a bit more than just an upgrade.

The machine being talked about here is probably one of the prototypes,
hence it not being fully Falcon compatable, but it IS a Falcon (of sorts),
not an STE.

Paul

2400. SCSI hard drive installation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: robert@absence.demon.co.uk
Message-ID: <3r29mj$j80@imp.demon.co.uk>
Source record: 25869

I work in a further education college where we have an Atari Mega 4 ST running Sound Tools. We are trying to install a 1Gb connor SCSI hard drive. We have all the relevant hardware including a SCSI interface box, we have partitioned the drive and put the programme files on it, and the program runs BUT, whenever we try and save anything on either of the two partitions we get a disk full message. Anyone got any ideas? We have utilities to format and partition the hard drive but they don't seem to work either.

thanks in anticipation for any help

robert meek

robert@absence.demon.co.uk

2401. Re: GDBM problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: chrish@qnx.com
Message-ID: <ccb924j@qnx.com>
Source record: 25870

In article <199506042036.AA03871@moroder.demon.co.uk>,
Stephen K Mulrine <robotron@moroder.demon.co.uk> wrote:
> The latest in my seemingly neverending series of MiNT problems is that I
> can't get GDBM to work. I'm trying to compile "sendmail" with GCC 2.58 and
> decided to tackle the "praliases" program first of all.

From everything I've read, sendmail really sucks anyway... maybe you
should try using smail instead. From what I've heard, several people
have smail running well under MiNT.

> It makes several
> dbm_* calls so I downloaded GDBM 1.71 and installed the libraries. The code
> now compiles fine, but the dbm_open call refuses to open /etc/aliases
> (although it's there). I changed dbm_* to gdbm_* and now I get "access
> denied" instead. Is anybody actually using GDBM successfully? I wondered
> if the problem was anything to do with MiNT's file locking routines, but it
> happens under both 1.12h2 and 1.12h3.

Strange, strange. Although I probably compiled that GDBM you've got, I
can't claim to have tested it extensively. Basically, I built the test
apps that come with it, played with them, got the expected results, and
that was that.

Who owns /etc/aliases and what are its permissions? Are there any lock
files laying around anywhere from some other program? Good thing UNIX
provides three ways of file locking, it ensures that you'll have a hard
time figuring out what went wrong...

--
----------==----------
Chris Herborth, R&D Technical Writer Arcane Dragon chrish@qnx.com
QNX Software Systems, Ltd. -==(UDIC)==- ||| JAGUAR
http://quest.jpl.nasa.gov/Info-ZIP/people/cjh/chris.html / | \ 64-bit

2402. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <3r1mjv$nvc@bastion.nmrc.ucc.ie>
Source record: 25871
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy

Rod McCall (rmccall) wrote:
: >"Sparrow" was the name of the project that resulted in the Falcon. So a
: Sparrow
: >is a very rare bird indeed! It's propably one of the original
: >developer-machines.
: >

: Atari Benelux had a sale about 6 months ago where I was able to purchase
: a number of development machines including the replacement TT called the
: Atari BlueTTit (BT) 040. Then of course the Atari Budgie 020
: and the Music Workstation "Humming Bird 010". Not forgetting the 060 based
: Atari Shag 060.

: During the mid eighties they also had the replacement XE games console called
: the "Atari Turkey 65"

At least nobody's mentioned the Dodo 030 !

Aidan.

2403. HP 22707F FX-80 Emul Cart for DJ500

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-06 00:00:00 UTC
From: mpook@freenet.niagara.com
Message-ID: <D9rnIH.Dw3@freenet.niagara.com>
Source record: 25872

I have recently purchased a Hewlett-Packard DeskJet 500 printer.
It works fine, but not all my software supports this printer.
I understand that the HP 22707F Epson FX-80 Emulation Cartridge
is still available from mail order sources, including HP Direct.

Would someone who already has this Cart, please advise me if it
correctly emulates graphics modes of a FX-80. I would like to
use my DeskJet 500 with programs like Printmaster Plus, Print
Shop, and others that have graphics output but no printer driver
available for the DeskJet 500. Hewlett-Packard (Boise)
was kind enough to FAX me copies of the following documents;
"DeskJet Epson FX-80 Emulation ERS" and "Using the HP22707E
or HP22707F Hewlett-Packard EPSON FX-80 Printer Emulation
Cartridge". Both documents do not specifically state that
the cartridge will emulate Graphics Modes control codes,
but neither do they state that it is NOT supported. The local
HP Customer Information Centre and HP DIRECT Customer Support
(Mississauga) have been unable to answer my question.

Please respond via E-mail. Thank you.

--
Michael Bernard Pook TEL 905-684-9563 FAX 905-988-1137
#22-68 Louth Street, St. Catharines, ON L2E 3X2 Canada
Post Office Box 2274, Niagara Falls, NY 14302-2274 USA
Internet Electronic Mail: <mpook@freenet.niagara.com>

2404. What's Happened to HENSA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: John.J.Snape@Warton.bae.eurokom.ie
Message-ID: <C707ZVUIH4SIQ*@MHS>
Source record: 25873

=0D=0CHi People,

Does anyone out there have any idea what has
happened to the anonymous ftp access to the
atari archives at micros.hensa.ac.uk

I have tried several times to access the site
and have been denied access.

Have they turned off access, or just limited
the numbers.

Is the vast amount of atari stuff at hensa=20
mirrored at any other site or sites ?

Any info would be very useful..

Thanks in advance

John Snape

--
|||
(o!o) Wot ! No direct Internet ?
----------------oOo----=C3 ----oOo-----------------------------
Internet Address:(at the moment)
<John.J.Snape@Warton.bae.eurokom.ie>=20

PGP Id: John Snape
<John.J.Snape@Warton.mad.bae.eurokom.ie>
PGP fingerprint
94 E8 E4 4F F1 50 0F 0C 5E CB 56 C2 D1 58 A0 F1

2405. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: grmeyer@mcs.com
Message-ID: <grmeyer-0706950657180001@grmeyer.pr.mcs.net>
Source record: 25874

I managed to get the MagiCMac demo working on a Color Classic (68030, 16mhz, 6mb RAM) so it's not too demanding.

Looks like a neat product, but too bad it doesn't work on a PowerMac....otherwise I might have bought it. :-(

--
Gordon Meyer grmeyer@mcs.com
Friends Don't Let Friends Use Windows (TM)

2406. Atari Web Pages Updated!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3r47p8$o03@mserv1.dl.ac.uk>
Source record: 25875

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Atari Web Pages Latest News
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Version 1.0
~~~~~~~ ~~~

Date 6/6/95
~~~~ ~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

6th Update
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================================================================================

Foreword
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Hello and welcome to the news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
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Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **, updates
will be marked with a U. All new items are also listed below according to the
date they were added.
```

I apologise for the lateness of this update but my workload has been too large to take the time until now to do this. Please make a note of the sites new address and update any links or bookmarks to the Atari pages to the new address. Thank you!

The new items this month are:

2/6/95 -- Two Reviews of Checkered Flag added for the Jaguar
2/6/95 -- CAIN Newsletter Volume 2. No.4
2/6/95 -- HENSA Atari TOS Newsletter Volume 8. No.9. in HTML format
2/6/95 -- HENSA Atari TOS Newsletter Volume 8. No.9
23/5/95 -- Games Tips, Cheats and Solutions section added
23/5/95 -- Robinsons Requiems Tips
23/5/95 -- Iron Soldier All Weapons and Levels Available Cheat
23/5/95 -- Iron Soldier Unlimited Ammo Cheat
23/5/95 -- Comming Soon for the Jaguar Updated!
22/5/95 -- AEO Newsletter for Jaguar reporting on the E3 show in ZIP and text format
22/5/95 -- Falcon news section format altered so it links to Falcon Hensa newsletters rather than duplicating them here.
22/5/95 -- ST news section format altered so it links to TOS Hensa newsletters rather than duplicating them here.
22/5/95 -- Questions and Answers Q.3 answered, and Q.16 and Q.17 added
10/5/95 -- HENSA Atari TOS Newsletter Volume 8. No.8. update
10/5/95 -- Rod McCall's Falcon Pages link added
10/5/95 -- Bobby Tribble's Atari Link Directory Pages link added
10/5/95 -- Stuart Denman's (Author of Speed of Light) Pages link added
10/5/85 -- Promotional Video for Jaguar
10/5/95 -- Baldies CD Jaguar News
10/5/95 -- The Nordvic Atari Show 1995 Announcement
10/5/95 -- Fried Bits Coding Covention III Results
10/5/95 -- Freedom Fileselector Announcement
10/5/95 -- Substation News
10/5/95 -- Secret Level Codes for Hover Strike on the Jaguar
9/5/95 -- More Hover Strike reviews and comments for the Jaguar
9/5/95 -- Dragon : The Bruce Lee Story Review for the Jaguar
9/5/95 -- Small trick for Hover Strike on the Jaguar
9/5/95 -- Zool 2 cheat for the Jaguar
9/5/95 -- Jaguar FAQ update
9/5/95 -- Lynx FAQ update
4/5/95 -- Several Hover Strike reviews and comments for the Jaguar
3/5/95 -- Falcon Owners List by rod McCall
3/5/95 -- Falcon Developers List by Rod McCall
3/5/95 -- Falcon BBS List
2/5/95 -- 3 Demos each under 96K from the Fried Bits III Convention
2/5/95 -- Towers II: The Plight of the Stargazer Review by Mark Stephen Smith

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What are the Atari Web pages?
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These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

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How do I access them and what is the Web?
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First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

==========

Where do I find the Atari Web page?
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From your Web browser choose to open URL and enter the following address:

http://www.mcc.ac.uk/~dlms/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

(*NOTE*: This is the new site for the Atari Web pages, take note of it!)

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U What you will find in the Web pages every month.
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From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. It is now possible to mail me directly from the Web pages, special thanks also to Frank Charlton for the new Atari Logo. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
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First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.
- Toad Computers Pages. Stockiest and retailer of many Atari goods.
- ST Format Pages. Information and previews of ST Format issues.
- Volker Burggraf Atari Pages (German).
- Desert Star Software Home Page.
- ST Assembler Page
- BSM's Home Page

- ST Beer Mat Page
- The Organised Chaos Licenseware Home Page
- Index of /~jschlich/Jaguar/
- Lynx Pages
- Atari Lynx Page
- Atari Page by Frank Post (Partially German, partially English)
- MiNTOS Distribution and Information Page
- Julian's Atari Page
- Atari Ghostscript
- Atari Page by Robert Krenn
- Simon Gornall's Atari Pages
- Ben Halls Page (KSculpt + Calamus Information)
- "Data Uncertain" Software
- Kay's Home (MintNet)
- CNAM Atari Pages
- EMAGIC Users Page (Covers Atari)
- Helmut's Project contains Atari Links (English and German)
- Eero Tamminen's Atari Pages
- Atari Programmers Page
- Atari Users List
- Impulse Home Page (Demo Crew)
- NPG Home Page (Demo Crew)
- Atari Page by Dirk Klemmt
- Steve's Atari WWW Pages
- The Guitar Reference (For the Atari)
- Musings of an Amateur Hacker
- The Atari Home Page by Martijn Dekker
- Tecnation Sonovista (Falcon based computer)
- Cybercube WWW Page (Atari Products)
- Yak's Zoo
- Atari Jaguar 64-Bit Game Machine Stuff
- 8 Bit Atari Page by Ivo van Poorten
- Atari Jaguar Homepage by Christian Svensson (very good and kept up to date)
- Jaguar directory
**Stuart Denman's (Author of Speed of Light) Pages
**Rod McCall's Falcon Pages
**Bobby Tribble's Atari Link Directory Pages

Documents
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Useful documents will appear in here. At the moment there is:

- Atari FTP List by Mark Stephen Smith (essential for the latest news on who provides Atari FTP sites).
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
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- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
- Information on Viruses.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
- MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about MiNTNet.
- AtariNOS FAQ by Frank Charlton. Answered questions and information on NOS.

Newsletters
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Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

U CAIN Newsletter containing the latest Atari news.
U HENSA Newsletter containing the latest updates to the HENSA Atari archive.
**The HENSA newsletters are now available in HTML form also.
U AEO Newsletter containing the latest Atari news.

Newsgroups
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Atari related newsgroups. Send updates. The currently supported news are:

comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.programmer
rec.games.video.atari
alt.games.lynx

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U Questions and Answers
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Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive.

All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

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Reviews
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Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
- Edith Professional review by Frank Charlton (ST Format)
- MagiC review by Andy Curtis (ST Format)
- Stello v2 review by Mark Stephen Smith (Myself)
- Sportster Modem review by Frank Charlton (ST Format)
- Storm Tracker review by Andy Curtis (ST Format)
- Connect review by Frank Charlton (ST Format)
- Zero 5 review by Frank Charlton (ST Format)
- MIDI Grid review by Andy Curtis (ST Format)
**Towers II: The Plight of the Stargazer Review by Mark Stephen Smith

There are several reviews on the way by the above mentioned people aswell as some by myself. This section is now growing well now and Nick Peers from ST format recently expressed his interest in writing some reviews also.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

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News and Announcements Pages
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Latest Atari news, and announcements from the Atari World. Currently contains the following:

**The Nordvic Atari Show 1995 Announcement
**Fried Bits Coding Covention III Results
**Freedom Fileselector Announcement
**Substation News
- Nova Graphics Board Announcement
- Sozobon C Announcment
- FTP site Announcment
- Fried Bits Eastern Coding Convention 3 Announcement

- Portfolio Club Announcement
- Towers II release Announcement
- Universal Virus Killer Book Announcement

****

**Games Tips, Cheats and Solutions
~~~~~ ~~~~ ~~~~~~ ~~~ ~~~~~~~~~

This is a new section introduced to help the Atari gaming community. It covers all Atari formats but is currently divided into the following areas:

Atari Computers
~~~~~ ~~~~~~~~~

Tips and cheats for all Atari computers. Cheats included are:

**Robinsons Requiems Tips

Atari Jaguar Console
~~~~~ ~~~~~~ ~~~~~~~

Tips and cheats for the Jaguar. Cheats included are:

**Iron Soldier All Weapons and Levels Available Cheat
**Iron Soldier Unlimited Ammo Cheat

Atari Lynx Console
~~~~~ ~~~~ ~~~~~~~

Tips and cheats for the Lynx. This section is currently empty.

Submission of game tips, cheats and solutions for any Atari format are welcomed and should be mailed to me.

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Updates and Information on these Web Pages
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All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is not supported.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

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Falcon Page
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This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Pinball Dreams and Llama Zap News.
- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Towers II : Plight of the Stargazer Update! The latest news on developments.

HENSA Atari Falcon letters are no longer duplicated and held in this area. Instead there is now a link from this page to the HENSA Atari Falcon Newsletter page.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
- Falcon Specifications and Information compiled by Rod McCall.
**Falcon Owners List by rod McCall
**Falcon Developers List by Rod McCall
**Falcon BBS List

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. All files now list there size so you can see how large they are before downloading. At the moment the following software is included, with more to come:

**3 Demos each under 96K from the Fried Bits III Convention
- Apex Media Demo (Demo version of the animation and art package for the Falcon)
- Towers II (Shareware game)
- Super Bomber Man (freeware)
- Play MPEG v0.70 by M.D.Griffths (shareware)

- Speed of Light v3.8 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
- FOG issue 8 diskmagazine for Falcon.

Other software worth having
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Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions
which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 7 diskmagazine for Falcon.
- FOG issue 6 diskmagazine for Falcon.

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Atari ST/STE/TT/Mega STE Page
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This will contain information and files relevant to all the above mentioned
Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are
small descriptions or full features with pictures. At the moment there is:

HENSA Atari TOS letters are no longer duplicated and held in this area. Instead
there is now a link from this page to the HENSA Atari TOS Newsletter page.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major
revisions to be done with updates. All files now list there size so you can see
how large they are before downloading. At the moment the following software is
included, with lots more to come:

- Speed of Light v3.8 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
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Software worth having on the Atari.

- Utopus. Two player shootem' up (STE only).
- Ozone. Good platform/puzzler.
~~~~~

- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

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Lynx Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
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News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust Klax
Kungfood Lemmings Lynx Casino
Malibu Bikini Volleyball Ms.Pac-Man
NFL Football Ninja Gaiden
Ninja Gaiden III : The Ancient Shop of Doom

Other Lynx Stuff
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Other items of interest to Lynx owners. At the moment there is the following:

U Lynx FAQ
- Lynx Tips and Tricks

New Software Anouncement
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Currently empty.

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Jaguar Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
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All the latest news and preview information I can find related to the Jaguar.

**Baldies CD Jaguar News
- ECTS News
- Hyper Image page linked to (Makers of Jaguar game Hover Hunter).
- Jaguar CD Specifications
- Rebellion Development News
- Sinister Developments News
- Sensible Soccer News
U Coming Soon!
- Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. This page has been re-formatted thanks to Holger Kipp. Reviews so far include:

Aliens vs Predator - by Eric S.Boltz
Aliens vs Predator - by Robert Jung
Brutal Sports Football - by Randy
Bubsy Bobcat (in Fractured Furry Tales) - by Robert Jung
Checkered Flag - by Robert Jung
** Checkered Flag - by Eric S. Boltz
** Checkered Flag - by Tom Georgoulias
Cannon Fodder - by Holger Kipp
Cybermorph - by Robert Jung
Doom - by Robert Jung
Dragon: The Bruce Lee Story - by ?????
** Dragon: The Bruce Lee Story - by Joe Cataudella
** Hover Strike - by Jermey Haines
** Hover Strike - by Larry Tipton
** Hover Strike - by Scott R. Marrison
** Hover Strike - by Andrew S. Wheat
** Hover Strike - by Robert Jung
** Hover Strike (Comments) - by Dr. Moze (Steve Marsh)
** Hover Strike (Comments) - by Kevin Haley
** Hover Strike (Comments) - by Robert Jung
** Hover Strike (Comments) - by Jonathan J. Hunt
** Hover Strike (Comments) - by Sal Manfredonia
** Hover Strike (Comments) - by Sal Manfredonia
Iron Soldier - by Robert Jung
Iron Soldier - by Holger Kipp
~~~~~~~

Raiden - by Robert Jung
Syndicate - by Holger Kipp
Tempest 2000 - by Robert Jung
Theme Park - by Holger Kipp
Theme Park - by Robert Jung
Trevor McFur in Cresent Galaxy - Jer Howitz
Val d'Isere Skiing and Snowboarding - by Robert Jung
Wolfenstein 3D - by Robert Jung
Wolfenstein 3D - by ?????

There are many more reviews to come.

Other Jaguar Stuff
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Miscellaneous information on the Jaguar. Information included presently is:

U Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ update for Jaguar
- 50/60 Hz, games adjusting to resolutions list
- Jaguar Game Cheats
- More Raiden Tips
- Kasumi Ninja Moves List
**Secret Level Codes for Hover Strike on the Jaguar
**Small trick for Hover Strike on the Jaguar
**Zool 2 cheat for the Jaguar
**Promotional Video for Jaguar

Other Jaguar Pages
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Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Christian Svensson

There are others that will be included, some containing more recent news, but
the one above is the most organised and intuitive one I've came across.

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8 Bit Atari Page by Ivo van Poorten
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Not maintained by me these pages cover the 8 bit formats of Atari machines and
are very comprehensive. Nearly everything you could hope to find is contained
within these pages.

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What to expect in the future
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Some structural changes are likely to appear in the next months. I have introduced an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

This month saw the introduction of the games Cheats, Tips and Solutions area. Currently this is fairly empty but will grow, your support would be welcome. This section covers all Atari formats including the 8 bit machines and consoles. It is currently split into Atari computers, the Jaguar and the Lynx areas.

In the near future I will be adding a Portfolio section to cover the portable computer by Atari called the Portfolio. This area will be supported by Jan Sedlak of the Portfolio club.

There is an outside possibility of starting a programmers and/or MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson (Where is the response for these pages?)

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it. Sorry about the lack of updates recently, more to come.

Expect more links to Atari related pages in the future. There will be more newsletters, documents, and updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Speed of Light review). Hopefully I can include more screenshots, and do a few program tutorials. Nick Peers of ST Format and Holger Kipp have offered to support these pages with contributions in the future.

Please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

+++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+===+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
+++

2407. Linux and Serial2/Modem2 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: mike@unige.ch
Message-ID: <1995Jun7.111907.16108@news.unige.ch>
Source record: 25876

Hi,
My dealer just sold me a hard disk with Linux preinstalled for my TT (thanks OxoConcept!).
He tells me that I can only connect to the Sun next door via my modem1/serial 1 ports - which seems crazy given that serial2 is so much quicker. Is this true? Or, if not, what can I do to use serial 2?
tia, Mike Morris

2408. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950607.160531.02@powerslv.demon.co.uk>
Source record: 25877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <FFFWCIBCUP@sos.shn.com> Soeren Schnee wrote:

> In <3qt7fl$8g7@golem.wcc.govt.nz> steve wells wrote:
>
> >] > Sorry for my bad english, but what's a POM?????
> >]
> >] A 'Pom', as in 'pommie' is usually used to refer to someone from England,
> >] normally in a derisive or down-putting way as in "Whinging Pom" (probably
> >] originated due to an English tourist/immigrant who complained about
> >] everything) or "Pommie B'stard".
> >
> >It's taken from the letters POHM which is short for "Prisoner Of Her
> >Majesty" which was on all the prison clothing they had to wear.
>
> :-)
> Thanks. I prefer to write 'island monkeys' for the english people....
> :-)))))

Definitely untrue. I know we're not monkeys, 'cos up in Teesside, we used to
hang 'em (anyone from Hartlepool reading this?)

--
Cheers __
| /\ |\ |
\/ \/ | \|

2409. Re: C++ for GEM-programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3r2ugj$9sb@uqcspe.cs.uq.oz.au>
Source record: 25878

In <3psnl2$e1o@due.unit.no> josk@stud.unit.no (Jo Even Skarstein) writes:

>Are there any C++-compilers available for my Falcon that's suitable for
>programming GEM-applications?

GNU C++ works great fine. You might also like to try out my GEM++ class
library. Note that I don't do much Atari programming these days, but I
will be releasing a final version of GEM++ eventually. All sources are
available. Look for "gem++" in index files of your favourite Atari FTP site.

Hi Atarians!!!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au Linux: Life After DOS.
/ * <- Comp Sci Department, McD: http://student.uq.edu.au/~s002434/mcl.html
_.-._/ Univ. of Queensland, POV: http://student.uq.edu.au/~s002434/pov.html
v Brisbane, Australia. ME: http://student.uq.edu.au/~s002434

2410. Moniterm Monitor for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: rglen@aol.com
Message-ID: <3r3bu2$jqj@newsbf02.news.aol.com>
Source record: 25879

```
21 inch Moniterm monitor very good condition
```

2411. Atari in PC Tower case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <802543870_OASIS_@yeadontt.demon.co.uk>
Source record: 25880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, my friend and I are just about to mount a TT and a Falcon in PC
tower cases.

If any one has done the same thing or has any similar expereinces I
would be grateful for details or tips to make the whole job go smoothly!!!

Thanks in advance!!!

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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

2412. Re: Linux and Serial2/Modem2 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3r4m5s$120@nyheter.chalmers.se>
Source record: 25881

In article <1995Jun7.111907.16108@news.unige.ch>,
Mike Morris sur cmusun12 <mike@unige.ch> wrote:
>Hi,
> My dealer just sold me a hard disk with Linux preinstalled for my TT (thanks
>OxoConcept!).
> He tells me that I can only connect to the Sun next door via my modem1/serial 1 ports - which seems crazy given that serial2 is so much quicker. Is this true? Or, if not, what can I do to use serial 2?

You could write drivers for the scc-chip. Many people would love you for that
;-). I think that there is someone working on such drivers, though.

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2413. Re: .INF file > 4K with M

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3r586u$jk7@prime.mdata.fi>
Source record: 25882

g> Are you sure that your file isn't a bit "corrupt" somewhere? Or else it is
g> the well known bug (to the few MultiTOS users i am acquanted with).

Quite sure. It was reassuring to know that MultiTOS can manage big
newdesk-files. Too bad that the Desktop doesn't...

g> The GEM AES included with MultiTOS has problems reading a new INF file
g> when one is already in RAM - AES 4.0 keeps some of the old file around.

Yes, I have noticed that I can manually load the newdesk.inf file
from the desktop. If I don't do it it, it doesn't get loaded correctly
I think it just loads the first 4192 bytes. For this I wrote a program
that loads automatically the newdesk file in the memory, so that the
desktop comes up correct right away. Unfortunately I started having
troubles with this. For example, the machine hangs if I have no windows
opened and I put my mouse pointer to the Desk menu. Some other random
hang ups occur sometimes also.

g> File size of 6k... you must have a lot of icons or installed apps, or some
g> very long path names. Have you removed all installed apps which are not

I have some, but all of them are essential. And I've done the cleanup
many times.

g> Having had to re-write my Desktop file (to fix errors made by other
g> peoples installers) many times in the past, I have come to learn the
g> layout of the Newdesk/Desktop file.

I've had some troubles too. The most amazing was when I had cleaned
the newdesk file with editor (I think I used 7Up) and after I had
saved it all my hotkeys were wrong! After many hours of pain I
found out that the line beginning with "#d" has to have the
exact number of spaces after it, otherwise it's corrupted! And 7Up
had removed the spaces!

---
* Kivi 1.37a *

2414. Re: Falcon & Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D9tKtM.K5t@cix.compulink.co.uk>
Source record: 25883

In message <3qtnhn$ku3@lynx.unm.edu>, maputman@hydra.unm.edu said:

>I have a Falcon 030 w 4/84. TOS v4.04, Ext. Control Panel v1.2, Modem CPX
>v1.30. In the control panel the Serial Port Box is always greyed out
>"Modem 1." Nothing in Auto Folder, unloading other/all CPX's or booting
>with only VT52 seems to make the serial port work.

Would this be due to the fact that the Falcon has only the one serial port?

Have you checked that you have the correct connections on your Falcon modem cable/adaptor?

Barry wilsontjb@cix.compulink.co.uk

2415. Re: .INF file > 4K with M

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3r5871$jk8@prime.mdata.fi>
Source record: 25884

s> doesn't need to. Are you using an ST or Falcon? On the Falcon, you just
s> need to
s> use the LOAD INF option from the OPTIONS menu and select Newdesk.Inf. All

I use Falcon. And I had noticed that you can load the inf file from the
options menu. But it's just a way too much trouble to load it every
time you boot. I wrote a program which did that automatically for me,
but then started the trouble. I guess I have to look if there is something
wrong with my program, but I doubt it :-(.

---
* Kivi 1.37a *

2416. Re: GEM based FTP Client - Progress

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <802559640snz@xciv.demon.co.uk>
Source record: 25885

In article <3r1i0q$m6r@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> It would be nice if someone would write an installation program and
> bundle the entire pack onto a set of disks, or in one directory on
> the net.

There is the MiNT Distribution Kit by Simon Gornall of course, but it's a
little out of date now.

I'm not sure what it includes but it comes on something like 10 disks.

> If I could actualyl understand how to set the thing up myself I could
> be tempted to write the install program.

There is a faq on how to set up all the MiNT stuff and related programs, the
last version I saw wasn't finished but it looked good so far.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

2417. Re: What's Happened to HENSA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950607182945.2711D-100000@nic.cerf.net>
Source record: 25886

Re: What happened to HENSA

I just gopher'd there the other day. I don't know what's wrong; nothing
from my end. Have you tried again?

Ben Allfree
shadow@iris.yolo.com

2418. Panza Kickboxing (Falcon -> STe using Backward 2.8?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950607183318.2711E-100000@nic.cerf.net>
Source record: 25887

Has anyone gotten Panza Kickboxing to work on the Falcon? I've
tried Backward, and ST2F, and nothing works :(I'd like to have it on my
hard drive. It's the _one_ game in existence that I like :(I figure
this is a technical problem -- hope I'm posting it in the right spot :)

Thanks for any help! :)

Ben Allfree
shadow@iris.yolo.com

2419. Re: Pak 68/3

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2fd654f436b9bf1@discworld.oche.de>
Source record: 25888

jyoung57@delphi (jyoung57@delphi.com) wrote:

j>First, they did not know how to reliably run the PAK at 50 mhz. They are
j>selling an optional 'buffer board' which is supposed to facilitate this but
j>say they can't get any information on this procedure.

Well ... it seems to be a bit of a problem, sometimes. There are lots of
german users who report that their PAK works with 50 MHz, although some PAKs
simply won't (even with the buffer board). The buffer board can improve 50MHz
operation, but some PAKs work well without.

It seems that the new PCB layout version works better than the old one.

j>Second, I wanted a 68000 compatibility switch included and although they were
j>told by their distributor (System Solutions) that this is possible, their
j>technician was unable to make progress in actually doing the modification.

The new PCB simply needs an additional GAL fitted - all necessary connections
are there. On my PAK (the old PCB version, selfmade short after the article
came out), some additional flying wires are needed - but they are described
in the c't article and in the socs which you get from MW electronics (they
build the PAK) when you buy PCBs from them.

j>Also, does anyone know if Magic 3 can be put on roms and used as the on
j>board OS? And finally, is their a PAK FAQ floating around somewhere as I
j>see alot of questions from interested users being posted.

There was one in the german maus.sys.atari.hard group, but I don't have it.

My PAK (68030, 36 MHz) worked like a charm from the beginning - cache,
(patched) TOS 3.06 in ROMs, even my selfmade M110-megabus-adapter (monochrome
1280*960 card) works fine. I would strongly recommend using the patched TOS
3.06 instead of 2.06 since 2.06 does not initialize the MMU correctly.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
"Woof bloody woof."
-- Gaspode the Wonder Dog (Terry Pratchett, Moving Pictures)

2420. Re: PAK68 vs. T28/36

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-07 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2fd654f636bb562@discworld.oche.de>
Source record: 25889

Alan Mathers (alan@browns.co.uk) wrote:

AM> 1) Installing the PAK3 seems a pretty major task to do, so are the T28 and T36
AM> much easier to install? How does the procedure compare.

In most computers, the PAK ist pretty much plug-and-play ... you may need an
additional pullup on the reset line or have to exchange the LS373/LS244 DRAM
drivers, but the same is true for every other speeder, too. If you want to
run the PAK at 50 MHz, a bit more fiddling may be necessary, but ~40 MHz (I
have 36. using a 33 MHz 68030) should be safe.

AM> 2) Apparently System Solutions have mentioned an add on board for the PAK
AM> providing better graphics etc. Is this the case for T28/36?

The Mega4000 is a normal megabus(or processor socket)-to-VGA-card-adapter -
it might work with the Txx, too. It is not a builtin feature of the PAK, so
you don't have to pay it if you don't need it.

AM> 3) From your article, the T28/36 will be running a 68K much faster than it's
AM> intended speed, presumably introducing more heat - how does this affect
AM> performance, reliability, eventual failure??

That is not yet known ... I know 2 friends who had one and could not get them
to work reliable, and finally built themselves a PAK - but that may not be
representative. I have heard more complaints about problems with the Txx than
with the PAK, though.

AM> 4) Although I very nearly put in for a PAK3 from the SS stand at Atari User
AM> Show, (last November I think), you can probably tell I am now considering saving
AM> some cash and getting the T28 instead - providing it is reliable and really what I
AM> want!!! I only need to run Cubase and Replay16, so better graphics is not
AM> essential.

It depends on the speed you need. Furthermore, with the PAK you can use
virtual memory (VRAM/Outside) and maybe Linux-68k (when the necessary patches
are made).
If you need the 68881/2 coprocessor, the PAK is a good choice, too - the
MC68030 FPU interface is a lot faster than the memory mapped interface used
on 68000 boards (like T36).
I would choose the PAK again, IMHO it is a good and stable design, and
everything is documented (you get the GAL sourcecode), so better support and
patches are possible without depending on the manufacturer.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany

Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
Five exclamation marks, the sure sign of an insane mind.
-- (Terry Pratchett, Reaper Man)

2421. Re: What's Happened to HENSA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3r6ifg$ckt@ionews.io.org>
Source record: 25741

Auburn Placer County - Tahoe City (libaubt1@nic.cerf.net) wrote:
: Re: What happened to HENSA

: I just gopher'd there the other day. I don't know what's wrong; nothing
: from my end. Have you tried again?

HENSA Micros is available only to users in the ac.uk domain between the
hours of 8am and 8pm UK time; between 8pm and 8am it is available to the
rest of the world.

: Ben Allfree
: shadow@iris.yolo.com

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

2422. SCSI problems on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950608120657.22579A@bull.mimuw.edu.pl>
Source record: 25742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it known problem that SCSI drive (Quantum EMPIRE E1080S / ICD (only
ICD recognize this unit)) doesn't work properly on TC/256c modes ?!?
I mean there appears lot of read errors. Does anyone know if it is
possible to fix/minimalize this problem?

regards,

Simon.

2423. TOS 4.XX upgrades?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950608121329.22579B-100000@bull.mimuw.edu.pl>
Source record: 25743
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there are available any (hardware/software) upgrades
for Falcon TOS? I've got TOS 4.02 and I know, that there are new versions.

regards,

Simon.

2424. MiNT-net (Programming Question, well techie)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r6rr7$fv8@whitbeck.ncl.ac.uk>
Source record: 25744

I've almost finished writing an FTP Client for GEM now, but I've come up
against one problem that I can't seem to solve.

ASCII mode transfers (such as file listings) work ok, but when doing
binary mode transfers (send a 'TYPE I' command over the control socket
before sending the 'RETR <filename>' command) the stream on
the data socket replaces all LF characters with CRLF ($0A becomes $0D0A).
I've tried eveything I can think of to stop this, and have had no success
- any suggestions welcomed.

Having done a binary diff on a couple of files (transferred using
my FTP & BSD ftp) this is the only differance between the two...so
I must be almost there.

Anyway, I've kludged it for now by post-processing the read buffer before
writing it back out to a local file, but there must be a way to stop
this from happening.

This is directed particularly at Kay Roemer if he's listening (I've
lost his email address).

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2425. HP Office Jet LX

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3r6rq3$i1k$1@perth.DIALix.oz.au>
Source record: 25745

G'day fellow Atarian's, need some info !!
H.P. have just released there 'Office Jet LX' (I.D. code C2891A)here in West Australia. This is a Fax, Scanner, Printer and copier all-in-one... IMHO H.P. make some VERY good equipment and I think this machine is a winner...

However H.P. seem to cater the 'clone' market and supply software for PC's only...

Here's the QUESTION:(at long last) Is there any software out there, which lets ATARI ST/Falcons use all the features of this H.P. Office jet i.e. the scanner side of it... (I'm sure the printer part will work)

Thanks in advance, regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2426. Re: MiNT-net (Programming Question, well techie)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.19.0011D78F@cam.ac.uk>
Source record: 25746

In article <3r6rr7$fv8@whitbeck.ncl.ac.uk> "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:

>ASCII mode transfers (such as file listings) work ok, but when doing
>binary mode transfers (send a 'TYPE I' command over the control socket
>before sending the 'RETR <filename>' command) the stream on
>the data socket replaces all LF characters with CRLF ($0A becomes $0D0A).

>Having done a binary diff on a couple of files (transferred using
>my FTP & BSD ftp) this is the only differance between the two...so
>I must be almost there.

Did you ever get a local ftpd to work? If you had you might have tried editing
that so you could see exactly what BSD ftp and yours were sending.

The only other thought I had is that IIRC you can open a socket in ascii or
binary mode, if opened in ascii mode it does the same translation as the stdio
library's ascii mode, ie LF->CRLF. Are you using binary mode sockets?

2427. Re: SCSI problems on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Message-ID: <3r6v6p$bfe@rzsun02.rrz.uni-hamburg.de>
Source record: 25747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Simon,

>Is it known problem that SCSI drive (Quantum EMPIRE E1080S / ICD (only
>ICD recognize this unit)) doesn't work properly on TC/256c modes ?!?
>I mean there appears lot of read errors. Does anyone know if it is
>possible to fix/minimalize this problem?

yes, that is a known problem. There is a fix called "falcon clock patch"
which requires soldering inside your falcon. There are a variety of patches
available. I have one installed inside my own falcon. Do you know the
board revision of yours?

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

2428. Re: Falcon & Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Message-ID: <3r6vhl$bfe@rzsun02.rrz.uni-hamburg.de>
Source record: 25748

maputman@hydra.unm.edu (mark a putman) wrote:
>I have a Falcon 030 w 4/84. TOS v4.04, Ext. Control Panel v1.2, Modem CPX
>v1.30. In the control panel the Serial Port Box is always greyed out
>"Modem 1." Nothing in Auto Folder, unloading other/all CPX's or booting
>with only VT52 seems to make the serial port work.
>
>Any suggestions? Modem works fine on Mega2ST as this attests. So is it
>the hardware?
>
>Post back or email. Thanks in anticipation...

Try and get a good terminal program! There are a lot of them available which
make use of any serial port of the falcon. I will only mention 3:
Rufus
StarCall
CoNnect
All are shareware. If you want higher baudrates on your modem2/serial2 ports
you should consider getting also either Fast(X)Serial or HSMODEM.

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

2429. Atari ST MIDI software for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: mercury30@aol.com
Message-ID: <3r63bf$9p3@newsbf02.news.aol.com>
Source record: 25749

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also
a top of the line MIDI sequencing program is also included in this bundle
plus
another MIDI program. $50 shipped to you. A great MIDI package!
Email Mercury30@aol.com

2430. Re: MiNT-net (Programming Question, well techie)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: john@g4rev.ampr.org
Message-ID: <D9vCAx.Eqp@g4rev.ampr.org>
Source record: 25750

In article <3r6rr7$fv8@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>ASCII mode transfers (such as file listings) work ok, but when doing
>binary mode transfers (send a 'TYPE I' command over the control socket
>before sending the 'RETR <filename>' command) the stream on
>the data socket replaces all LF characters with CRLF ($0A becomes $0D0A).
>I've tried eveything I can think of to stop this, and have had no success
>- any suggestions welcomed.

This is almost too simple, but it may have been overlooked. Are you remembering
to open the files in binary mode? "rb" and "wb" (for the mode param)

John
--
+-----------------------------------+-----------------------------------+
+ Internet: john@its.bt.co.uk + Sutton Coldfield & District RAYNET +
+ Amprnet: john@g4rev.ampr.org + West Mids TCP/IP Co-ordinator +
+ BBS: G4REV@GB7LOB.#28.GBR.EU + GemNOS, TCP/IP for Atari Computers +
+-----------------------------------+-----------------------------------+
+ Intel free zone +
+---+

2431. Re: What's Happened to HENSA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-08 00:00:00 UTC
From: Aad Michels <amichels@xs4all.nl>
Message-ID: <3r6aos$4t3@news.xs4all.nl>
Source record: 25890

John.J.Snape@Warton.bae.eurokom.ie (John Snape 01772 858038) wrote:

>Does anyone out there have any idea what has
>happened to the anonymous ftp access to the
>atari archives at micros.hensa.ac.uk
>
>I have tried several times to access the site
>and have been denied access.

I believe you have only access after 18.00 hours.

grts

Aad Michels
amichels@xs4all.nl
2:286/503.30

2432. Printer Switchers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3r96u0$p8k@prime.mdata.fi>
Source record: 25751

Howdy all,

I would like to know if anyone out there is using a Printer Switcher
(active or manual) with both your printer and Steinberg's SMP-II.
What kind of a model can be used, and do all models work with SMP-II
(heavy bidirectional traffic)?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2433. Computer For Sale!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: Carolyn Glass <gcd@efn.org>
Message-ID: <3r8fak$bpa@wave.rio.com>
Source record: 25752

FOR SALE: Atari 1040ST. Color monitor, modem, printer. Lots of software (both games & useful stuff), manuals, etc. Great student computer, $650 OBO.

Contact: gcd@efn.org

2434. The Eagle

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AAF4E0.07840009E4.uuout@tippy.com>
Source record: 25753

Anyone heard of the TOS clone, the Eagle?

... Thank you for encouraging my behavior.
___ Mountain Reader II - #00000095

2435. Re: MiNT-net (Programming Question, well techie)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r9chr$685@whitbeck.ncl.ac.uk>
Source record: 25754

In article <mnb20.19.0011D78F@cam.ac.uk>, mnb20@cam.ac.uk (M.N. Baker) writes:
|> Did you ever get a local ftpd to work? If you had you might have tried editing
|> that so you could see exactly what BSD ftp and yours were sending.

Well, sort of. My local ftpd now connects & logs in correctly, and responds
to the initial LIST command, so I get a directory listing up. However,
it now kicks me out whenever I try to CWD, XCWD, RETR - of even do another
LIST. Also, logging in as anything but root drops you into a sort of limbo
directory with nothing in it, and no where to go from it.

This isn't a problem with my client, as the BSD client suffers from the same
problem, and my client now works fine with other servers (ie. not the MiNT
one).

|> The only other thought I had is that IIRC you can open a socket in ascii or
|> binary mode, if opened in ascii mode it does the same translation as the stdio
|> library's ascii mode, ie LF->CRLF. Are you using binary mode sockets?

I've finally sorted out the LF->CRLF problem. For some reason, the initialisation
code I poached from BSD's ftp client (which worked fine compiled with GCC)
just failled to cut the mustard under Lattice. So I bit the bullet & wrote
my own (admittedly much simpler (ie. no restarts)) code to do the same thing.

Also, a bit of help from Stephane Boisson on re-opening sockets as files
has solved part of the problem as well.

Practical upshot - binary transfers now work ok, and I've just mailled out
the initial beta release, a full release will be when I've tidied up
the GUI a bit (put in support for mono machines & machines with no CICON's
in the AES).

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2436. STE problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: msa@bton.ac.uk
Message-ID: <D9wvzs.JGM@bton.ac.uk>
Source record: 25755

I've this problem with my Atari STE where the colour output
from the computer goes after about 10 minutes after a cold
boot. This happens both from the RF output and monitior output.
(composite). Does anybody know why this happens and are there
any solutions???? Don't want to send computer to be mended as
will probably cost more than the computer is worth.

Thanks in advance for any help,

Mark

2437. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: nolram@panix.com
Message-ID: <nolram-0906951237130001@nolram.dialup.access.net>
Source record: 25756

I should work fine, It works on my 405. The only thing is to start the system with the extensions off. There's a conflict somewhere I don't know where.

2438. MSTe hangs in low-res!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3r9jsm$fl9@gbc.gbrownc.on.ca>
Source record: 25757

I have a Mega STe with TOS 2.05. When I try to boot it in low res
by choosing low-res in preferences, it bombs (2 bombs, i think) on boot
up. when I reboot after that, it boots into medium res again. I
tried this taking everything out of my auto folder and it still
happened! any ideas?

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

2439. Falcon030 Computer for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: Carolyn Glass <gcd@efn.org>
Message-ID: <3ra6a4$ind@wave.rio.com>
Source record: 25758

FOR SALE:

Atari Falcon030
4MB RAM
85MB Hard Drive
Motorola 68882 FPU ***
DOS/Windows Emulation Daughtercard ***
Supra Modem

Comes with lots of software including TruPaint & Ishar, AtariWorks (word processor/database/spreadsheet), mouse, and system cover. Quick machine!
$1500 OBO

Contact: gcd@efn.org

2440. ! Hard drive SOS !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AAF4E0.07840009E5.uuout@tippy.com>
Source record: 25759

```
E > If ANYONE has any advice, or can supply an ICD AdSCSI ST hard
E > drive utilities disk, I would be most grateful. PLEASE EMAIL
E > me, as I CANNOT read Usenet news. I will post a summary of
E > replies if requested. I will pay European postage, floppy
E > disk costs, and may even buy your ICD utilities disk off you.
E > I will ring back anyone who telephones me with help.

I believe I have an extra utilities disk. You are welcome to it.

... This message has been thoroughly tested on lab rats.
___ Mountain Reader II - #00000095
```

2441. WTB: SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <3ra8oo$3qi@newsbf02.news.aol.com>
Source record: 25760

I am looking for an Atari SM124 monochrome monitor. If you have one for sale, please let me know. I'll pay up to $65 ... in fact, someone had one for sale at that price, but I lost his email!

|| | |||
|| | ||| JMZorko

2442. partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-09 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFJABHWVUP@dksoft.ping.dk>
Source record: 25761

Hi there..
I'm in a strange situation here. I need to connect a MS-DOS formatted
harddrive to my system using ADSCSI+ and ICDBOOT 6.5.1.
In the ICD manual it says the MS-DOS partitions can be read/written,
and only 'very large' partitions could become a problem.

Now my problem is, my system can't recongnize partitons made on the
MS-DOS which is above 66Mb in size. And to me, that is far from beeing
a 'very large' partition. If thats what ICD meant with large partitions,
then it's time they wake up and smell a real harddrive. The drive
i'm having right now is a 1.8Gigabyte. And as you probably can see, if
the limit is 66Mb, then this drive is no good to me, as it would bring
me up around 30 patitions, which the TOS no doubt can't handle 8-)

So my question is. Does anyone know the exact limit on a MS-DOS partition
for the ICDBOOT driver. Or is there another alternative ? (Don't say
SCSITOOLS. This driver simply through away 800Mb, because this drive is
larger than 1Gigabyte. I wouldn't even partiton more than 1024Mb).

It's time the Atari community starts waking up.. Soon we'll all be having
very large harddrives.

Greets
Kim

Ps, if anyoen want to know why i need this large drive, don't ask. It's
just for testing 8-)

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2443. Re: TOS 4.XX upgrades?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D9yBIL.L9H@cix.compulink.co.uk>
Source record: 25762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <Pine.BUL.3.90.950608121329.22579B-100000@bull.mimuw.edu.pl>,
stasik@bull.mimuw.edu.pl said:

>Does anyone know if there are available any (hardware/software) upgrades
>for Falcon TOS? I've got TOS 4.02 and I know, that there are new versions.

In the UK TOS 4.04 is available from Compo (email compo@cix.compulink.co.uk),
and also System Solutions (email ssolutions@cix.compulink.co.uk)

Barry wilsontjb@cix.compulink.co.uk

2444. re: gasteiner e-mail ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: ikirwin@nest.demon.co.uk
Message-ID: <1733ikirwin@nest.demon.co.uk>
Source record: 25763

In a message of <03 Jun 95 10:14:12>, Kevan Winch (90:100/106) writes in area 'U.COMP.SYS.ATARI.ST.TECH':
> From: kevan@empyr.dircon.co.uk (Kevan Winch)
> Hi. Anyone know if Gasteiner has an e-mail address ?

Fraid not, but I can help you with the one below.

> I'd also love to hear from SCSI boffins who could help set up a drive
> with a TopLink adaptor.

Dead easy. Give me some more info on exactly what you want to do, and I'llgive you FULL instructions. I have myself built a 200 MB hard drive using just a SCSI mechanism, TopLink adaptor and a PC case for a PSU, dead easy.

> Cheers,
>
> Kev.

No worries
IAN

--

2445. MSTe hangs in low-res!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <3rch1s$lrh@pacifier.com>
Source record: 25764

```
d > I have a Mega STe with TOS 2.05. When I try to boot it in low
d > res by choosing low-res in preferences, it bombs (2 bombs, i
d > think) on boot up. when I reboot after that, it boots into
d > medium res again. I tried this taking everything out of my
d > auto folder and it still happened! any ideas?

Could be a problem with a desk accessory. If you didn't disable them
as well, you may want to do that too.

Also, you could have a corrupted NEWDESK.INF file. Try renaming your
current one to something like NEWDESK.INX, then save the desktop to
create a new one.

Good luck!

Anthony Watson
Mountain Software
awatson@pacifier.com
http://www.pacifier.com/~awatson

___ Mountain Reader II - #Author 1
```

2446. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: charly@senator.inka.de
Message-ID: <FFKIFDAIUP@senator.inka.de>
Source record: 25765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qoiup$8rb$7@mhade.production.compuserve.com> BobR wrote:

>I was wrong to assume it plugs into the mouseport then. How do you handle
>using the mouse for things like terminal programs though, where your serial
>port (at least on an ST with only one serial port) would be connected to
>a modem..?

A real problem, but the only way is to upgrade any ST with STESCC from Harun
Scheuzow from Germany. This little Hardware expands STs with 2 extra serial
hispeed ports. 115kbaud are no problem, it uses the SCC as Falcon and TT.

>No problem there at all..! I wish everyone I knew here in the US spoke...

Thank yoou :)
--

/----------------------/--------------------------------/
/ Karlheinz Sauther / Email: /
/ / /
/ 76726 Germersheim / charly@senator.inka.de /
/ / karlheinz_sauther@lu.maus.de /
/----------------------/--------------------------------/

2447. Any thorough TT-RAM tester program available?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: cfav1@leonis.nus.sg
Message-ID: <3rcuuh$l8@nuscc.nus.sg>
Source record: 25766

Does anyone know if a thorough TT-RAM tester program is available? So far
I only can find memory checker for ST-RAM.

Thanks you.
--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

2448. Ports please?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: mdaymon@rainbow.rmii.com
Message-ID: <3rd39q$4rc@natasha.rmii.com>
Source record: 25767

I just bought an Atari 520ST but it came with NO documentation and NO cables. I really love to get it working, but I don't even know the power supply pinouts.

I checked the FAQ and found nothing except internal keyboard connectors.

Could someone PLEASE send me the pinouts and signal descriptions of the various ports on Atari 520ST? I'd REALLY appriciate it.

(Also looking for a good [US] source for parts)

--
+- Maxwell Daymon -+- mdaymon@rmii.com -+

2449. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1006952336000001@tempel.muc.de>
Source record: 25768

In article <grmeyer-0706950657180001@grmeyer.pr.mcs.net>, grmeyer@mcs.com (Gordon R. Meyer) wrote:

> I managed to get the MagiCMac demo working on a Color Classic (68030,
> 16mhz, 6mb RAM) so it's not too demanding.
>
> Looks like a neat product, but too bad it doesn't work on a
> PowerMac....otherwise I might have bought it. :-(

OK, now you may buy it. It runs on PowerMacs. Look at my msg in comp.sys.atari

:-)

Thomas

2450. internet address.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1736dbrewood@nest.demon.co.uk>
Source record: 25769

CHRS: IBMPC 2
Ian, you sent a msg in one of the 'U.' echo's without requesting an internet address first, this means the mesage will not be sent. However I managed to spot it and have allocated you the internet address of ikirwin@nest.demon.co.uk. You may now send echomail and email through the gateway. I forwarded your original message for you as well.

Daron - dbrewood@nest.demon.co.uk

--

2451. MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-10 00:00:00 UTC
From: Tom.D'Ambrosio@f7861.n106.z1.fidonet.org
Message-ID: <a15_9506111030@tagenda.uucp>
Source record: 25770

GR> I managed to get the MagiCMac demo working on a Color Classic
GR> (68030, 16mhz, 6mb RAM) so it's not too demanding.

So, did you get if from a BBS here in the states? Where can I get a copy?

-*- Tom -*-

PS: As I noted in a earlier post, a PowerMac version was demonstrated at
a German expo, but I can't confirm if it was released, and if so, if an
English version was done.

... .IF PENNY(SAVED) = TRUE THEN PENNY(EARNED) = PENNY(EARNED) + 1
___ Mountain Reader II - #00000079

2452. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-11 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rdl2m$9el@golem.wcc.govt.nz>
Source record: 25771

In article <FFJABHWVUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>Hi there..
>I'm in a strange situation here. I need to connect a MS-DOS formatted
>harddrive to my system using ADSCSI+ and ICDBOOT 6.5.1.
>In the ICD manual it says the MS-DOS partitions can be read/written,
>and only 'very large' partitions could become a problem.
>
>Now my problem is, my system can't recongnize partitons made on the
>MS-DOS which is above 66Mb in size. And to me, that is far from beeing
>
>So my question is. Does anyone know the exact limit on a MS-DOS partition
>for the ICDBOOT driver. Or is there another alternative ? (Don't say
>SCSITOOLS. This driver simply through away 800Mb, because this drive is
>larger than 1Gigabyte. I wouldn't even partiton more than 1024Mb).
>
>It's time the Atari community starts waking up.. Soon we'll all be having
>_very_ large harddrives.

You are using a Atari NOT a MSDOS MACHINE, we do support Large partitions,
BUT NOT MSDOS ONES, simple is this not...!!!!

Reformat the drive with the latest ICD software, (6.5.5.)....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2453. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-11 00:00:00 UTC
From: grunwald@foobar.cs.colorado.edu
Message-ID: <GRUNWALD.95Jun11132709@foobar.cs.colorado.edu>
Source record: 25772
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

The ZIP FAC mentions that that PC Zip I/O drivers are available on AOL. However, I'm not an AOL user. If someone has those available elsewhere, can people post it here? Likewise, if someone wants a place to put these on the net, I can post it.

I'm trying to use my Mac zip on a PC laptop.

2454. Eek! ST PS going"Ffzzztzztt"

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-11 00:00:00 UTC
From: Jake@aardnet.demon.co.uk
Message-ID: <3rf7ud$sk1@imp.demon.co.uk>
Source record: 25773

Well, it's like this:
This friend of a friend said his ST was unwell, and I graciously (foolishly?) offered to have a look at it for him. I thought it might make a nice trip down memory lane - I traded mine for a PC (pressures of work, honest!) some 3 years back, and haven't taken one apart since.

Anyway. It arrived, and on switching on, does what it says up there on the subject line (not sure of the spelling, though). This is not good. While I never had any problems fixing mine and various friends' assorted computers in the past, switchers have always been a _total_ mystery.

Anyone out there got any hints for me?
Failing that, where (in the North of England) might I replace (Part-ex?) it?

Symptoms are:
- aforementioned sound effect, but I'm not sure where from and didn't fancy poking around to find out (I'm allergic to 300V heatsinks)
- fuse intact
- no visible faults on the component side
- Very singed PCB in the vicinity of the big yellow tranny in the middle and the two high (ish) wattage resistors next to it.

--
Jake Aard
This .sig left unintentionally blank.

2455. Re: MSTe hangs in low-res!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-11 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <303e14e8@kockens.ct.se>
Source record: 25774

> I have a Mega STe with TOS 2.05. When I try to boot it in low res
> by choosing low-res in preferences, it bombs (2 bombs, i think) on boot
> up. when I reboot after that, it boots into medium res again. I
> tried this taking everything out of my auto folder and it still
> happened! any ideas?
>

Hmmm.. 2 bombs you say ? Isnt that "Cant find a file" error ??

Grtz Jesper Kock WiZZard on -*-Kockens BBS-*- +4646250256 V32" Atari Only

- CeD 0.62Beta, unregistred version!

(UUCP Dialup connection)

2456. CONTACTING HARD & SOFT DE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-11 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06111995.224314@empyr.dircon.co.uk>
Source record: 25775

Hi, I am trying to get in touch with 'Hard & Soft' of Germany, who manufacture the TopLink host adaptor.

I need to know what I must do to get their TopLink to work with an IBM 0661-371 SCSI drive. This drive has no onboard termination and cannot provide terminator power, two things that the TopLink requires ! (apparently). Essentially, will it work if I put an active terminator on the SCSI bus ?

I have been given their mail address & phone number, but I can't speak German, and whilst I am sure they speak perfect english, the idea of calling international to ask a possibly complicated question scares the hell out of my phone bill !! :-)

Anyone living nearby want to call them for me ?....or know an e-mail address for them ???

MANY thanks in advance,

Cheers,

Kev.

* ReJoinDer v1.1d *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

2457. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-11 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFLWAJWCUP@dksoft.ping.dk>
Source record: 25776

In <3rdl2m$9el@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>
>You are using a Atari NOT a MSDOS MACHINE, we do support Large partitions,
>BUT NOT MSDOS ONES, simple is this not...!!!!

Excuse me ??
I guess you just missed the point in my message. I needed a large MS-DOS
partiton on my Atari.

>Reformat the drive with the latest ICD software, (6.5.5.)....

Think Roger, think! No need to reformat. The format is the same. It's the
partition, (file struckture ect.) which is a problem.

And btw. I can't get 6.5.5 to work. It freze my machine all the time.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2458. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rgsse$njj@golem.wcc.govt.nz>
Source record: 25777
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <GRUNWALD.95Jun11132709@foobar.cs.colorado.edu>,
grunwald@foobar.cs.colorado.edu (Dirk Grunwald) writes:
>
>The ZIP FAC mentions that that PC Zip I/O drivers are available on
>AOL. However, I'm not an AOL user. If someone has those available
>elsewhere, can people post it here? Likewise, if someone wants a place
>to put these on the net, I can post it.
>
>I'm trying to use my Mac zip on a PC laptop.

Yes but does your laptop have SCSI, The Printer port version is for laptops..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2459. Load TOS 1.4 From Disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: dogmeat@netcom.com
Message-ID: <dogmeatDA1GsK.Fvx@netcom.com>
Source record: 25778

To All STheads:

I have a copy of TOS 1.4 .IMG and TOSLOADA.PRG - but I can't get
it to load over the ROM 1.62 I have in my STE. Any suggestions?

--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

2460. STOSFIX3 ... where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: bhood@macc.wisc.edu
Message-ID: <3rga03$1104@news.doit.wisc.edu>
Source record: 25779

Could someone tell me where I could get a copy of STOSFIX3, please? I've looked for it at some of the larger archive sites (including HENSA) with no luck. Any information would be greatly appreciated.

Please email info to: bhood@macc.wisc.edu

Thanks in advance.

Roger Brotherhood

2461. SUBSTATION Yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: dogmeat@netcom.com
Message-ID: <dogmeatDA1Gxn.G1n@netcom.com>
Source record: 25780

ALL:

So, has anybody seen the completed version of SUBSTATION yet?
What's it like? How can we U.S. pinheads get it?
--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

2462. info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: tsco01@cs.auckland.ac.nz
Message-ID: <tsco01-1206951619170001@uglt6.cs.auckland.ac.nz>
Source record: 25781

kia ora/hi!

I'm looking to buy a small atari-st system to use for midi sequencing (wot an original reason to buy an atari!)....i want to know a few things about the st,
for instance what models have midi ports built in? (does the 520?) and can a mono system with just say 1-2meg run a midi sequencer?? Can harddrives be installed in the 520/1040 and what type?

is anyone out there in nz with a suitable system for sale??

thanks...

--

Thomas A Scovell ('Electic' at aHigherLevelProductions)
email: tsco01@cs.auckland.ac.nz
snail: O'Rorke Hall, 16 Mount St, Auckland 1, New Zealand / Aotearoa
voice: +64-9-302-1703 (GMT+12)

2463. Gfa Question: How to do a text editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3rgrcl$c0s@olivea.ATC.Olivetti.Com>
Source record: 25782

Hi there,

I'd like to write a veeery simple (believe me, veeery simple...)
text editor in gfa-basic, but I do not have a clue about how
to do it, I know how to read and display text but not on
how to edit it on screen in large blocks.....

Any help will be VERY appreciated......

Thanks a lot.

Savino
--
____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

2464. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: zdarryl@mcl.ucsb.edu
Message-ID: <3ri2ht$1c3@ucsbuxb.ucsb.edu>
Source record: 25783
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In <GRUNWALD.95Jun11132709@foobar.cs.colorado.edu> grunwald@foobar.cs.colorado.edu (Dirk Grunwald) writes:

>The ZIP FAC mentions that that PC Zip I/O drivers are available on
>AOL. However, I'm not an AOL user. If someone has those available
>elsewhere, can people post it here? Likewise, if someone wants a place
>to put these on the net, I can post it.

>I'm trying to use my Mac zip on a PC laptop.

Steve...you'll want to add this to the FAQ:

Until Iomega tells me not to (or until my machine breaks from all the hits), i'm posting the DOS/Win and OS/2 drivers on my machine. i'll get the Mac drivers as soon as i get that new Powerbook with an Ethernet connection. (Any day now :}) That is, unless somebody with a Mac connection, America Online, and a fast link (Ethernet, or 28.8) wants to download those files and binhex them. (That's why i haven't been able to get the Mac ones on. They're not binhexed, and my modem is only a 14.4.)

They're available at:

ftp://pandora.library.ucsb.edu/pub/zip/

PLEASE read the 00_index.txt files as well as any of the read.me files. Things should be pretty clear if you follow the instructions there. Welp...here goes. >:}
--
Darryl Lee <zdarryl@mcl.ucsb.edu> | "Systems Guy" | Davidson Library

2465. 2 drives, 1 cable. It can (almost) be done

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Jun12.114634.17857@zippy.dct.ac.uk>
Source record: 25784

After much dead ribbon cable, I can get 2 floppies running off one ribbon cable in my MSTE. Due to ataris wisdom once more, the standard PC cable with a twist in doesn't work, and neither does a straight cable. Instead, you have to take cable 16 (and 15 if you want) to pin 16 (and 15, all odd numbers are ground) on both drives. Conducters 10 and 11 are used to control drive A: Connect them to 10 and 11 on one connector, and set that drive ID to its lowest value. Pins 12 (and 13) are used to select drive B: Either connect them to 10 and 11 on the other connector and jumper it as drive 0, or to pins 12 and 13 and jumper the drive as 1 (assuming its ID is from 0-3)

However there is one problem with this. When B: opens a file and trys to read it in sections (eg viewing a long file from desktop) I get file read errors on some files. I know it isn't the drive, and I'm pretty sure my cable isn't at fault (after all A: works fine) This only happens on some files. It doesn;t have any problems reading the file as one block, or writing to the drive. PLease mail any ideas/solutions to me and I'll post a summary.

If I can get this working, it will make my recase a lot prettier. This file is ribboncable-ware. If you like it, feel morally obliged to send me a metre of 34 way ;)

the hatter

2466. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3rhqcq$h2p@hpscit.sc.hp.com>
Source record: 25785

Kim Andersen (kim@dksoft.ping.dk) wrote:
: So my question is. Does anyone know the exact limit on a MS-DOS partition
: for the ICDBOOT driver. Or is there another alternative ? (Don't say
: SCSITOOLS. This driver simply through away 800Mb, because this drive is
: larger than 1Gigabyte. I wouldn't even partiton more than 1024Mb).

: It's time the Atari community starts waking up.. Soon we'll all be having
: _very_ large harddrives.

First of all, you can have quite large Atari partitions, and we've
had them since 1989, so we don't really need to wake up. Second,
MS-DOS partitions are different, and there are some GEMDOS limitations
to what can be done by the hard disk driver. It's not the driver's
fault if you cannot access DOS partitions exceeding a certain size.
Unfortunately, the only operating system for the Atari which still
evolves is MagiC, so we have to wait for a solution from there.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2467. Help! I need Dr. T's X-OR profiles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: kxs156@email.psu.edu
Message-ID: <3rhrq5$f59@hearst.cac.psu.edu>
Source record: 25786

I just bought a used copy of this great program, but it's a pretty old
version, (1.3b) and it doesn't have any drivers for some of my synths.
If anyone has drivers for Ensoniq's SQR (or SQ1/2) and Yamaha's TG-33
(SY22 might also work) then I'd really appreciate copies of these.
I have UU and MIME decoders.

Kaspar Stromme 40mhz68030/'882;9MB;340MB
kxs156@email.psu.edu DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

2468. Re: The Eagle

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3ri0oj$ll0@news.nevada.edu>
Source record: 25787

EDWARD BAIZ (edward.baiz@tippy.com) wrote:
: Anyone heard of the TOS clone, the Eagle?

: ... Thank you for encouraging my behavior.
: ___ Mountain Reader II - #00000095

Is the "Eagle" supposed to be the "souped-up" TT, in the same manner that the "Medusa" is the "souped-up" Falcon?

- John J. Amsler

2469. Gemulator 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: Chris Richardson <richards>
Message-ID: <3ri8rf$sn2@mmddvan.mdd.comm.mot.com>
Source record: 25788
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In the process of seriously considering the new Gemulator as an addition to my PC, I was wondering if anyone out there has practical experience with the older version (or the new version) and if so, could you Email me with your impressions. I specifically want to run

Timeworks,
Fontkit 4.0
Degas

Thanks in advance.

THIS IS AN 87% MATTER PRODUCT: The Remaining Volume Consists Primarily of Unstable Tachyon Particles And Is Therefore Likely To Be Included In The Next Episode Of Star Trek: The Next Generation.

2470. Re: info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ric4v$2rv@status.gen.nz>
Source record: 25789

Thomas Scovell (tsco01@cs.auckland.ac.nz) wrote:
: kia ora/hi!
:
: I'm looking to buy a small atari-st system to use for midi sequencing (wot
: an original reason to buy an atari!)....i want to know a few things about
: the st,
: for instance what models have midi ports built in? (does the 520?) and can
: a mono system with just say 1-2meg run a midi sequencer?? Can harddrives
: be installed in the 520/1040 and what type?
:
: is anyone out there in nz with a suitable system for sale??
:
: thanks...
:
: --
: ---
: Thomas A Scovell ('Electic' at aHigherLevelProductions)
: email: tsco01@cs.auckland.ac.nz
: snail: O'Rorke Hall, 16 Mount St, Auckland 1, New Zealand / Aotearoa
: voice: +64-9-302-1703 (GMT+12)

2471. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1206951917130001@tempel.muc.de>
Source record: 25790

In article <nolram-0906951237130001@nolram.dialup.access.net>,
nolram@panix.com (the only one) wrote:

> I should work fine, It works on my 405. The only thing is to start the
> system with the extensions off. There's a conflict somewhere I don't know
> where.

If you find out about the conflict, please tell me.

Thomas

2472. problem/question re GCR and mac roms

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-12 00:00:00 UTC
From: nicole@seas.smu.edu
Message-ID: <3ri46s$3pk@giant.seas.smu.edu>
Source record: 25791

I hope someone here may have some insight into a problem I'm having with my spectre gcr and mac roms.

I get the roms not seated/not present/in backwards screen too often when I run Spectre 3.0. It happens most often when the ST's been on for a while, seldom when I just turn on the ST and go straight to spectre. Once I get to the mac icon, I never seem to have any problem; it runs fine until I shutdown. I only seem to have trouble with the screen that forces me to reboot the st and re-run spectre.

After suspecting the cartridge port (resoldered pins to board and cleaned and adjusted contacts) mac roms (cleaned and reseated), I'm pretty sure the problem is temperature related with the roms. When I have the problem, a quick spritz of freezit makes the second attempt go smoothly.

The roms in the cartridge (which I bought used, cat and roms together) don't seem to be apple. The say ST 88847 M2751241.

Should I just seek out new roms, or is there some other possibility, such as the 3.5v 10mfd cap that's on the cartridge board not up to snuff and making the roms run hot?

Thanks for any suggestions including where to go for new mac roms.

John Trimble
nicole@seas.smu.edu

2473. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: jimfitch@community.net
Message-ID: <3rjdom$at0@odin.community.net>
Source record: 25792
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Dirk Grunwald (grunwald@foobar.cs.colorado.edu) wrote:

: The ZIP FAC mentions that that PC Zip I/O drivers are available on
: AOL. However, I'm not an AOL user. If someone has those available
: elsewhere, can people post it here? Likewise, if someone wants a place
: to put these on the net, I can post it.

: I'm trying to use my Mac zip on a PC laptop.
Please let us know if it works.

2474. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA48nG.76z@jackson.napervilleil.attgis.com>
Source record: 25793
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

#==========Darryl Lee, 6/12/95==========
#
#Until Iomega tells me not to (or until my machine breaks from all the
#hits), i'm posting the DOS/Win and OS/2 drivers on my machine. i'll
#get the Mac drivers as soon as i get that new Powerbook with an
#Ethernet connection. (Any day now :}) That is, unless somebody with
#a Mac connection, America Online, and a fast link (Ethernet, or 28.8)
#wants to download those files and binhex them. (That's why i haven't
#been able to get the Mac ones on. They're not binhexed, and my modem
#is only a 14.4.)

Darryl,

I have access to AOL via a 28.8K modem at home or TCP/IP here at work.
Getting the files here would be no problem. I don't own or use a MAC,
so I'm not familiar with 'binhex' files. Is this something I could do
for you either on a PC or on UNIX? If so, I would be willing to do it
and upload it to your site. Please email me privately if you are
interested.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

2475. MiNT-X shell...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3rkvf9$8nj@ccshst05.cs.uoguelph.ca>
Source record: 25794

What is a good shell to use with MiNT/X? I'm using tcsh, and I really like it, but it is, well...fat. Having two copies running, both taking up more than 300K really sucks when I need all the memory I can get. Is there any way I can share the binaries or something (I seem to recall reading something about that...). Or is there another, smaller shell that I can use?

THeo

2476. Video Overlay with Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <803031469.2@cs.york.ac.uk>
Source record: 25795

Has anyone tried connecting an external sync to the Falcon and using overlay graphics to make titles on videos? I wondered how easy or hard it was?

Any help in this regard would be greatfully received.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

2477. Re: What is the exact frequency of timer A in the ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: rjb@xs4all.nl
Message-ID: <3rjj99$si3@news.xs4all.nl>
Source record: 25796

system@korg.enet.dec.com (John Miskinis) writes:

> Some rough experimenting seems to lead to roughly 2.4 MHZ...

I think that is 2.4576Mhz. That's the frequency used to control
the serial port. I'm not sure this is used for the MFP, but I'll look
it up when I get home.

B.T.W. You can change the frequency by altering some registers of the MFP.

Best regards,
Ronald

2478. Re: info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rjlb3$4v@btmpjg.god.bel.alcatel.be>
Source record: 25797

In article <tsco01-1206951619170001@uglt6.cs.auckland.ac.nz>, tsco01@cs.auckland.ac.nz (Thomas Scovell) writes:
| kia ora/hi!
|

As in the orange juice? (I am *not* that old, I swear it...)

| I'm looking to buy a small atari-st system to use for midi sequencing (wot
| an original reason to buy an atari!)....i want to know a few things about
| the st,
| for instance what models have midi ports built in? (does the 520?) and can
| a mono system with just say 1-2meg run a midi sequencer?? Can harddrives
| be installed in the 520/1040 and what type?
|

All ST's have MIDI ports.

Installing a hard drive *in* an ST is difficult but not impossible.
Hard&Soft of Germany will sell you a little piggyback board which
provides an internal IDE interface and also updates the OS ROMs --
hard disc access with older versions of the OS is slow, slow, s l o w.
(Hint: get the English-speaking version of the ROMs :>)

Fitting an external hard drive is easier, but you need either a SCSI
drive plus an adaptor (such as The Link from ICD) or a special ST drive
which has the adaptor built in. You may be able to buy one from a
fellow musician who is upgrading or getting married, complete with
sequencing software (preferably legal).

BTW you won't get much sequencing done in an unexpanded 520. Even a
1Meg machine is a bit tight for most of the mainline sequencers. (But
Henry Cosh's shareware program will be usable). Note that some memory
extensions for 520s are a bit dicky mechanically speaking, so if this
machine is going on the road with you then you should be looking for
an STe, which can be upgraded to 4M using standard SIMMs.

| is anyone out there in nz with a suitable system for sale??
|

Sorry, but to get your hands on my STe, MegaST, Falcon or ATW you'd
need to travel to the far side of the world *and* bring your own army ...

| thanks...
|

canfairien

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2479. Re: Gfa Question: How to do a text editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rjlh1$4v@btmpjg.god.bel.alcatel.be>
Source record: 25798

In article <3rgrcl$c0s@olivea.ATC.Olivetti.Com>, grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:
|
|
| Hi there,
|
| I'd like to write a veeery simple (believe me, veeery simple...)
| text editor in gfa-basic,

Don't. Please.
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2480. Re: Help! I need Dr. T's X-OR profiles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: martony@ele.kth.se
Message-ID: <MARTONY.95Jun13114103@arnor.ele.kth.se>
Source record: 25799

In article <3rhrq5$f59@hearst.cac.psu.edu> kxs156@email.psu.edu (Kaspar Stromme) writes:

I just bought a used copy of this great program, but it's a pretty old
version, (1.3b) and it doesn't have any drivers for some of my synths.
If anyone has drivers for Ensoniq's SQR (or SQ1/2) and Yamaha's TG-33
(SY22 might also work) then I'd really appreciate copies of these.
I have UU and MIME decoders.

I have it at home somewhere... I don't know how old it is, but I'll check.
It doesn't have drivers for TG33 or SY22, but I'll check for the Ensoniq's.

If anyone has drivers for Yamaha TG77 (or SY77) I'd be more than interested.

/Adam

2481. Re: PROG_DEF & WF_BEVENT problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3rk1ki$q4s@rs18.hrz.th-darmstadt.de>
Source record: 25800

Hi!

In article <3rin3u$a23@info-server.surrey.ac.uk>, ee11cd@surrey.ac.uk (Mr Craig P Drummond) writes:
> [...]
> The problem is that if I select a PROG_DEF object in a background window,
> when GEM redraws the object (as SELECTED or DESELCTED) it overwrites onto
> the top of any overlapping window.
> [...]
> If you know how to resolve this, please contact me via email at
Well, this problem is due to the form_button-function (I guess you use it) which doesn't respect any clipping rectangles. If you want your windowed dialogs to be operated in the background, you'll either need to write your own form_button-routine or handle selections in the background completely yourself.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

2482. Re: Atari 520 ST for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <72145-803051042@mindlink.bc.ca>
Source record: 25801

From where will it need to be shipped? This info would help some one making up his or her mind on if this is a realistic thought.

THX.

VanMil@Mindlink.bc.ca

2483. Re: FTPD - how to get it to work?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: voet@elis.rug.ac.be
Message-ID: <3rk247$m9c@infoserv.rug.ac.be>
Source record: 25802

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: I'm having a few problems with the FTP server for MiNT-net.
: How do you get it to work? I've done all the things I'm supposed to,
: and the FTP client does connect to the server, but then as soon as the client
: sends a command (USER or SYST),�the server closes the connection....

```
I've had the same problem. It was my inetd that caused the trouble. For some
reason inetd didn't start the servers (ftpd, telnetd, etc) in the first
10 minutes after booting.
Starting up your inetd with a higher priority (negative nice level) will
help.

tv
```

2484. Atari 520 ST for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: rglen@aol.com
Message-ID: <3rj51s$9lp@newsbf02.news.aol.com>
Source record: 25803

```
Atari 520 ST
SF314 Floppy drive
SC1224 Color monitor
All clean and in good condition $100.oo
```

2485. Re: MH-MiNT 1.12h3 and MiNT-Net 0.70

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199506130024.AA03919@moroder.demon.co.uk>
Source record: 25804

In a recent article, Stephan Haslbeck <haslbecs@hphalle6d.informatik.tu-muenchen.de> wrote:
>On Mon, 22 May 1995, Stephen K Mulrine wrote:
>> MH-Mint 1.12h3 doesn't like me having my MinixFS and MiNT-Net drivers in
>> C:\MINT (unlike 1.12h2), so I moved them to C:\ and it appears to load them
>> fine. However, my MiNT-Net interfaces are not being loaded.
>I had these problems, too. There was a slight change in the code that
>loads the device drivers - I think it was a removed chdir, or now the case
>of the path matters, but I can't remember correctly. If you don't find it
>yourself, contact me, and I will look this up.

I had wondered if it might be something to do with case, and I've tried changing all my .XIF files to lower case with a disk editor, but I still didn't have any luck..

Stephen
--
robotro robo robot She's the main man in the office in the city
n@morod tron@m ron@morod And she treats me like I'm just another lackey
er.demo oroder.d er.demon. But I can put a tennis racket up against my face
n.co.uk emon.co.uk co.uk And pretend that I'm Kendo Nagasaki

2486. PROG_DEF & WF_BEVENT problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: ee11cd@surrey.ac.uk
Message-ID: <3rin3u$a23@info-server.surrey.ac.uk>
Source record: 25805

Hi,

I have a problem using WF_BEVENT and my PROG_DEF objects.

I've set my windowed dialogues to respond to background object selection (i.e. objects can be selected without topping the window) by using wind_set() with the WF_BEVENT parameter.

In some of these windows I've implemented PROG_DEF objects (such as radio buttons), and I use my own VDI workstation.

The problem is that if I select a PROG_DEF object in a background window, when GEM redraws the object (as SELECTED or DESELCTED) it overwrites onto the top of any overlapping window.

In my PROG_DEF handler I do set the VDI clipping rectangle. Everything worked perfectly until I added background object selection.

If I use my window library's equivalent of objc_draw() to redraw the objects then everything id OK - no overwritting occurs. This only happens when the object changes state & GEM initiates the redraw!

For my windowed dialogues I'm using a modified version of FLDLIB - however I haven't changed the redraw function.

If you know how to resolve this, please contact me via email at

ee11cd@surrey.ac.uk

Thanks!!!!!

Craig.

(p.s. I'm using LatticeC 5.60, on a TOS 4.04 Falcon)

2487. What is the exact frequency of timer A in the ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: system@korg.enet.dec.com
Message-ID: <3rj871$q1@jac.zko.dec.com>
Source record: 25806

Hi,
I am trying to figure out what the exect frequency of timer
A is in the ST. I can't seem to find this information in any
book.

I understand how to control the prescale, and countdown value,
but I can't seem to figure out the frequency of each tick.

Some rough experimenting seems to lead to roughly 2.4 MHZ...

PLEASE post the answer if you know it!

Thanks...

2488. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rj9es$9og@golem.wcc.govt.nz>
Source record: 25807

In article <3rhqcq$h2p@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod) writes:
>Kim Andersen (kim@dksoft.ping.dk) wrote:
>: So my question is. Does anyone know the exact limit on a MS-DOS partition
>: for the ICDBOOT driver. Or is there another alternative ? (Don't say
>: SCSITOOLS. This driver simply through away 800Mb, because this drive is
>: larger than 1Gigabyte. I wouldn't even partiton more than 1024Mb).

>First of all, you can have quite large Atari partitions, and we've
>had them since 1989, so we don't really need to wake up. Second,
>MS-DOS partitions are different, and there are some GEMDOS limitations
>to what can be done by the hard disk driver. It's not the driver's
>fault if you cannot access DOS partitions exceeding a certain size.
>Unfortunately, the only operating system for the Atari which still
>evolves is MagiC, so we have to wait for a solution from there.

Yes from memory GEMDOS does not support bigger clusters as I think used
by IBM, so we have to use bigger logical sectors..

Is this more or less correct Claus..???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2489. IDE cable for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: 922551@edna.swin.edu.au
Message-ID: <3rjf6o$kp1@lucy.swin.edu.au>
Source record: 25808

Hi, I currently have a Falcon 4/85 in a full tower case. What I want to do is relace the 2.5" drive with a larger capacity 3.5" drive. I have so far been unable to find such a cable in Australia and was wondering if anyone knows of a place which will mail such a cable overseas. Any help would be appreciated...

Kenji.

2490. Re: .INF file > 4K with M

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rjh7a$4v@btmpjg.god.bel.alcatel.be>
Source record: 25809

In article <3r586u$jk7@prime.mdata.fi>, artoj@mits.mdata.fi (Arto Jalkanen) writes:
|
| I've had some troubles too. The most amazing was when I had cleaned
| the newdesk file with editor (I think I used 7Up) and after I had
| saved it all my hotkeys were wrong! After many hours of pain I
| found out that the line beginning with "#d" has to have the
| exact number of spaces after it, otherwise it's corrupted! And 7Up
| had removed the spaces!
|

I really love it when text editors do things like that. Makes me think,
hey! this guy is really smart! I didn't even know I had all these trail-
ing spaces in my file, and wow! now they're all gone! Just think how much
disc space I was wasting before!! This is one cool editor man, like *way*
k00l!!!

(not)

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2491. Re: C++ for GEM-programming

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950612115525.6092C-100000-100000@bull.mimuw.edu.pl>
Source record: 25810

On 7 Jun 1995, Warwick Allison wrote:

> In <3psnl2$e1o@due.unit.no> josk@stud.unit.no (Jo Even Skarstein) writes:
>
> GNU C++ works great fine. You might also like to try out my GEM++ class
> library. Note that I don't do much Atari programming these days, but I
> will be releasing a final version of GEM++ eventually. All sources are
> available. Look for "gem++" in index files of your favourite Atari FTP site.
>
> Hi Atarians!!!

Hi Atarians :-!

And what about new version of GEM++? Did you try to recompile your
library with gcc 2.6.3. It needs to be recompile due to changes in
symbols scheme of new gcc.

All the best,

Simon.

2492. Re: The Eagle

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3rkcie$8n3@nyheter.chalmers.se>
Source record: 25811

In article <3ri0oj$ll0@news.nevada.edu>, JOHN AMSLER <amsler@nevada.edu> wrote:
>Is the "Eagle" supposed to be the "souped-up" TT, in the same manner that
>the "Medusa" is the "souped-up" Falcon?
>
Medusa: a souped-up falcon? Are you mixing it up with falcon mkii?

The eagle is based around an '040@32/64 and the medusa can be had with either
an '040 or an '060. By the way; you can change the processor board in an eagle
(there will be ppc boards for it).

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2493. Re: What is the exact frequency of timer A in the ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950613174324.2239A-100000@slc-27>
Source record: 25812

References: <3rj871$q1@jac.zko.dec.com>

In the referenced article, system@korg.enet.dec.com (John Miskinis) writes:
>
>Hi,
> I am trying to figure out what the exect frequency of timer
> A is in the ST. I can't seem to find this information in any
> book.
> I understand how to control the prescale, and countdown value,
> but I can't seem to figure out the frequency of each tick.
> Some rough experimenting seems to lead to roughly 2.4 MHZ...

Check Out STAssembler for loads of hardware info

As for the frequency you`re right it`s 2457600 Hz

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

2494. 1040STf for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: grmeyer@mcs.com
Message-ID: <grmeyer-1306951231010001@grmeyer.pr.mcs.net>
Source record: 25813

I need to sell my "extra" ST system. It's sitting unused, so I am anxious
to get rid of it. Please make me an offer!

1040STf, 1mb RAM, TOS 1.02
MegaFile 30 (hard drive mechanism replaced, less than 100 hours of use on it!)
SF354 external SS disk drive

Also available, NX-1000 dot matrix printer.

Make me an offer on any or all pieces! I'll ship them COD from Illinois.

--Gordon

--
Gordon Meyer grmeyer@mcs.com
Friends Don't Let Friends Use Windows (TM)

2495. Re: info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rkqj0$s76@status.gen.nz>
Source record: 25814

Thomas Scovell (tsco01@cs.auckland.ac.nz) wrote:
: kia ora/hi!
:
: I'm looking to buy a small atari-st system to use for midi sequencing (wot
: an original reason to buy an atari!)....i want to know a few things about
: the st,

Please contact the Tariland Club in Auckland City New Zealand. We have
pro musicians in our club and can help in every way:-)
Tel. (09) 412 9700 or email to mbecroft@iconz.co.nz

2496. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <DA4o8o.6Ky@cix.compulink.co.uk>
Source record: 25815

In message <FFJABHWVUP@dksoft.ping.dk>, kim@dksoft.ping.dk said:

>Hi there..
>I'm in a strange situation here. I need to connect a MS-DOS formatted
>harddrive to my system using ADSCSI+ and ICDBOOT 6.5.1.
>In the ICD manual it says the MS-DOS partitions can be read/written,
>and only 'very large' partitions could become a problem.

Does this mean you want to swap the drive between a PC and ST often or do
you just want to use it with an ST?

If you want to keep swapping it around, the maximum partition size that is
compatible with both systems is 32 MB.

If you just want to use it on an ST then reformat it.

>Now my problem is, my system can't recongnize partitons made on the
>MS-DOS which is above 66Mb in size. And to me, that is far from beeing
>a 'very large' partition. If thats what ICD meant with large partitions,
>then it's time they wake up and smell a real harddrive. The drive
>i'm having right now is a 1.8Gigabyte. And as you probably can see, if
>the limit is 66Mb, then this drive is no good to me, as it would bring
>me up around 30 patitions, which the TOS no doubt can't handle 8-)

You should be able to use ICD to partition this into much larger sizes,
but only if it is formatted for the Atari.

>So my question is. Does anyone know the exact limit on a MS-DOS partition
>for the ICDBOOT driver. Or is there another alternative ? (Don't say
>SCSITOOLS. This driver simply through away 800Mb, because this drive is
>larger than 1Gigabyte. I wouldn't even partiton more than 1024Mb).
>
>It's time the Atari community starts waking up.. Soon we'll all be having
>_very_ large harddrives.

We're wide awake, but you... :)

Phil.

2497. Re: info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: tsco01@cs.auckland.ac.nz
Message-ID: <tsco01-1406950956130001@uglp4.cs.auckland.ac.nz>
Source record: 25816

In article <3rjlb3$4v@btmpjg.god.bel.alcatel.be>, chris_gray@bcs.org.uk wrote:

Whatsup/talofa!

>> | kia ora/hi!
> As in the orange juice? (I am *not* that old, I swear it...)

hahahhaa...errr...well heh...theres an interesting one...kia ora, as in
hello (korero a tangata whenua o aotearo - language of the indigenous
people of new zealand)....

> All ST's have MIDI ports.

thanks very much for your info/help...much appreciated..i shall go
searching the forsale ads....

c ya!

--

Thomas A Scovell ('Electic' at aHigherLevelProductions)
email: tsco01@cs.auckland.ac.nz
snail: O'Rorke Hall, 16 Mount St, Auckland 1, New Zealand / Aotearoa
voice: +64-9-302-1703 (GMT+12)

2498. Please post PAK68/3 FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <JI5fNF-.jyoung57@delphi.com>
Source record: 25817

Will someone with access to Mausnet please grab a copyof
the PAK68/3 FAQ and post it here. Thanks...

Jeff

2499. Re: TT speed up project...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5nmXQKfqDhB@ollom.prima.ruhr.de>
Source record: 25818

> gert@ttgk.nextjk.stuyts.nl (Gert van der Knokke)

> Another thing I tried was the old 'overscan' trick of the ST, that is,
> disconnecting the 'DE' (display enable) line of the video chip, this
> resulted in a full screen pixel filled picture so I guess with some work it
> should be possible to get more than 640x480 on a standard TT.

It's possible. COMPO/OVERSCAN sell such an enhancement.

> And before someone calls me nuts for butchering around in my TT, I did it
> with an 'old' TT board coming from Atari Computers in Holland. They offer 5
> TT boards for 200 dutch guilders for anyone interested... Most of these
> boards have all the chips on them, including FPU's, Eproms etc. But none
> of the add-on boards like ST-RAM extension, TT-RAM etc. These boards are
> 'written-off' repair boards.
> I already got one board up and running (I added an old ST keyboard and a PC
> power supply, a PC HD 1.4 Mb floppy and after some minor repairs on the
> board it runs just fine now

Please tell me the address where to get these TT-Boards, I want to cheat
around with some old TT, too!
Yours, Dan.

CrossPoint v3.02

2500. Re: What is the exact frequency of timer A in the

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-13 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFNWFBVV@ttgk.nextjk.stuyts.nl>
Source record: 25819

In <3rj871$q1@jac.zko.dec.com> John Miskinis wrote :

>
>Hi,
> I am trying to figure out what the exect frequency of timer
> A is in the ST. I can't seem to find this information in any
> book.
>
> I understand how to control the prescale, and countdown value,
> but I can't seem to figure out the frequency of each tick.
>
> Some rough experimenting seems to lead to roughly 2.4 MHZ...
>
> PLEASE post the answer if you know it!

Well, almost correct... it's 2.4576 MHz and I got this info out of the
Atari Profibuch (ST/STE/TT, it's in German), you'd better look out for the
Atari Compendium as it seems to be the ultimate Atari manual.

Gert

--

-- --
Atari TT-Point
-- --

2501. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3rluq7INN37c@duncan.cs.utk.edu>
Source record: 25820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2502. SCSI Host adaptor query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: John.J.Snape@Warton.bae.eurokom.ie
Message-ID: <C158ZVUPGD15V*@MHS>
Source record: 25821

=0D=0CHi to any experts out there.

I have an STe with a Gastiener GE-Soft host adaptor
+ GE-Soft driver software.

Can I use the ICD professional hard drive utility software
with this setup?, or will I need to switch to the
ICD link adaptor?
What does the ICD s/w provide?

If I switch to the ICD Link2 will I need to reformat
my drive, or will the disk still be readable
using the ICD driver software

Any help would be gratefully accepted.

PS. if possible could you E-Mail me directly as I have
no direct usenet access..

--
|||
(o!o) Wot ! No Direct Internet ?
----------------oOo----=C3 ----oOo-----------------------------
Internet Address:(at the moment)
<John.J.Snape@Warton.bae.eurokom.ie>=20

PGP Id: John Snape
<John.J.Snape@Warton.mad.bae.eurokom.ie>
PGP fingerprint
94 E8 E4 4F F1 50 0F 0C 5E CB 56 C2 D1 58 A0 F1

2503. Re: MiNT-X shell...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz68m9xp4w.fsf@issan.informatik.uni-dortmund.de>
Source record: 25822

In article <3rkvf9$8nj@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:

|> What is a good shell to use with MiNT/X? I'm using tcsh, and I really
|> like it, but it is, well...fat. Having two copies running, both taking up
|> more than 300K really sucks when I need all the memory I can get. Is
|> there any way I can share the binaries or something (I seem to recall
|> reading something about that...). Or is there another, smaller shell that
|> I can use?

You could try Bash, while still being quite large, it is compiled with
gcc -mbaserel, so that only one copy of the text segment is resident
all the time, regardless how many times it is running. You can use it
as /bin/sh as well (by making a symbolic link /bin/sh -> /bin/bash).

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2504. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3rm2d4$6v1@hpscit.sc.hp.com>
Source record: 25823

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: Yes from memory GEMDOS does not support bigger clusters as I think used
: by IBM, so we have to use bigger logical sectors..
: Is this more or less correct Claus..???

I think so. Some time ago, I've thought about writing some kind of
conversion routine and implementing it in a disk driver. It could probably
be done, but it would be mucho nicer if the OS just supported large
clusters.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2505. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rm4f1$nd3@golem.wcc.govt.nz>
Source record: 25824

In article <FFLWAJWCUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>In <3rdl2m$9el@golem.wcc.govt.nz> Roger Sheppard.. wrote:
>
>>
>>You are using a Atari NOT a MSDOS MACHINE, we do support Large partitions,
>>BUT NOT MSDOS ONES, simple is this not...!!!!
>
>Think Roger, think! No need to reformat. The format is the same. It's the
>partition, (file struckture ect.) which is a problem.

MSDOS Uses biger clusters, GEMDOS does not support biger clusters,
but can support biger logical sectors..

>And btw. I can't get 6.5.5 to work. It freze my machine all the time.

Are you using the the Utils program to install it, just copying
the icdboot.prg and renaming in it to ICDBOOT.SYS does not allways work,
as they some times change to boot software in sector 0/1..

Allways install new ICD software via the Utils program....

First make disk A a Autoload one, with the new booter in the Auto folder,
also use DC format to make this disk (A) bypass the hard drive, this makes it
very simple to install...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2506. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: tsenx001@maroon.tc.umn.edu
Message-ID: <tsenx001.803152892@maroon.tc.umn.edu>
Source record: 25825
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

steveg@phantom.com (Steve G.) writes:

>Q: That sucks! How can we get Zip Tools installed on both the Mac
> AND the PC without forking over more dough?
>A: Apparently the installer doesn't delete the other system's tools until
>you actually RUN the installer. The workaround is to run the Guest
>program to mount the disk, then use a disk duplication program (that gets
>the whole disk, sector by sector) to dupe the Zip Tools disk. Some people
>have reported doing this successfully with the Disk Duplicator program
>that is on the Macintosh partition of the Zip Tools. Once you have a
>duplicate of the Zip Tools disk, you can use one to install for your Mac,
>and then the other to install for your DOS/Windows machine.

Another trick is to run the guest program to mount the ZIP drive, run the iomegatools program to write-protect the 100M install diskette. This idea came from Mr. Lee Busky whom I bought a used ZIP drive and diskette from. When I received the drive and install disk, I can install the ZIP on both MAC and PC without troubles. :)

-Maoee
tsenx001@maroon.tc.umn.edu

2507. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: techno@netaxs.com
Message-ID: <techno-1406951939550001@downtown1-41.slip.netaxs.com>
Source record: 25826
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <tsenx001.803152892@maroon.tc.umn.edu>,
tsenx001@maroon.tc.umn.edu (Maoee Tsen) wrote:

>Another trick is to run the guest program to mount the ZIP drive, run the
>iomegatools program to write-protect the 100M install diskette. This idea
>came from Mr. Lee Busky whom I bought a used ZIP drive and diskette from.
>When I received the drive and install disk, I can install the ZIP on both
>MAC and PC without troubles. :)

NO! This won't work, AFAIK. At least from the Mac side, the Zip Tools disk
appears as a write-protected, PASSWORDED 50 MB cart. The install process
removes the password along with the write-protection & the other
partition. Here's how I did it:

Used guest to mount the Zip Tools original.
Used Disk-to-Disk copy to make a Zip Tools COPY on a blank Zip cart.
Installed off the COPY.

I have no idea if the D-t-D copy kept the DOS information, but it doesn't
matter since my original is still intact.

FWIW,
Tim

>
>-Maoee
>tsenx001@maroon.tc.umn.edu

--
Timothy Binder (techno@netaxs.com) (techno@cyber.com)
Corporate Secretary, Phila. SF Society (PSFS); Philcon Committee

SCSI is *NOT* magic. There are *fundamental technical reasons* why it is
necessary to sacrifice a young goat to your SCSI chain now and then.
--jfw@proteon.com (John Woods)

2508. RE:The Eagle

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: "Tom Swift"
Message-ID: <DA5x5M.K8q@cee.hw.ac.uk>
Source record: 25827

In article <8AAF4E0.07840009E4.uuout@tippy.com> edward.baiz@tippy.com (EDWARD BAIZ) writes:
>Anyone heard of the TOS clone, the Eagle?
>
>
>... Thank you for encouraging my behavior.
>___ Mountain Reader II - #00000095

I just read an article in ST Format about it. They say its amazing
but they don't say how much it costs. You'd probably have to mortgage
your house to buy one. :)

Tom Swift

2509. RE:The Eagle

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950614141359.4602A-100000@humpback>
Source record: 25828

On Wed, 14 Jun 1995 Tom@.MISSING-HOST-NAME. wrote:

> In article <8AAF4E0.07840009E4.uuout@tippy.com> edward.baiz@tippy.com (EDWARD BAIZ)
writes:
> >Anyone heard of the TOS clone, the Eagle?
> >
> >
> >... Thank you for encouraging my behavior.
> >___ Mountain Reader II - #00000095
>
> I just read an article in ST Format about it. They say its amazing
> but they don't say how much it costs. You'd probably have to mortgage
> your house to buy one. :)
>

To see most of the preview, and if you have access to WWW, point your
browser to the STF pages at

http://www.futurenet.co.uk/computing/stformat/Issue72/Eagleshowcase/eagle.html

AG

Alan Gauton | Tel +44-(0)141-552 4400 x.2686
Signal Processing Division | Fax +44-(0)141-552 2487
Dept. of Electronic and Electrical Eng. | E-Mail ag@spd.eee.strath.ac.uk
University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

2510. Help: Mega St won't load Auto folder file/ What's up?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: "Michael S. McInnis" <mmcinnis@biddeford.com>
Message-ID: <3rmoi2$l7t@noc1.portland.net>
Source record: 25829
Cross-posted to: comp.sys.atari.st.tech,Comp.sys.atari.st

All of a sudden my Mega ST won't load Auto folder programs from one Syquest disk. I'm using the ICD boot system w/ a Link I. Any ideas whats gone wrong....the disk checks out fine using
the ICD utilities. Thanks for your help in advance.

Regards,

Michael

--
Michael S. McInnis Sound Designer/Composer/Audio Editor
Michael McInnis Productions 207-775-3362
Portland, Maine U.S.A mmcinnis@biddeford.com

2511. Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rn79e$b4a@mailer.york.ac.uk>
Source record: 25830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I've just received a 210 Meg Hard disk for my Atari ST (520
STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
allows *big* partitions (known as BGM partitions).

My problem: The guy I bought it off used it with an STe, and
partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
this!

My question is: Is it possible to re-partition the drive (using the
ICDFMT program) using the same partition sizes (but with BGM partitions
rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE
****

(I have access to an STe - thats how I know about the partitioning)

I suppose the alternative would be to get TOS1.4....

I would be interested to hear any responses (by e-mail preferably)

Thanks!

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2512. Hard Disk help needed (more...)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rn9d6$cvr@mailer.york.ac.uk>
Source record: 25831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Following my previous message....

When I turn on my STFM, with the hard drive connected and powered up, the screen goes haywire! COnnecting the same drive to an STe causes no problems. The drive is partitioned into 10 parts, ranging from 10meg to 28 meg in size. The host adaptor is an ICD AdSCSI-plus, dating from 1990 - so it should work....

What do I do?!

Thanks

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2513. Falcon hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: kucik@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3rnsef$cbb@rhino.cis.vutbr.cz>
Source record: 25832

Hello,

a friend of me made his own accelerator for Falcon but has some problems
(SCSI and floppy don't work). So we are looking for someone who understand
Falcon hardware and have a schematics.

Is there anybody accommodating here?

Thans!

Fufin

2514. Re: Eek! ST PS going"Ffzzztzztt"

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rno9d$3r6@status.gen.nz>
Source record: 25833

Jake N. Aard (Jake@aardnet.demon.co.uk) wrote:
: Anyone out there got any hints for me?

Well, if the computer still goes, it's probably the power switch arcing. We have seen this on a number of occasions. Just replace the switch, or try cleaning it out with Isopropyl Alcohol.

If the computer doesn't work any more, then you probably have to repair or replace the power supply, a simple procedure. We've seen many power supplies being fixed. Not a problem! If you're not sure, just put in a power supply from another ST. This is always the simplest way to diagnose - swap and change.

Hope this helps.

-Mario Becroft (mbecroft@iconz.co.nz)

2515. Re: Gfa Question: How to do a text editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <803167662_OASIS_@levihome.demon.co.uk>
Source record: 25834

```
>|
>|
>| Hi there,
>|
>| I'd like to write a veeery simple (believe me, veeery simple...)
>| text editor in gfa-basic,

>Don't. Please.

Ignore him, he doesn't know what he's talking about. I wrote Oasis_ed in
GFA and after compilation it's faster than Everest or Tempus in all file
handling aspects It can insert a 200K text file in the middle of another file in
under 3 seconds, and delete 6000 lines from it in under 2 seconds. Also it is
fully Gem with windows,configurable menus, dialogs and mouse control. The only
concession required for GFA is that memory is allocated to a text file in the
form of number of lines by one command DIM line$(max_lines).

Have a look at it you can get it at ftp.demon.co.uk in directory
/pub/atari/oasis.

If you need any help email me directly as these C purists are blind to
any other language. They always seem to forget that the quality of a program
isn't in the language it's in the programmer.

But for first thoughts, think about using a dimensioned array of strings
and use one per line then all you need to know is the offset in line numbers
from the top of the text file and the cursor position to work out which string
and character to edit. This may seem over the top but it will allow for simple
handling and each line can be any length upto 32000 characters and the memory
handling, garbage collection etc will be handled by GFA. You can forget about
disk handling as GFA will do this for you with RECALL & STORE better, quicker &
simpler than C.
--
================================================================================
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
================================================================================
```

2516. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFOBFEUUUP@dksoft.ping.dk>
Source record: 25835

In <3rhqcq$h2p@hpscit.sc.hp.com> Claus Brod wrote:

>: It's time the Atari community starts waking up.. Soon we'll all be having
>: _very_ large harddrives.
>
>First of all, you can have quite large Atari partitions, and we've
>had them since 1989, so we don't really need to wake up. Second,

If ICD thinks 32Mb is a large partition, i should say they're way behind
reality. I got a note from ICD telling me this was written back in 1990.

>MS-DOS partitions are different, and there are some GEMDOS limitations
>to what can be done by the hard disk driver. It's not the driver's
>fault if you cannot access DOS partitions exceeding a certain size.
>Unfortunately, the only operating system for the Atari which still
>evolves is MagiC, so we have to wait for a solution from there.

Yep, that has been told to me last night. I wasn't aware about the GEMDOS
limit.I thought it was a matter of getting the right driver.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2517. Computer For Sale!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: graham.mcdonald@wa-bbs.com
Message-ID: <8AB450B.1BA4000D16.uuout@wa-bbs.com>
Source record: 25836

GRAHAM MCDONALD

CG>FOR SALE: Atari 1040ST. Color monitor, modem, printer. Lots of
CG>software (both games & useful stuff), manuals, etc. Great student
CG>computer, $650 OBO.
CG>
CG>Contact: gcd@efn.org
Do you have the game called Thunderhawk?

--- WinQwk 2.0 #0

2518. Computer For Sale!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: graham.mcdonald@wa-bbs.com
Message-ID: <8AB450C.1BA4000D17.uuout@wa-bbs.com>
Source record: 25837

GRAHAM MCDONALD

CG>FOR SALE: Atari 1040ST. Color monitor, modem, printer. Lots of
CG>software (both games & useful stuff), manuals, etc. Great student
CG>computer, $650 OBO.
CG>
CG>Contact: gcd@efn.org
CG>
Do you have a game called Thunderhawk.

--- WinQwk 2.0 #0

2519. Re: MagC Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-14 00:00:00 UTC
From: sacha@aslan.en.open.de
Message-ID: <14061995125254SACHA@aslan.en.open.de>
Source record: 25838

henryc936@aol.com (HenryC936) writes:

> How much Ram and HD space is needed to run MagiC Mac on your centris 610,
> Bruce. I may have to upgrade my ram to run MagiC Mac on my Performa. Its a
> 68030 with 4MB of ram and 80MB HD and a 100 MB Zip cartage drive.

You should at least have 8 MB of RAM. In case you're using system
7.5 you need even more. I have 12 MB in my Performa and usually
about 8 MB free under MagiCMac (but you could have more, without
extensions and auto-folder programs). Your HD is fine, but this
all depends on how much space you need for your applications.

Sacha

2520. Trouble with ICD AdSCSI plus HOst Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rp1lt$h9j@mailer.york.ac.uk>
Source record: 25691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok.
I have a 210Meg hard drive hanging off of an ICD AdSCSI plus host
adaptor. When I connect this to an STe, it works perfectly. However, when
I connect it to an STFM or MEGA ST, the monitor display goes completely
haywire. The problem remains even if I disconnect the hard drive from the
host adaptor.

I think that it's either:

a) a problem with the host adaptor, or
b) a problem with the ST (FM or MEGA) DMA output port.

I shouldn't think that it's a) because it works with the STe.

Has anyone had any similar experiences?

I'd be extremely grateful for any replies.

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2521. Re: MiNT-X shell...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DA8nLu.AMC@watserv3.uwaterloo.ca>
Source record: 25692

In article <3rkvf9$8nj@ccshst05.cs.uoguelph.ca>,
Theodore L Hopman <thopman@uoguelph.ca> wrote:
>What is a good shell to use with MiNT/X? I'm using tcsh, and I really
>like it, but it is, well...fat. Having two copies running, both taking up
>more than 300K really sucks when I need all the memory I can get. Is
>there any way I can share the binaries or something (I seem to recall
>reading something about that...). Or is there another, smaller shell that
>I can use?
>
>THeo
Check the docs with the tcsh you have - the one I use is 6.0.3 (can't remember
where I got it) but the docs mentions it was compiled with -mbaserel and
-mpcrel and the program sharing flag is set so it uses significantly less
memory for each copy of the the shell running. (ie the _text segment
is shared among all copies running) so you second copy does not
actually take 300K (although ps reports it does)

Speaking of which, is there a way to dtermine exactly how much memory each
extra copy is taking?

Sam
>

2522. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DA7p03.1wE@crash.cts.com>
Source record: 25693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John 'john..' Tuffen (jat5@york.ac.uk) wrote:

: Hi,
: I've just received a 210 Meg Hard disk for my Atari ST (520
: STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
: allows *big* partitions (known as BGM partitions).

: My problem: The guy I bought it off used it with an STe, and
: partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
: this!

: My question is: Is it possible to re-partition the drive (using the
: ICDFMT program) using the same partition sizes (but with BGM partitions
: rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE

Nope, sorry, you can't. Your best bet is to back the sucker up with your friend's STe and use your STFM to repartition it. You see, the partition for TOS 1.4+ still uses 512 byte sectors and 2 sector file allocation units (if it is less than 32 megs).

: **********

: (I have access to an STe - thats how I know about the partitioning)

: I suppose the alternative would be to get TOS1.4....

Good idea, better yet, get TOS 2.06.

Rich

2523. Re: What is the exact frequency of timer A in the ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: cpbs@ukc.ac.uk
Message-ID: <13048@gos.ukc.ac.uk>
Source record: 25694

In article <3rj871$q1@jac.zko.dec.com>,
John Miskinis <system@korg.enet.dec.com> wrote:
> I am trying to figure out what the exect frequency of timer
> A is in the ST. I can't seem to find this information in any
> book.
>
> Some rough experimenting seems to lead to roughly 2.4 MHZ...
>
> PLEASE post the answer if you know it!

The 68901's timers run from a 2457600 Hz crystal. This info is from the circuit diagram at the back on "The Concise Atari ST 68000 Programmer's Reference Guide", and is also mentioned in the "Info on the MFP" file on the "ST Assembler" World Wide Web page (where you'll find lots of other useful stuff, too):

http://www.bath.ac.uk/~py4sdh/index.html

--Charles

2524. Re: Trouble with ICD AdSCSI plus HOst Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rpc0k$s84@mailer.york.ac.uk>
Source record: 25695
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John 'john..' Tuffen (jat5@york.ac.uk) wrote:

: [stuff about a disk problem deleted]
:
: I think that it's either:
:
: a) a problem with the host adaptor, or
: b) a problem with the ST (FM or MEGA) DMA output port.
:
:
And Dave Malham (local Atari guru) told me:
>
> It is definately b) - this is a well known problem, caused by
> glitches on the reset line. The solution is a small cap (typically
> 68pF, but can be more) form the reset line to ground. Do this on the
> adaptor board between pins 11 (ground) and 12 (reset). This should
> fix it.
>
> Dave
>
> /***************************************/
> /* Dave Malham */
> /* Experimental Officer */
> /* Music Technology Group */
> /* Department of Music */
> /* */
> /* Phone 2448 */
> /* Fax 2450 */
> /***************************************/
>

So there you go.

john..

```
|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e
```

2525. Vortex HD Troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3rpi6k$n9q@dux.dundee.ac.uk>
Source record: 25696

I recently attempted to set up a vortex HD 40 plus on a 1040STE. However
it totally fails to ott when you switch the machine on, it basically
just goes into and endless re-boot.

At present it has 4 paritions, C,D,E,F, with the AUTO folder on C containing
the VHDPLUS.PRG (driver) in the root directory are all the files from
the HD plus set up disk. I tried to set the thing up to auto boot using the
appropriate program. But it doesn't work.

I know all the files are on the HD as it is possible with LOTS on hassle
to get it to boot from floppy, and all the files are there. Does
anyone know what the problem is?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

2526. Re: adjusting Atari monitor S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3rpial$n9q@dux.dundee.ac.uk>
Source record: 25697

EDWARD BAIZ (edward.baiz@tippy.com) wrote:
: RB> I have an Atari Monitor, where the size of the picture on the
: RB> monitor becomes smaller and smaller. Does anybody out there
: RB> know where to adjust the size of the picture on screen ?

: I believe in the back there are adujstments for picture horizontal
: and verticle.

I know someone with an SM125,is there a way to adjuect the picture
so that it can be centered and/or fill the entire screen?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

2527. Re: Hard Disk help needed (more...)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: wallace_r@perfom.enet.dec.com
Message-ID: <3rq3pg$lqv@jac.zko.dec.com>
Source record: 25698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3rn9d6$cvr@mailer.york.ac.uk>, jat5@york.ac.uk (John 'john..' Tuffen) writes...
>When I turn on my STFM, with the hard drive connected and powered up, the
>screen goes haywire!

If I recall correctly, the fix is adding a small capacitor to the reset line. I'll try to find the right up on it that was posted to this group a long time ago.

Ray Wallace
wallace_r@perfom.enet.dec.com
(or) decwrl!perfom.enet!wallace_r
(or) wallace_r%perfom.enet@decwrl.dec.com

2528. tos 1.62 on a STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.213.00082FE2@ti.com>
Source record: 25699

I recently managed to get the rom of a dead STE. I think it will not work for lack of certain hardware/sound/colour/blitter. But did anyone try using tos 1.62 on a STFM?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2529. [Q] Freedom Demo loses keypresses

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rntul$7ju@status.gen.nz>
Source record: 25700

I have just recieved the Demoversion of Freedom. It is the German version 1.10 06/02/95.

I have put FFSEL.PRG in the AUTO folder, and have got my GEM.CNF RUNning FREEDOM.APP (so it is always resident.)

When I use a keyboard shortcut (eg. ALT-x to change drives) the drive changes, but the keypress gets passed on to Gemini, causing various dialogues to appear, which is most annoying. Also, I cannot type simple text into any editable fields in freedom, it simply does not respond. None of the fields seem to have a cursor in them.

What is the current version, and where can I get it from (preferrably and English version.)

I use MiNT 1.12 with AES 3.0 (MultiTOS). I use Gemini 1.999e, as well as as Tabby, XControl, TT Artist. In the autofolder there is: ffsel.prg, mintnp.prg, mouse3.prg (ms serial mouse driver), nvdi.prg (v3), tabby.prg and xboot.prg (2.5 or so.) I use a TT030 with 220meg HDD, 4meg STRAM 4 meg TTRAM.

Thanksyou for any help, it is very much appreciated.

-Mario Becroft (mbecroft@iconz.co.nz)

2530. Re: info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA6v1H.63C@cix.compulink.co.uk>
Source record: 25701

> Thomas Scovell (tsco01@cs.auckland.ac.nz) wrote:
> kia ora/hi!
>
> for instance what models have midi ports built in? (does the 520?)

They all do :-)

> and can a mono system with just say 1-2meg run a midi sequencer??

Yep - AFAIK

> Can harddrives be installed in the 520/1040 and what type?

They need to be external hard drives - but otherwise yes. SCSI is the
favourite - and they are controlled via a SCSI host adaptor suitable for
the Atari. It helps to have SCSI drives where the parity can be turned off
- as this increases the number of models of host adpator which work.

:-)

Roland.

@CiX

2531. Programming a MIDI thru

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <3ro8ff$h2d@gabriel.keele.ac.uk>
Source record: 25702

Does anyone know how to write an interrupt driven MIDI through routine in C (or a machine code module). I would like a transparent MIDI through on a program I am writing. It's GEM, and currently I'm escaping from the evnt_multi loop by using a 0 timer value and testing the MIDI port each time. As expected, this is not a brilliant way of doing it, as it tends to slow GEM down and can be unreliable. The only way I can think of doing this is by using interrupts, but I have no idea of how to implement it, or even if this is the best way to tackle the problem.

Absolutely any suggestions on this will be welcome,

Cheers,

Richard

--

Richard Evans | JANET | mud08@keele.ac.uk

2532. Re: Eek! ST PS going"Ffzzztzztt"

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3roj41$65f@golem.wcc.govt.nz>
Source record: 25703

In article <3rno9d$3r6@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>Jake N. Aard (Jake@aardnet.demon.co.uk) wrote:
>: Anyone out there got any hints for me?
>
>Well, if the computer still goes, it's probably the power switch arcing.
>We have seen this on a number of occasions. Just replace the switch, or
>try cleaning it out with Isopropyl Alcohol.

NEVER EVER USE ISOPROPYL ALCOHOL to clean a switch, it could catch fire,
use CRC contact cleaner......

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2533. Re: [Q] Freedom Demo loses keypresses

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Message-ID: <3rpcea$nh7@rzsun02.rrz.uni-hamburg.de>
Source record: 25704

mbecroft@iconz.co.nz (Mario Becroft) wrote:
>I have just recieved the Demoversion of Freedom. It is the German version
>1.10 06/02/95.
>
>I have put FFSEL.PRG in the AUTO folder, and have got my GEM.CNF RUNning
>FREEDOM.APP (so it is always resident.)
>
>When I use a keyboard shortcut (eg. ALT-x to change drives) the drive
>changes, but the keypress gets passed on to Gemini, causing various
>dialogues to appear, which is most annoying. Also, I cannot type simple
>text into any editable fields in freedom, it simply does not respond.
>None of the fields seem to have a cursor in them.
>
>What is the current version, and where can I get it from (preferrably and
>English version.)

The current version AFAIK is 1.13, you can get it from
ftp.cs.tu-berlin.de in /pub/atari/Utils/Disk/frdm113e.zip

>I use MiNT 1.12 with AES 3.0 (MultiTOS). I use Gemini 1.999e, as well as
>as Tabby, XControl, TT Artist. In the autofolder there is: ffsel.prg,
>mintnp.prg, mouse3.prg (ms serial mouse driver), nvdi.prg (v3), tabby.prg
>and xboot.prg (2.5 or so.) I use a TT030 with 220meg HDD, 4meg STRAM 4
>meg TTRAM.

You should get a new version of Gemini also! Current is 1.a, available also
from ftp.cs... in /pub/atari/Utils/Shell/gmni1a.tos

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

2534. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFPOACUTUP@dksoft.ping.dk>
Source record: 25705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3rn79e$b4a@mailer.york.ac.uk> John 'john..' Tuffen wrote:

>
>Hi,
> I've just received a 210 Meg Hard disk for my Atari ST (520
>STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
>allows *big* partitions (known as BGM partitions).
>
>My problem: The guy I bought it off used it with an STe, and
>partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
>this!
>
>My question is: Is it possible to re-partition the drive (using the
>ICDFMT program) using the same partition sizes (but with BGM partitions
>rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE
> **********

Nope, cause you'll change the FAT structure, and because of this it would
be impossible to read something from your partitions, WITHOUT making
an lowlevel format first. When doing a lowlevel format, all data will
be removed..

>
>(I have access to an STe - thats how I know about the partitioning)

Do a backup then.

>
>I suppose the alternative would be to get TOS1.4....

Yep, that should do it allright.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2535. Atari Web Pages Updated!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: Mike.Carter@sawasdi.apana.org.au
Message-ID: <4df_9506170855@sawasdi.apana.org.au>
Source record: 25706

```
MS> Hello and welcome to the news item on the Atari Web pages.
MS> This document will describe the Atari Web pages as provided by
MS> Mark Stephen Smith and will inlcude a list of the latest
MS> updates for the month.

Hi Mark,
where are the ftpmail www servers. I only have ftpmail but I would like to be
able to get at them.
Thanks
Mike

___ Mountain Reader II - #00000047

---
| Fidonet: Mike Carter 3:800/846
| Internet: Mike.Carter@sawasdi.apana.org.au
```

2536. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: gjr@ams.chem.ruu.nl
Message-ID: <gjr-1506951156420001@ana181.chem.ruu.nl>
Source record: 25839
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3ri2ht$1c3@ucsbuxb.ucsb.edu>, zdarryl@mcl.ucsb.edu (Darryl Lee) wrote:

> Until Iomega tells me not to (or until my machine breaks from all the
> hits), i'm posting the DOS/Win and OS/2 drivers on my machine. i'll
> get the Mac drivers as soon as i get that new Powerbook with an
> Ethernet connection. (Any day now :}) That is, unless somebody with
> a Mac connection, America Online, and a fast link (Ethernet, or 28.8)
> wants to download those files and binhex them. (That's why i haven't
> been able to get the Mac ones on. They're not binhexed, and my modem
> is only a 14.4.)
>
> They're available at:
>
> ftp://pandora.library.ucsb.edu/pub/zip/
>
> PLEASE read the 00_index.txt files as well as any of the read.me
> files. Things should be pretty clear if you follow the instructions
> there. Welp...here goes. >:}
> --

I have seen (at least I think I did) the ZIP Mac disk and the ZIPTools on Compuserve in the Iomega part (Mac Vendors C, if memory serves me). Since I do not yet have a ZIP (they should be arriving here in the Netherlands any day now) I didn't see the point in downloading the files.

Geert Jan

--
G.J. Rademaker
Mass Spectrometry/ Utrecht University
The Netherlands

2537. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-15 00:00:00 UTC
From: tsenx001@maroon.tc.umn.edu
Message-ID: <tsenx001.803245989@maroon.tc.umn.edu>
Source record: 25840
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

techno@netaxs.com (Timothy M. Binder) writes:
>In article <tsenx001.803152892@maroon.tc.umn.edu>,
>tsenx001@maroon.tc.umn.edu (Maoee Tsen) wrote:
>>Another trick is to run the guest program to mount the ZIP drive, run the
>>iomegatools program to write-protect the 100M install diskette. This idea
>>came from Mr. Lee Busky whom I bought a used ZIP drive and diskette from.
>>When I received the drive and install disk, I can install the ZIP on both
>>MAC and PC without troubles. :)

>NO! This won't work, AFAIK. At least from the Mac side, the Zip Tools disk
>appears as a write-protected, PASSWORDED 50 MB cart. The install process
>removes the password along with the write-protection & the other
>partition.

Well, I tried it again on Mac. Write-protection was done on Mac P630 with
the guest and IomegaTools. The DOS partition is still installable on the PC.
Has anyone tried this out yet? This only work for the new Install Disk. :)

2538. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3rriqc$b7c@hpscit.sc.hp.com>
Source record: 25707

RichWegner (richwegner@aol.com) wrote:
: I heard that if you have a higher version of TOS than 1.4 you can break
: the 32MB partition space (for the ST series at least, not sure about the
: STE or beyond).

Oh well, we are getting into that drift again 8-)

TOS and MSDOS have different internal limits on parameters such as
sector size, cluster size, numbers of sectors in a cluster et cetera.
To drive partitions larger than 32 MB, they implement different
strategies which are each within the original Microsoft specifications
for partitions, but work around different gotchas in the operating
systems. In TOS, for example, you can have large sectors, but you
cannot have more than 2 sectors per cluster without risk for your
data. In MSDOS, it's safer to drive up the number of sectors per
cluster, so that's what they do if my memory serves me right.

So while both methods are perfectly OK with respect to the
documented guidelines for FAT filesystems, each method has its
individual problems on the "other" platform, so you cannot have
TOS and MSDOS drive the same "large" partition (and I agree with
Kim that 32 MB isn't really large these days) without problems.

To cut it short: TOS works around its own bugs and breaks MSDOS,
and MSDOS does the same breaking TOS. Both operating systems have
their conventions for large partitions. As a matter of fact, even
TOS 1.0 can drive a partition of up to 256 MB, so you don't
need TOS 1.04 to do that. (Well, you wouldn't want to work with
TOS 1.0 on such a large partition since it is so slow...) TOS 1.04
was said to have a lot of bug fixes in the filesystem code which
make even larger partitions possible (512 MB), but Juergen Lock
and I found out and proved that even TOS 1.04 still has a dangerous bug
which can wreck your data if you work with such a large partition.
There's a workaround for this bug, however, which can be applied
by the partitioning software. If your partitioning software is
smart and aware of the bug, you can actually have partitions
of 512 MB with TOS 1.04. Later TOS versions may support even larger
partitions, but I haven't followed their individual bug/limit
situation that closely.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2539. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3rr10u$9m5@newsbf02.news.aol.com>
Source record: 25708

I heard that if you have a higher version of TOS than 1.4 you can break the 32MB partition space (for the ST series at least, not sure about the STE or beyond).

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2540. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3rr1j2$9q8@newsbf02.news.aol.com>
Source record: 25709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Not only will you not be able to repartition it without losing any files, you have to do a new format and then partition it your own way. Maybe you can ask him to copy the files onto floppy and then you won't lose the files.

RichWegner@AOL.COM

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2541. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rr6rp$4j8@golem.wcc.govt.nz>
Source record: 25710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3rn79e$b4a@mailer.york.ac.uk>, jat5@york.ac.uk (John 'john..' Tuffen) writes:
>
>Hi,
> I've just received a 210 Meg Hard disk for my Atari ST (520
>STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
>allows *big* partitions (known as BGM partitions).
>
>My problem: The guy I bought it off used it with an STe, and
>partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
>this!
>
>My question is: Is it possible to re-partition the drive (using the
>ICDFMT program) using the same partition sizes (but with BGM partitions
>rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE
> **********

Can't be done, just get TOS 1.4 and all will be OK..

ATARI do not recomend using any thing less than TOS 1.4 when using a HARD
DRIVE...

Why did he format it with such very small partitions...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2542. Re: tos 1.62 on a STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFQWFACHUP@zaphot.augusta.de>
Source record: 25711

In <wongck.213.00082FE2@ti.com> William Wong wrote:

>I recently managed to get the rom of a dead STE. I think it will not work for
>lack of certain hardware/sound/colour/blitter. But did anyone try using tos
>1.62 on a STFM?

1. TOS 1.62 has 256kB beginning at $e00000,
but TOS 1.4/1.2/1.0 has only 192kB beginning at $fc0000

2. TOS 1.62 contains additional code to intialize the
special STE-hardware (DMA-sound etc.)

TOS 1.62 will never work on a STFM :(sorry.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2543. Why won't my hard disk work?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rrn4g$jh4@mailer.york.ac.uk>
Source record: 25712

I have:
an Atari 520STFM,
an ICD AdSCSI plus host adaptor,
a Rodime 210Meg SCSI HD

Can anyone tell me why, when I connect these together, my ST crashes,
with a mangled screen display? It's not the HD, since the problem remains
when I disconnect the drive from the adaptor.

The drive+adaptor works fine with an STe (i.e. it dosn't crash the computer).

I'm pretty desparate to find the solution to this problem,

thanks,

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2544. faxprg

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DA9MBs.10G@inter.NL.net>
Source record: 25713

I am searching for a sharewareprg to send and receive faxes with my 14k4
modem on an atari 1040 st.
Is there such a program HELP !!!!

please email to : geheniau@solair1.inter.NL.net

2545. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <DA9Mrz.4C1@cix.compulink.co.uk>
Source record: 25714

>In the ICD manual it says the MS-DOS partitions can be read/written,
>and only 'very large' partitions could become a problem.
>
>Now my problem is, my system can't recongnize partitons made on the
>MS-DOS which is above 66Mb in size. And to me, that is far from beeing

I thought the maximum partition size was 32Mb (64Mb >=TOS 1.4)
for NORMAL GEM (MS-DOS) partitons. the only way to extend it is via
BGM partitions which can be at least 64Mb -> 500 Mb+ Unfortunatly
you would have to reformat the drive on the Atari to use BGM...
TOS can only handle 14 partitions although ICD have a desktop.prg
for hiding partitions ;-)

5 years ago 65mb was a fairly large hard disk, now I run my home system
with 540 Mb HD and it's still just as cramped for space :-((

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

2546. WARNING: LZHSHELL 3.10 test archive command is unreliable!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: matija.grabnar@ijs.si
Message-ID: <1995Jun16.140244.1983@cathy.ijs.si>
Source record: 25715
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do NOT under any circumstance trust the Test archive in lharc 3.10!
I trusted it until it reported that a file which was obviously truncated
(the test indicator stopped at 60%) was fine. A bit later it reported that
another file (where the indicator did, in fact reach 100%) was OK, too.
On extract the file reported a CRC error, and in fact the last 75% of the file
was trash.

So watch out! If you want to be sure your LZH file is OK, you have to extract
it, at least with 3.10 version.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

2547. Re: Vortex HD Troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803299504@gen-off-2>
Source record: 25716

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I recently attempted to set up a vortex HD 40 plus on a 1040STE. However
>it totally fails to ott when you switch the machine on, it basically
>just goes into and endless re-boot.
That's probably cos you've got the driver in the AUTO folder!

Do you ever take any notice when people answer your questions? You popped
up with this one on CIX several days ago, and several people responded with
help. (Including advice to remove the driver from the AUTO folder).
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2548. MiNT 1.12 - Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <803311012snz@birnie.demon.co.uk>
Source record: 25717

I can't get MINT 1.12 to accept any entry in the INIT= field in mint.cnf unless the program is in in C: or C:/MINT. If I try to run INIT or MGR or TCSH or whathaveyou from the M drive where my minix partition lives, MINT comes back with "FATAL - could not run xxxx -leaving MINT", and exits with error code -33, sometimes -34. I also tried MH-MINT, level 1.12.4 and it does the same thing. MINT 0.95 works fine but of course doesn't load the MiNTNET drivers.

If I try running MGR from C: (by INIT=) or from the desktop or from a shell it comes back with "Can't find mouse, or mouse is in use : file not found". I just _know_ i'm doing something bloody daft but this problem is perplexing me and i'm xxxx'd if i can figure out how to get round it. HELP, someone, I'm cracking up!

Regards.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: Data 01343 860417 ELGIN
Voice " " 860417/860476 Moray IV30 3SP.

2549. Re: MiNT 1.12 - Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <803333932snz@birnie.demon.co.uk>
Source record: 25718

In article <803311012snz@birnie.demon.co.uk>
ali@birnie.demon.co.uk ("Myself") wrote:

> I can't get MINT 1.12 to accept any entry in the INIT= field in mint.cnf
> unless the program is in in C: or C:/MINT. If I try to run INIT or
> MGR or TCSH or whathaveyou from the M drive where my minix partition
> lives, MINT comes back with "FATAL - could not run xxxx -leaving MINT",
> and exits with error code -33, sometimes -34. I also tried MH-MINT,
> level 1.12.4 and it does the same thing. MINT 0.95 works fine but
> of course doesn't load the MiNTNET drivers.

I just cracked it!! It was Minix!. I have just installed the latest
version (0.6 PL 11) and all is well.

> If I try running MGR from C: (by INIT=) or from the desktop or from
> a shell it comes back with "Can't find mouse, or mouse is in use
> : file not found". I just _know_ i'm doing something bloody daft but
> this problem is perplexing me and i'm xxxx'd if i can figure out how
> to get round it. HELP, someone, I'm cracking up!

Still no luck with MGR, though, so I'm still not out of the mire.

>
> Regards.
>
> --
> Alasdair Campbell The Birnie Inn
> Email: ali@birnie.demon.co.uk Birnie
> Phone: Data 01343 860417 ELGIN
> Voice " " 860417/860476 Moray IV30 3SP.
>
>

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: Data 01343 860417 ELGIN
Voice " " 860417/860476 Moray IV30 3SP.

2550. Re: IDE cable for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <950616Z211402.722mike@mbedford.demon.co.uk>
Source record: 25719

In article <3rjf6o$kp1@lucy.swin.edu.au>
922551@edna.swin.edu.au "Kenji Mardon" writes:

> Hi, I currently have a Falcon 4/85 in a full tower case. What I want to
> do is relace the 2.5" drive with a larger capacity 3.5" drive. I have so
> far been unable to find such a cable in Australia and was wondering if
> anyone knows of a place which will mail such a cable overseas. Any help
> would be appreciated...
>
>
> Kenji.
>
>

2551. WTB: Internal IDE Drive for Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1606951507450001@tdw.vip.best.com>
Source record: 25720

WTB: Internal IDE Drive for Falcon 030

Willing to pay $50 for 60 or 80Meg drive including shipping.

Thanks.

Alex

--
TECNATION DIGITAL WORLD
236 Hamilton Avenue
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

2552. IDE interface for ST/F/M

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-16 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3rsu6p$gvo@hasle.oslonett.no>
Source record: 25721

I have a PCB and a pre-programmed GAL chip for the IDE hard disk project featured in the German computer magazine C't which I want to sell.

I was hoping that I could use it with my STe and add an internal (2.5") IDE type hard disk which would save me a lot of money compared to an external SCSI unit which I would need a case/power supply and a DMA/SCSI converter board or cable for.
Well, apart from the problem of the physical difference in shape of the 68000 processor, I got verified from two major German companies producing these kind of circuits that it's just not possible to use IDE hard disks with STe machines.

They do however work with the standard ST/STF/STFM machines.
The circuit is pretty simple, and apart from the PCB and GAL there are only a couple of cheap components, but you will need TOS 2.06 which will be installable on this PCB (i.e. you only need to buy the two ROM chips and not a "TOS switcher" or similar).

I will sell the PCB and GAL chip for the same price as I bought it for, which is 45DM (German Marks) in my currency or something which we can work out.

Please email me if you're interested.
And as I can't go through with my initial idea I'm looking for a second hand SCSI drive (external). Anyone got one for sale or know someone with a Mac or something who needs to get rid of a harddisk? I can do with a small one for now, although I'd like a 300-500MB if I could get it cheap enough.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

2553. imgconvert

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DABJAM.9qB@inter.NL.net>
Source record: 25722

Help
I am searching for a shareware prg that converts normal formats (degas,
pi3, etc) into .IMG files.
Or a drawing program that can save a picture as .IMG file.

Thanks!!!!
emial me : geheniau@solair1.inter.NL.net

2554. stacy lcd interface implementation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: nnoiseux@tiac.net
Message-ID: <nnoiseux.112.000C6F60@tiac.net>
Source record: 25723

i would like to know how the stacy's lcd screen was interfaced to the
st core of the stacy.....
i could imagine 2 ways...
1 - the stacy lcd is interfaced to the standard st monochrome output through
some kind of interface logic,
2 - the lcd has it's own proprietary interface logic and bios routines to the
st bus, possibly it's own address range.
can anyone enlighten me on this?
thanks!

2555. Logitech mouse-where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3rv2u0$fb1@sinsen.oslonett.no>
Source record: 25724

Where can I get hold of teh Logitech mouse for my STe?
Prefferably somewhere in Europe.
They only have them for PCs here.
By the way, does anyone have suggestions for any other good replacement
mice?

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

2556. info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <3b2_9506171246@tor250.org>
Source record: 25725

T > I'm looking to buy a small atari-st system to use for midi
T > sequencing (wot an original reason to buy an atari!)....i want
T > to know a few things about the st, for instance what models
T > have midi ports built in? (does the 520?) and can a mono
T > system with just say 1-2meg run a midi sequencer?? Can
T > harddrives be installed in the 520/1040 and what type?

All ST models, the TT and the Falcon have the MIDI ports.

Most sequencing packages like Cubase and Notator SL will run
quite happily in one megabyte of memory; Logic is the only one that
I am aware of that requires two megabytes to run (although its
editing and enviroment features are well worth it!). However, if
your compositions are fairly long or uses tons of MIDI events like
pitch bend (like if you're using a guitar synth to enter melodies
like I do), it's better to make sure you have plenty of memory - I
have four megabytes residing in my STe for that very reason.

If you mean can a hard drive be installed inside a 520/1040
case, no. But you can hook up an external SCSI-based hard drive to
your system utilizing an ACSI-to-SCSI host adaptor and the proper
driver software - I use ICD's the Link II, which is a host adaptor
the size of a dongle which just plugs into the 50-pin SCSI cable.
Currently I'm running a Conner 40-meg drive, an IBM 100-meg drive,
and (with the help of ExtenDOS, a driver from Canada) an NEC
internal CD-ROM drive inside a mini-tower case, and have Logic and
my MIDI editors residing on their own partition......

... Bill T. Catt of Borg: "You will be Ack!Thbbpt!imilated!!"
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

2557. TOPLINK & IBM DRIVES !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06171995.164028@empyr.dircon.co.uk>
Source record: 25726

Hi. If anyone is having trouble trying to connect a SCSI drive that cannot provide terminator power to a host adaptor that requires it, let me know.

I've just solved it with a TopLink H/A and an IBM 0661-371 SCSI-2 drive !

All you need to do is splice in +5v from the power supply (preferably via a diode & a 1A fuse) to the cable that connects to pin 26 of the drive (bang smack in the middle of the IDC connector, row furthest away from the central notch [i.e. bottom]), without breaking the wire (so it still connects both drive & H/A), and make sure the scsi bus is properly terminated with either the usual terminator resistor packs, or a centronics type 'plug in' terminator block.

After several months of trying to get these two things talking to each other, the above method finally solved it !

Cheers,

Kev.

--- ReJoinDer v1.1e
VQWK 6.20 [Rev H - 04/04/94]

2558. Atari SC1224 monitor into Mac 7100: possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: knob@prairienet.org
Message-ID: <knob-1706951534320001@ppp25.cu.soltec.com>
Source record: 25727

A friend has offered to sell me his Atari SC1224 monitor in the event that it would be possible to connect it to my Power Mac 7100. It sounds like a fiasco in the making, I must admit, but it might be worth a try. Unfortunately, I cannot find any specs for this monitor, and don't really know where to begin. The connector is a 13-pin DIN, and I don't really know whether the monitor is composite or RGB. If it's composite, I'll give up. The PMac is pretty forgiving as far as monitors go; I have it running an Apple Trinitron and a Packard Bell grayscale VGA simultaneously right now. I've got the VGA patched through a variable synchronizer into the high-density monitor port, and I would like to replace this monitor with the Atari. Any ideas? Am I doomed?

2559. bbs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: srd@rain.org
Message-ID: <3rvjn6$3ln@news.rain.org>
Source record: 25728

I am looking for Ratsoft bbs software support. can any one help me????

E-mail srd@rain.org

2560. SM147 Schematic ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: fvuotto@laplaza.taos.nm.us
Message-ID: <3rur3l$cj1@laplaza.taos.nm.us>
Source record: 25729

I have a dead SM147, if you have a schematic, please let me know
via Email. I will pay or trade some SW for a copy.

Thanks

Frank /~
F10 Software @/

2561. backup clock

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-17 00:00:00 UTC
From: johnsher@gaia.apana.org.au
Message-ID: <3ruol7$fh@gaia.apana.org.au>
Source record: 25730

```
--
============================ John Sherlock================================
| |
| johnsher@gaia.apana.org.au |
=========================================================================
```

2562. Re: Atari SC1224 monitor into Mac 7100: possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DAD6pv.BKt@crash.cts.com>
Source record: 25731

ChickenBoy (knob@prairienet.org) wrote:
: A friend has offered to sell me his Atari SC1224 monitor in the event that
: it would be possible to connect it to my Power Mac 7100. It sounds like a
: fiasco in the making, I must admit, but it might be worth a try.
: Unfortunately, I cannot find any specs for this monitor, and don't really
: know where to begin. The connector is a 13-pin DIN, and I don't really
: know whether the monitor is composite or RGB. If it's composite, I'll
: give up. The PMac is pretty forgiving as far as monitors go; I have it
: running an Apple Trinitron and a Packard Bell grayscale VGA simultaneously
: right now. I've got the VGA patched through a variable synchronizer into
: the high-density monitor port, and I would like to replace this monitor
: with the Atari. Any ideas? Am I doomed?

Yes, you are. The SC1224 takes the same horizontal and vertical scan
frequencies as standard TV, roughly 60Hz (NTSC) vertical, and 15KHz
horizontal. Your powermac puts out different and much higher scan rates
which would damage the SC1224 and render the image unusable. The monitor
is RGB with a connection for Red, Green, Blue, Vsync, Hsync, Sound, and
ground. The same signals VGA monitors have, but do not be deceived, the
VGA Hsync signals are at least twice the frequency. It is more like a
CGA monitor, but with analog inputs instead of digital.

The PowerMac 6100/7100/8100 all put out VGA style signals. An AV
PowerMac has a TV/Video output, but it is only S-Video and composite, not
RGB and would still not work with a SC1224.

Sorry...

Rich

2563. Re: imgconvert

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: trek@usgp2.ih.att.com
Message-ID: <DADDzE.LoG@ssbunews.ih.att.com>
Source record: 25732

In article <DABJAM.9qB@inter.nl.net>,
J. Geheniau <geheniau@inter.NL.net> wrote:
>
>Help
>I am searching for a shareware prg that converts normal formats (degas,
>pi3, etc) into .IMG files.
>Or a drawing program that can save a picture as .IMG file.
>
>Thanks!!!!
>emial me : geheniau@solair1.inter.NL.net

Image Copy 3.5 or 4 will easily handle your changes. Although not
shareware - since you are requesting shareware I will assume you
are planning on registering but want to see a demo. There are
demos available of Image Copy on many BBS (check graphics nodes)
and the software is very reasonably priced from the ST Club stock.
(ST Club in UK) Wayne Booth

2564. Re: Eek! ST PS going"Ffzzztzztt"

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3s1v26$856@fitzherbert.pavilion.co.uk>
Source record: 25733

Jake@aardnet.demon.co.uk (Jake N. Aard) wrote:

>Symptoms are:
>- aforementioned sound effect, but I'm not sure where from and didn't
>fancy poking around to find out (I'm allergic to 300V heatsinks)
>- fuse intact
>- no visible faults on the component side
>- Very singed PCB in the vicinity of the big yellow tranny in the
>middle and the two high (ish) wattage resistors next to it.

I had identical symptoms which went away with a new power supply unit
from the Upgrade shop. I was very impressed with the service as it
arrived the day after the telephone call. The bad news is that it was
40 ukp.

>--
>Jake Aard
>This .sig left unintentionally blank.

Keith
100:1011/12.0
2:254/108.12

2565. Free Agent Spam

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: free-agent-spam@spam.com
Message-ID: <3s1rr5$6n3@dub-news-svc-4.compuserve.com>
Source record: 25734

```
Free Agent, Spam Ware Without Compare
```

2566. Re: faxprg

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3s090k$gbp@newsbf02.news.aol.com>
Source record: 25735

There is FAX programs out there, you may want to check the following FTP site.

wuarchive.wustl.edu

/pub/systems/atari/umich.edu/whatever

It is easier than trying

atari.archive.umich.edu

since that one is always busy

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2567. Re: imgconvert

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3s090o$gc1@newsbf02.news.aol.com>
Source record: 25736

Try using the program called Picswitch, currently the version is 1.1 I think, but there is some versions of 0.7 which may work too.

I don't know if it will do .IMG, but it does do conversions

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2568. re: logitech mouse-where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1778rcain@nest.demon.co.uk>
Source record: 25737

On 18 Jun 95 Hallvard wrote:
HT> By the way, does anyone have suggestions for any other good
HT> replacement mice?

I've got a Naksha. Proper microswitches, very nice, very cheap!

Roger
rcain@nest.demon.co.uk

--

2569. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFSVCDUTUP@dksoft.ping.dk>
Source record: 25738

In <DA9Mrz.4C1@cix.compulink.co.uk> "Robert Culverston" wrote:

>I thought the maximum partition size was 32Mb (64Mb >=TOS 1.4)
>for NORMAL GEM (MS-DOS) partitons. the only way to extend it is via
>BGM partitions which can be at least 64Mb -> 500 Mb+ Unfortunatly
>you would have to reformat the drive on the Atari to use BGM...
>TOS can only handle 14 partitions although ICD have a desktop.prg
>for hiding partitions ;-)

Yep i know.

>
>5 years ago 65mb was a fairly large hard disk, now I run my home system
>with 540 Mb HD and it's still just as cramped for space :-((
>

Thats the answer i got from ICD as well.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2570. Why i need MSDOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFSVCDUWUP@dksoft.ping.dk>
Source record: 25739

It seems like some people didn't understand my meaning when i wrote
about the MSDOS partition problem i was having, so now i would like to
tell you why i need it.

A friend of mine has a CDROM burner, and as you might already suspect,
i want to have all my data burned down to a CDROM. Unfortunatly this
CDROM burner is only connected to a PC. And since my data contain just
about 500Mb in size, i shall somehow transfer 500Mb of data to a
PC.
Thats why i thought formatting and partitionate a HD on a PC could
do the job. It still can do the job i need, i just have to use 32Mb
partitions only. 8(And then i just have a spare 1.8G Hd i could use 8)

If you know of any other solution, i open to all offers. Don't say
a serial link. My STE only got 38400 on the port, and it'll take
around 36 hours to do the transfer. So i'll rather make 15 partitions
insted.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2571. What programs are wanted?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3s2rb1$e3p@cville-srv.wam.umd.edu>
Source record: 25641
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm learning some programming for school, and was just curious
what kinds of programs everyone is interested in. I'd like to try to
work on things that people can use. ;-) Please email with suggestions!

--LuNATiC

2572. NVDI 3.x for ET4000 cards (e.g. Crazy Dots II) ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: Ton van Overbeek <tvoverbe@wk.estec.esa.nl>
Message-ID: <3s36fv$14n0@info.estec.esa.nl>
Source record: 25642
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari.st

I've been able to borrow a Crazy Dots II graphics card for my TT.
I am using NVDI 3.x on my 'normal' TT.
Does anyone know if a version of NVDI 3.x exists for ET4000 based graphics cards like the Crazy Dots II ?. There was/is an NVDI/ET4000 version of NVDI 2.54.
In the adds I see only references to a version for the Nova graphics cards.
Any more information is appreciated.

Ton van Overbeek, tvoverbe@wk.estec.esa.nl

2573. PC Emulators...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3s38el$cm0@golem.wcc.govt.nz>
Source record: 25643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PC Emulator.....

Some time back I think I read about another PC emulator that had been placed
in the PD, so were can I get this from and is it on a FTP site...

One name I have been given was SOFTPC.ZIP and that it was on a BBS,
so is this the one..???

Thanks.............

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2574. Re: NVDI 3.x for ET4000 cards (e.g. Crazy Dots II) ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: and@sun1
Message-ID: <1995Jun19.133012.4554@newsserver.rrzn.uni-hannover.de>
Source record: 25644
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari.st

Ton van Overbeek (tvoverbe@wk.estec.esa.nl) wrote:
: Does anyone know if a version of NVDI 3.x exists for ET4000 based graphics
: cards like the Crazy Dots II ?. There was/is an NVDI/ET4000 version of NVDI
: 2.54.

I am running my TT with a Crazy Dots II and NVDI 3.02 ET4000.
So there at least one version must exist.

--

ANDREAS KROMKE

2575. MEGAFILE 30 & ICD S/W ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06191995.200144@empyr.dircon.co.uk>
Source record: 25645

Hi,

My friend has acquired a Megafile 30 (don't laugh !), and he's trying to get it to run with ICD software. Running ICDFMT.PRG, it recognises an Adaptec controller as being attached, but his drive is not listed in the options for formatting. Anyone know the number of cyls / heads etc for him to enter the data manually ?

I have a newer version of the ICD software than he has (I think he has 5.0.8, or so he says, although I can't remember such a version), would a newer version help here ?

Cheers,

Kev.

--- ReJoinDer v1.1e

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| ---
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

2576. Re: tos 1.62 on a STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3s3oeg$5k1@inca01.inca.co.nz>
Source record: 25646

William Wong (wongck@ti.com) wrote:

> I recently managed to get the rom of a dead STE. I think it will not
> work for lack of certain hardware/sound/colour/blitter. But did anyone
> try using tos 1.62 on a STFM?

The answer is "it will not work for lack of certain hardware".

TOS 1.6 is the same as TOS 1.4, except that it is EXCLUSIVELY for the STE.

If you wish to upgrade your STFM, which presumably has TOS 1.2, go to TOS
1.4, or better yet, 2.06.

2577. Re: PC Emulators...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3s46hl$acr@newsbf02.news.aol.com>
Source record: 25647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't know much about that PC Emulator, but there was one written a few years back called PC DITTO.

PC DITTO ran even on a 512K machine, but it made it run super slow. It is like comparing a XT to a Pentium for speed. The Atari is equal to the XT while the XT equals the Pentium. That is how slow it is. I read the docs to PCXformer and the author says that a 10:1 ratio is best. If you want to emulate a computer your host computer should be 10 times faster than the computer you are trying to emulate to get best results.

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2578. booting from external drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: tempest@pncl.co.uk
Message-ID: <3s4qgn$h2t@eiger.pncl.co.uk>
Source record: 25648

This query is for a work Mate:

He has a 520STFM with a single sided internal floppy

He has an external Double sided Drive.

I remember reading years ago about a fix to make the ST boot from the external drive...

Anyone, care to do my mate a favour and help him out with a bit of expert ST knowledge??

I know his pooters a bit old, but it's all his got.

Thank's in advance...

2579. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun19.150313.14871@rhrk.uni-kl.de>
Source record: 25649

richwegner@aol.com (RichWegner) writes:

>I heard that if you have a higher version of TOS than 1.4 you can break
>the 32MB partition space (for the ST series at least, not sure about the
>STE or beyond).

ANY TOS can handle partitions sizes up to 256 MByte, you don't need TOS 1.4
for this.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
*************************************************************************
```

2580. Re: partition (MS-DOS) problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun19.150549.15027@rhrk.uni-kl.de>
Source record: 25650

bobculve@cix.compulink.co.uk ("Robert Culverston") writes:

>TOS can only handle 14 partitions although ICD have a desktop.prg
>for hiding partitions ;-)

With the MagiC operating system (Magic 3) 23 partitions are possible (C-Z,
without U).

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
**************************************************************************
```

2581. RE: EEK! ST PS GOING"F

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06191995.134706@empyr.dircon.co.uk>
Source record: 25651

```
> Path: empyr!dircon!plug.news.pipex.net!pipex!cam.news.pipex.net!pipex!edi.news.pipex.net
!pipex!new
> .pavilion.co.uk!usenet
> From: keiths@pavilion.co.uk (Keith Sunderland)
> Newsgroups: comp.sys.atari.st.tech
> Subject: Re: Eek! ST PS going"Ffzzztzztt"
> Message-ID: <3s1v26$856@fitzherbert.pavilion.co.uk>
> Date: Sun, 18 Jun 1995 19:34:46 GMT
> References: <3rf7ud$sk1@imp.demon.co.uk>
> I had identical symptoms which went away with a new power supply unit
> from the Upgrade shop. I was very impressed with the service as it
> arrived the day after the telephone call. The bad news is that it was
> 40 ukp.

Hey c'mon Roger, where are you ? Roger Sheppard will probably be able to
give you some good info here.....ROGER ....!

--- ReJoinDer v1.1e

------------------------------------------------------------
| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|
------------------------------------------------------------
VQWK 6.20 [Rev H - 04/04/94]
```

2582. FTP sites/ST tech. info

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-19 00:00:00 UTC
From: molyneua@cs.man.ac.uk
Message-ID: <3s3ed2$7ba@m1.cs.man.ac.uk>
Source record: 25740

Hi,
Can anyone give me details of any FTP sites in existence with ST
tech. info / source code? I've been away from the scene for some
time, due to buying a PC (sorry, I'll wash my mouth out).
Any info you might have would be much appreciated.

Thanks very much!

- Andy

==
Andrew Molyneux | Internet: molyneua@cs.man.ac.uk
University of Manchester | Tel : (+44)161-485-3291
|
==
Boob's Law:
You always find something in the last place you look.
Molyneux's Modification:
But it's not necessarily the thing you were looking for.
==

2583. Re: Why i need MSDOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3s66dm$e0@golem.wcc.govt.nz>
Source record: 25652

In article <FFSVCDUWUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>It seems like some people didn't understand my meaning when i wrote
>about the MSDOS partition problem i was having, so now i would like to
>tell you why i need it.
>
>A friend of mine has a CDROM burner, and as you might already suspect,
>i want to have all my data burned down to a CDROM. Unfortunatly this
>CDROM burner is only connected to a PC. And since my data contain just
>about 500Mb in size, i shall somehow transfer 500Mb of data to a
>PC.

I could be out of date, but from what I have read thier are Big problems
with cutting CD's on PC clones...

You need Hard Drives that are fast and they must have transparent Head
recalibration, plus a CD cutter that is buffered can also help...

Data to the CD cutter must be continuous with out any breaks, some HD's stop
sending data when they do head recals...

This was in a PC mag that reviewed a few CD cutters, I still have the mag
around some ware....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2584. Atari FTP List Update!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3s6etc$ar@mserv1.dl.ac.uk>
Source record: 25653

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 20-June-1995
Additions/changes since last list: 3

- ftp.informatik.rwth-aachen.de (Directory change)
- ftp.uni-oldenburg.de (New Site)
- ftp.uni-frankfurt.de (New Site)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)...../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)...../pub/atari/
email server.............mail-server@cs.tu-berlin.de
ftp.fu-berlin.de..........(160.45.10.6)......./pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/comp/Atari/
ftp.uni-bremen.de.........(134.102.228.2)...../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)......./pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)......./pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)......../pub/atari/
ftp.rz.tu-bs.de..........(134.169.9.44)......./pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)......../pub/comp/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ..../pub/atari/
ftp.uni-giessen.de.......(134.176.2.177)....../pub/atari
ftp.rz.tu-harburg.de.....(134.28.240.5)......./ATARI/
ftp.uni-oldenburg.de.....(134.106.40.9)......./pub/atari
ftp.uni-frankfurt.de.....(141.2.1.7)........../pub/Atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/
email server.....archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
----
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.....(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having

to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

2585. Re: Text blocking

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DAGxxI.176@crash.cts.com>
Source record: 25654

William Wong (wongck@ti.com) wrote:
: Hi there,

: I am writting a simple GEM text editor for one of my applications. Currently
: the editor can block whole complete lines easily. I would like to be able to
: do blocking of partial lines.

: Does anyone have any ideas on how to do this? I have pondered on this for
: several weeks now but still haven't come up with something useful.

Ever thought of using two integer variables? Simple, do exactly what you
are doing now for block marking and add a provision for the first and
last lines. The first variable would contain the index into the first
marked line of where the block starts. The second variable would mark
where the block ends on the last line. Any block move or deletion
routines would use those variables to remember exactly what the marked
block is.

Sounds simple to me...Rich

2586. FS: ATARI STACY 4/20 (PORTABLE!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3s82gh$273@ccnet3.ccnet.com>
Source record: 25655

[Article crossposted from rec.music.makers.marketplace]
[Author was selah]
[Posted on 20 Jun 1995 20:02:52 -0700]

I AM SELLING MY ATARI STACY
FOR 710.00 YOU PAY SHIPPING!!
PLEASE RESPOND QUICKLY AS THIS WILL GO FAST!

GREG REYES 510-427-1075 CALIFORNIA

YOU PAY COD TO YOU.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

2587. Re: PC Emulators...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3s5gfl$q42@golem.wcc.govt.nz>
Source record: 25656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Some time back I think I read about another PC emulator that had been place
] in the PD, so were can I get this from and is it on a FTP site...
]
]
] One name I have been given was SOFTPC.ZIP and that it was on a BBS,
] so is this the one..???

It's for the Falcon, and is apparently next to useless.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2588. Text blocking

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.217.000D344D@ti.com>
Source record: 25657

Hi there,

I am writting a simple GEM text editor for one of my applications. Currently the editor can block whole complete lines easily. I would like to be able to do blocking of partial lines.

Does anyone have any ideas on how to do this? I have pondered on this for several weeks now but still haven't come up with something useful.

Regards
William

==========
William Wong, M/S: 4271
Factory System, Internet Email: wongck@lobby.ti.com
Texas Instruments Singapore MCI Email: 4673356@mcimail.com
========== Disclaimer: I don't speak for TI; TI doesn't speak for me ========

2589. Re: MEGAFILE 30 & ICD S/W ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3s5sl9$71a@hpscit.sc.hp.com>
Source record: 25658

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: My friend has acquired a Megafile 30 (don't laugh !), and he's trying to
: get it to run with ICD software. Running ICDFMT.PRG, it recognises an
: Adaptec controller as being attached, but his drive is not listed in the
: options for formatting. Anyone know the number of cyls / heads etc for him
: to enter the data manually ?

Depends on the drive in the Megafile 30; Atari used several brands
(Seagate, Microscribe...). The Megafile should have a label at the
back which indicates the type of drive; if not, you have to open it.
I remember that one of the drives had 4 heads while the other had 6.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2590. Re: booting from external drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3s5sq3$71a@hpscit.sc.hp.com>
Source record: 25659

TEMPEST (tempest@pncl.co.uk) wrote:
: He has an external Double sided Drive.

: I remember reading years ago about a fix to make the ST boot from the
: external drive...

If you want to boot just once from the external drive, you can set
the BIOS variable bootdrv (the exact location escapes me, though)
to 1, then reset. This will boot your AUTO folder from drive B.
If you want the external drive to generally behave like drive A,
you will have to exchange the drive selection lines.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2591. NetBSD/Atari Falcon volunteers sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-20 00:00:00 UTC
From: leo@ahwau.ahold.nl
Message-ID: <DAH0HM.5Mp@ahwau.ahold.nl>
Source record: 25660

I am working on the NetBSD/Atari port. Currently it is only usable on
a TT030 model, but I like to see this expanded to the Falcon. The Falcon
port is nearly finished. The last thing to fix before it can be considered
'working' is the SCSI interface. The SCSI interface is nearly working, the
problem is that the guy who was testing it for me, is no longer able to.
I really like to finish this thing! As NetBSD/Atari currently does not
support ACSI devices, it is currently pretty useless on the Falcon :-(

Who am I looking for...
Someone who likes to have NetBSD running on his Atari Falcon and
wants to spend some time to get it running. As it currently isn't
possible to compile kernels on the Falcon, until at least something
is working, you will have to receive kernels from me and report on how
they are doing. As soon as the basics are working, you can finish it
(or I do, if you wish). It will be easier when you also have a TT, in
that case, the TT can be used to create the kernels. In the _very_
ideal case, you are living in Utrecht and we can finish the stuff using
your Falcon and my TT ;-)

Please respond by mail (leo@ahwau.ahold.nl), I don't think the responses
are interesting for this group.

Leo.

2592. MAGIcROM program

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.220.000AB9F7@ti.com>
Source record: 25661

Hi there,

Have anyone used the MAGIcROM program? This program suppose to prepare the
Magix.img file to be burned into EPROM. The problem is the program is in
German and I don't read/speak German.

Regard
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2593. Atrai 520ST for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: rglen@aol.com
Message-ID: <3s87tp$e6i@newsbf02.news.aol.com>
Source record: 25662

```
Atari 520 ST Computer
SF 354 Floppy (single sided)
SF 314 Floppy (double sided)
SM 124 High Res Monitor
SC 1224 Color Monitor
All in Good condition $140.oo
```

2594. Re: imgconvert

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: "Tom Swift"
Message-ID: <DAIsvF.KH7@cee.hw.ac.uk>
Source record: 25663

In article <DABJAM.9qB@inter.NL.net> geheniau@inter.NL.net (J. Geheniau) writes:
>
>Help
>I am searching for a shareware prg that converts normal formats (degas,
>pi3, etc) into .IMG files.
>Or a drawing program that can save a picture as .IMG file.
>
>Thanks!!!!
>emial me : geheniau@solair1.inter.NL.net
>

2595. ST video levels

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <3s9e06$nai@newdelph.cig.mot.com>
Source record: 25664

Hey all!

Anyone out there know the video output voltage levels for an ST?
And it's reference to ground (e.g. 0 to 5V or -5V to +5V)? I'm trying
to build an electric monitor switch using high speed CMOS, and I need
to know what to set the upper and lower power supplies to.

Thanks,
Mike
whitema@cig.mot.com

2596. backup clock

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: johnsher@gaia.apana.org.au
Message-ID: <3s8ujo$hab@gaia.apana.org.au>
Source record: 25665

```
--
============================ John Sherlock================================
| |
| johnsher@gaia.apana.org.au |
=========================================================================
```

2597. Re: Trouble with ICD AdSCSI plus HOst Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DAJAAo.40s@cix.compulink.co.uk>
Source record: 25666
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3rp1lt$h9j@mailer.york.ac.uk>, jat5@york.ac.uk said:

> when I connect it to an STFM or MEGA ST, the monitor display goes
> completely haywire. The problem remains even if I disconnect the hard
> drive from the host adaptor.
>
> I think that it's either:
>
> a) a problem with the host adaptor, or
> b) a problem with the ST (FM or MEGA) DMA output port.
>
> I shouldn't think that it's a) because it works with the STe.
>
> Has anyone had any similar experiences?

Yes - an STFM didn't like a Gasteiner drive - it booted OK but the minute you started to stream the system fell over just like yours. Eventually gave up and got my cash back. A few months later I picked up a Protar disk dead cheap and it worked perfectly! When I had TOS 2.06 installed by System Solutions they managed to swap my Drive cable for one of theirs and it stopped working! A happy 30 minutes or so testing cables showed that only about 50% worked on my ST.

I suspect that problem is due to the DMA chip being borderline and is therefore very sensitive when it comes to timing - which is why some cables dont work (incorrect capacitance).

Best thing to do is find a friendly dealer who can let you try out a few cables, or failing that is willing to try fitting a new DMA chip on a f it doesn't cure the problem we wont charge you full price for it".

Steve

2598. Z-modem under MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3s9nrd$j86@prime.mdata.fi>
Source record: 25667

Hi,

Could it be possible to write a Z-modem that doesn't use much
CPU power under MiNT? Connect's steals about half of the
power, and I think it is a bit strange. A 14400 bps connect
gives ~1600 character per second, which is nothing to
Falcon's bus, but still it hogs very much CPU power.
On the PC and the Amiga they claim that their machines
hardly slow down with these speeds (on the Amiga at least).

So is it possible with MiNT? And is there this kind of Z-modem
for MiNT?

---
* Kivi 1.40 *

2599. Re: imgconvert

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3s9v9h$c4q@status.gen.nz>
Source record: 25668

TomSwift wrote:
: In article <DABJAM.9qB@inter.NL.net> geheniau@inter.NL.net (J. Geheniau) writes:
: >
: >Help
: >I am searching for a shareware prg that converts normal formats (degas,
: >pi3, etc) into .IMG files.
: >Or a drawing program that can save a picture as .IMG file.

You could use GEM-View. This convertamong every format imaginable, Or
Picswitch, though this is not as comprehensive as GEM-View.
As a for a drawing programme tha saves IMG, any decent programme should
do that. Try Artis3 (I think it's PD might be Shareware.) Or there are a
number of commercial ones: Artis4, Truepaint...

Hope that is of some help
-Mario Becroft (mbecroft@iconz.co.nz)

2600. re: st video levels

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1789rcain@nest.demon.co.uk>
Source record: 25669

```
On 21 Jun 95 Michael wrote:
MAw> From: whitema@vance.cig.mot.com (Michael A. White)
MAw>
MAw> Anyone out there know the video output voltage levels for an ST?
MAw> And it's reference to ground (e.g. 0 to 5V or -5V to +5V)? I'm
MAw> trying to build an electric monitor switch using high speed CMOS,
MAw> and I need to know what to set the upper and lower power supplies
MAw> to.

Sync 5v active low into 3.3K
Audio 1v into 10K
Video 1v into 75ohm.

And, of course, there is the mono-detect line; active low 1K pull-up to 5v.

Roger
rcain@nest.demon.co.uk

--
```

2601. Gfa Question: How to do a

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <bb6_9506220844@tor250.org>
Source record: 25670

> I'd like to write a veeery simple (believe me, veeery simple...)
> text editor in gfa-basic, but I do not have a clue about how
> to do it, I know how to read and display text but not on
> how to edit it on screen in large blocks.....

This is just a guess, but I would think you'd set up an area of memory, and get the screen pointers to point to the area in which your cursor is supposed to be in. Then the user enters input under program control, and finaly you offer the user some method by which to save the text from that block of memory. Now depending on what extra features you want to add, that adds to the complexity.

Later...
z

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2602. Re: Why i need MSDOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFVXEDXLUP@dksoft.ping.dk>
Source record: 25671

In <1995Jun21.064628.23158@rhrk.uni-kl.de> Uwe Seimet wrote:

>You can also burn your data with an Atari (TT and Falcon only). Ask
>Bernd_Lohrum@zw.maus.de or fellmuth@informatik.hu-berlin.de
>for details. They have written CDROM burner software for TT and Falcon.
>

Yep, know all about that. It's just that this burner isn't mine, and i doubt
i'll get permission to take it home, (ofcouse i could just take my whole
system to the burner then).

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2603. Re: Why i need MSDOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-21 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFVXEDXOUP@dksoft.ping.dk>
Source record: 25672

In <3s66dm$e0@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>
>I could be out of date, but from what I have read thier are Big problems
>with cutting CD's on PC clones...
>
>
>
>You need Hard Drives that are fast and they must have transparent Head
>recalibration, plus a CD cutter that is buffered can also help...
>
>
>Data to the CD cutter must be continuous with out any breaks, some HD's stop
>sending data when they do head recals...
>
>
>This was in a PC mag that reviewed a few CD cutters, I still have the mag
>around some ware....
>

Dont know much about that, but untill now they have succed burning more
than 25 without any problems, (well there was a few problems at start
but thats just normal i guess).

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2604. ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3sbma5$eq8@news.iesd.auc.dk>
Source record: 25673
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Can the SCSI ZipDrive be used with the Falcon030's SCSI-II port ?

Is the drive supported by any Atari drivers (ie. ICD etc.) ?

Thanx in advance.

Keep Cool and Flying...

ChainXOR...

2605. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: pngai@mv.us.adobe.com
Message-ID: <1995Jun22.075527.20469@adobe.com>
Source record: 25674
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Once again the claim that ZIP disks are 100MB unformatted. I have never seen a rating for unformatted capacity from IOMEGA. What I do see when I run a DOS CHKDSK on my ZIP drive is 100,431,872 bytes. That's 100 megabytes by most disk vendors' standard practice of using DECIMAL megabytes.

--
Should the 1st amendment apply to the Internet? Ask Senator Feinstein.

2606. Memory for Atari STFM: what's the best/cheapest upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3sbckj$mtn@mailer.york.ac.uk>
Source record: 25675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I'm seriously considering upgrading my 1meg Atari STFM to 2.5 (or
maybe even 4) meg RAM. What are the best/cheapest upgrades available? And
where can I get them in the UK?

thanks,

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2607. Re: Text blocking

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.221.00092D60@ti.com>
Source record: 25676

Hi there,

On this text blocking...

>Ever thought of using two integer variables? Simple, do exactly what you
>are doing now for block marking and add a provision for the first and
>last lines.

Right, this is what I did but.... I am having problems in highlighting the text and not how to mark the line. The problem is that the highlighting from the anchor, the transition of highlighting before and after that. Also the problem of knowing whether the character which the mouse is on is already highlighted or not. Currently, I have a piece of code that is huge just to do all this and it does work properly not to mention slow and memory intensive (it create a map of characters in the editor).

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2608. X11 under linux - help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950622132316.24397A@bull.mimuw.edu.pl>
Source record: 25677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have tried to run X under linux and I saw : Fatal error - ioctl(...),
file or command not found. I use archive from phlem.ph.ic.ac.uk (tsx-11
mirror) with kernel 0.9.5 and/or 0.9.6.

any help will be appreciated.

Simon.

2609. Re: MEGAFILE 30 & ICD S/W ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: jaapd@and.nl
Message-ID: <DAKAJt.1Gr@and.nl>
Source record: 25678

clausb@hpbbn.bbn.hp.com (Claus Brod) writes:

>Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
>: My friend has acquired a Megafile 30 (don't laugh !), and he's trying to
>: get it to run with ICD software. Running ICDFMT.PRG, it recognises an
>: Adaptec controller as being attached, but his drive is not listed in the
>: options for formatting. Anyone know the number of cyls / heads etc for him
>: to enter the data manually ?

>Depends on the drive in the Megafile 30; Atari used several brands
>(Seagate, Microscribe...). The Megafile should have a label at the
>back which indicates the type of drive; if not, you have to open it.
>I remember that one of the drives had 4 heads while the other had 6.

In case of a Seagate 238R the parameters are:
cyls: 615, Hds: 4, Scts: 26

Greetings,
Jaap.

(jaapd@and.nl)

2610. Re: Take 2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: "Tom Swift"
Message-ID: <DAKo4u.EzJ@cee.hw.ac.uk>
Source record: 25679

In article <DAIsvF.KH7@cee.hw.ac.uk> Tom Swift writes:
>In article <DABJAM.9qB@inter.NL.net> geheniau@inter.NL.net (J. Geheniau) writes:
>>
>>Help
>>I am searching for a shareware prg that converts normal formats (degas,
>>pi3, etc) into .IMG files.
>>Or a drawing program that can save a picture as .IMG file.
>>
>>Thanks!!!!
>>emial me : geheniau@solair1.inter.NL.net
>>
Hyperpaint 2 will load/save degas (normal/compressed 1,2 and 3),
IMG,NEO and ART. It will run in Low/Medium/High res and can use
GDOS or SpeedoGDOS. It was on an ST Format coverdisk but I'm not
sure if it's PD or not. Lots of people got it with their ST so
you could probably get it cheap second hand.

Tom Swift
phxts@phyfs1.phy.hw.ac.uk

2611. STE Colors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: mbitdb9206@newi.ac.uk
Message-ID: <3sbtfm$4sg@mercury.newi.ac.uk>
Source record: 25680

Can anyone out there tell me why it takes approx 1/2 hour for the colours to appear on my TV set after i've set up and swiched my Ste on. When the colours do eventually appear, the palette is all cocked up and the desktop is a vomit inducing purple color.

Simon Owen.

2612. DIP Switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-22 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <803864944_OASIS_@yeadontt.demon.co.uk>
Source record: 25681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me, I have just fitted a High Density floppy to my TT,
all works well except there is no High Density format option from the Desktop.

I have been told by the supplier of the HD drive that one of the DIP
switches on the main board lets TOS know that you have a HD drive, but which
one?

Thanks in advance!

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

2613. Scanner for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: rglen@aol.com
Message-ID: <3sdhf2$oja@newsbf02.news.aol.com>
Source record: 25491

```
Migraph Hand Scanner for sale. Good Condition. $35.00
```

2614. Re: Atari 520 ST for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: p005503b@pbfreenet.seflin.lib.fl.us
Message-ID: <3sdi5b$6ep@bcfreenet.seflin.lib.fl.us>
Source record: 25492

RGlen (rglen@aol.com) wrote:
: Atari 520 ST
: SF314 Floppy drive
: SC1224 Color monitor
: All clean and in good condition $100.oo

What exactly can an Atari 520 ST do? Does it run CakeWalk and have build
in midi ports?

--
-- ---
__ ////\ /\/\ /\/ _//\ |Amiga 2000|9 Megs of RAM|OctaMed V |Taking the |
\\\//// '\/ \/ / /\/ '\|Tiamat of <DHP> --Urilia-- |techno scene|
\XX/ \/\/\/\/\/\/__/\/\/|p005503b@pbfreenet.seflin.lib.fl.us|by STORM! |

2615. Re: ST video levels

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sdle6$kd9@golem.wcc.govt.nz>
Source record: 25493

In article <3s9e06$nai@newdelph.cig.mot.com>, whitema@vance.cig.mot.com (Michael A. White) writes:
>Hey all!
>
> Anyone out there know the video output voltage levels for an ST?
>And it's reference to ground (e.g. 0 to 5V or -5V to +5V)? I'm trying
>to build an electric monitor switch using high speed CMOS, and I need
>to know what to set the upper and lower power supplies to.

Whatt all that just to replace a 4 pole switch...

I use a Multisync with a 4 pole switch....

Loaded 75 ohms outputs are 1 volt peek, plus, negative sync....

Outputs don't go negative....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2616. Re: STE Colors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sdlg8$kd9@golem.wcc.govt.nz>
Source record: 25494

In article <3sbtfm$4sg@mercury.newi.ac.uk>, mbitdb9206@newi.ac.uk (simon) writes:
>Can anyone out there tell me why it takes approx 1/2 hour for the colours
>to appear on my TV set after i've set up and swiched my Ste on. When the
>colours do eventually appear, the palette is all cocked up and the desktop
>is a vomit inducing purple color.

Very simple never use a TV.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2617. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: arlanni@aol.com
Message-ID: <3sesmf$2a4@newsbf02.news.aol.com>
Source record: 25495
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

AHHAHAHAHAHAHAHAHAHAHAHAHAAHAHAHHAAHAHAH! YOU HAVE A FALCON!?!?!? WHY ARE YOU POSTING IN COMP.SYS.AMIGA.HARDWARE?

2618. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: kingb@software.mitel.com
Message-ID: <3sefdg$2p0@kingb.mitel.com>
Source record: 25682
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

pngai@mv.us.adobe.com (Phil Ngai) writes:

>Once again the claim that ZIP disks are 100MB unformatted. I have never
>seen a rating for unformatted capacity from IOMEGA. What I do see when
>I run a DOS CHKDSK on my ZIP drive is 100,431,872 bytes. That's 100
>megabytes by most disk vendors' standard practice of using DECIMAL
>megabytes.

I'm pretty sure that the ZIP-disks are 120-Meg UNFORMATTED. On an IBM, they
format out to 100 metric-megs, and on the Amiga, they should format out
slightly larger...
--
+-----------------------------------+----------------------------------+
Brian D. King - Computer Engineer	Fourth Dimension Software, author
PBX/ISDN Software Development Group	of LhA-GUI, Cert. Amiga Developer
Mitel Corporation, Kanata, Ontario	***** Brian_King@Mitel.com *****

2619. Re: Video Overlay with Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DAM9zB.AJ8@ridgecrest.ca.us>
Source record: 25683

Hi
I have purchased TelevEyes/Pro by Digital Vision (remember Computer Eyes for the ST?) It is a video scan converter with genlock. I use it with Apex Media and get excellent results. You can input NTSC or Y/C and it will sync that signal with the RGB output of the Falcon (in VGA mode only!). It outputs NTSC or Y/C (I'm not sure if there is a PAL version). The output signal must be the same as the input source, ie, NTSC to NTSC ect...It does not use the Falcons external sync and can be used on Macs and PC's. U.S. cost is about $580.00. The unit has its own menu for adjustments and mode selection. BC Computers in California advertises a genlock for the Falcon but I have no details about it.

Hope that helped, Mike.

2620. Search RAM-Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: CLK@svusenet.ubs.ch
Message-ID: <1995Jun23.111518.7036@zh014.ubs.ubs.ch>
Source record: 25684

How can offer me a good offer for RAM-Memory ?

I have a Atari 520, 1040 and ST4......

Please send a e-mail at the address "viktor.calabro@zhflur.ch.ubs.ch" or
answer on this newsgroup..

Nice to hear something from you...

Viktor

2621. How to connect HD disk drive to Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: jules@cs.ruu.nl
Message-ID: <3seirm$5m1@krant.cs.ruu.nl>
Source record: 25685

I've decided that it's about time to get rid of my old DD disk drive
and install an HD drive on my Mega STe4. Could somebody tell me
what exactly is needed for this (apart from the drive of course)?

Thanks in advance,

-- Jules

2622. Re: MAGIcROM program

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFXKAACHUP@zaphot.augusta.de>
Source record: 25686

In <wongck.220.000AB9F7@ti.com> William Wong wrote:

>Have anyone used the MAGIcROM program? This program suppose to prepare the
>Magix.img file to be burned into EPROM. The problem is the program is in
>German and I don't read/speak German.

I've used this tool and created 2 EPROMs for my 1040STE with MagiC!3.
It works fine :)

Some Hints: If you are using a 'normal' ST (1040ST, Mega ST etc.) you
should create 6 EPROMs (27256 - 32k) beginning at $FC0000. For a 1040STE or
a Mega STE you need 2 EPROMs (270100 - megabit) beginning at $E00000.

Feel free to ask, if you have any further questions.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2623. Ka9q news problem.. HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: geoffc@eve.adam.com.au
Message-ID: <3seqe2$7j4@eden.adam.com.au>
Source record: 25687

Hi all...

Has anyone had problems recieving news with Ka9q/Atarinos software?
I am getting a nntp conection to my news server, but after saying
it is retrieving news headers I get messages like:

500 line too long
error while getting NEWNEWS - line too long

I can solve the problem by deleting newsgroups from my nntp.dat
file until the problem goes away, but this means I can no longer
get this news groups, else the problem reappears. My list of
active news groups is slowly growing smaller, so you can see
that this is not the ideal solution.

Any one else had this problem?

And does anyone have any ideas or solutions?

I am using v1.42 of ka9q.

Thanks for any help you can give.

Regards,
Geoff

--
\|/ ____ \|/ | Answers, abuse, comments, and flames to: | .--_|\
@~/ ,. \~@ | geoffc@adam.com.au - good for a few months | / \
/_(__/)_\ | geoffc@campg.mtx.net.au - reliable address | _.--*_/
__U_/ |"I am not an animal.... we, maybe a little one!"| u

2624. dos emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: tad@milori.ccit.arizona.edu
Message-ID: <23JUN199510144012@milori.ccit.arizona.edu>
Source record: 25688

Hi all. I don't know if this is an appropriate use of bandwidth here
or not, but I was wondering if anyone knows of an atari dos emulator.
I would especially like to find a shareware version, but if not, I would
just like to know where to buy a dos emulator. The application is
Dbase IV.

Thanks alot.

Tad Adair
tadair@milori.ccit.arizona.edu

2625. Anyone have an Atari ST emulator for the P.C.?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: Ryan O'Neill <Ryan@accom.demon.co.uk>
Message-ID: <840211469wnr@accom.demon.co.uk>
Source record: 25689

Anyone have an Atari ST emulator for the P.C.?

If you know of anywhere I can find one I would be
grateful of an E-mail.

Thanks,
Ryan.

| Ryan O'Neill EMail Ryan@Accom.demon.co.uk |
| They call me Rhino because I'm thick skinned and charge a lot. |

2626. HD upgrade help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-23 00:00:00 UTC
From: dandee@gatecoms.gatecom.com
Message-ID: <3sf835$lfi@gatecoms.gatecom.com>
Source record: 25690

I'm sure this question's been asked a bizillion times, so
forgive me for asking it again.
I have one of those first ST shoe box hard drives, a 20 meg unit,
that seems to have crashed for the last time. I'd like to put a new
(or at least functioning) drive in the box, with more capacity than
the Miniscribe model 3425 that I've removed. Would somebody please
recommend a unit that can be installed with no changes in the plugs or
other existing circuitry in the case?
Thanks! Dan

2627. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: shmagoo@aol.com
Message-ID: <3sifq0$165@newsbf02.news.aol.com>
Source record: 25496
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Is Iomega or Bernoulli a publicly traded company?

2628. Re: Iomega Zip FAQ 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: jdimick@teleport.com
Message-ID: <3sije8$f4r@maureen.teleport.com>
Source record: 25497
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3sifq0$165@newsbf02.news.aol.com>, shmagoo@aol.com (SHMAGOO) wrote:
>Is Iomega or Bernoulli a publicly traded company?

"IOMG" on the NASDAQ, trading around 22, up from 1.5!!!!!

Too late... :-(

jd

~~~~~~
John Philip Dimick
jdimick@teleport.com
The Flamenco Guitar Home Page
http://www.teleport.com/~jdimick/fg/fg.html
~~~~~~

2629. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3sgngm$h33@nyheter.chalmers.se>
Source record: 25498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3sg38t$qbe@ds2.acs.ucalgary.ca>,
Conan Orion K Ford <cokford@acs5.acs.ucalgary.ca> wrote:
>
>
>I have received the chimera disks from TAF and installed them.
>The PPP connection seems to work fine (ping is fast and telnet
>and ftp work). However when I try to run chimera after
>connecting with pppd, I get an out of memory report.
>This is extremely suprising, as I have 4 MB and nothing installed
>except MiNT/X11/pppd. Has anyone else ran out of RAM in this
>type of situation?
>
Maybe you have a large cache in your hd-driver or your minixfs driver. I also
ran out of memory when I tested chimera a while back, but didn't realise that
those caches might be the problem.

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2630. Compo Uk Tel. needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3shblg$255@hpg30a.csc.cuhk.hk>
Source record: 25499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
Can someone tel me the telephone number of Compo UK?
I want to give it a call.
I am esp. interested in finding a man called Joe Conner.
Thanks.
Please reply by email.

--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk==========

2631. ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: grubby@erinet.com
Message-ID: <3shc2n$rrg@eri.erinet.com>
Source record: 25500

[Article crossposted from comp.sys.atari.st]
[Author was grubby]
[Posted on 24 Jun 1995 11:46:25 -0400]

Can someone please e-mail me some FTP PIRATE WAREZ SITES
for the Atari ST? I know they are out there.

Yes, I realize someone will say this is what hurt the ST in the first place,
but now, at this point, I don't think it really matters.

If I could find a source for stuff for it again, I wouldn't think about
chucking it and getting an IBM. I love the Atari so much more, but face
it, what new games and stuff there are don't show up on shelves anywhere
in the U.S. for it.

I have a lot of great and rare stuff to trade for other, I won't be a
leech. Thanks very much.

2632. TCACHE SETTINGS WITH 4MB?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06241995.065911@empyr.dircon.co.uk>
Source record: 25501

Hi, I have now finally upgraded my ST to 4Mb, and I'm running TCACHE63 in my auto folder. This cache is supposed to be the fastest around, but it is bloody complex to configure.

Can anyone recommend some settings for me to get the fastest disk performance please ?

My Auto folder currently has :

NVDI 2.5 (I have 3.01, but uninstalled it as it used to take too much memory, but I will now re-install it)
PINHEAD
SILKMOUSE
POOLFIX4
SELECTRIC
TCACHE63
XBOOT

(Obviously not in order of execution !)

My ACCS are only:

STGUIDE and XCONTROL

I normally run TERADESK 1.40 as the replacement desktop and my usage consists mostly of writing e-mail !

Does anyone know how to configure TCACHE to run fast ?

BTW, I'm running ICDPRO software on my 105Mb SCSI drive, with all ICD cacheing, TOS buffers and extra folders set to zero.

Thanks in advance,

Kev.

/// ReJoinDer v1.1f
VQWK 6.20 [Rev H - 04/04/94]

2633. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3sg2s9INNkh4@duncan.cs.utk.edu>
Source record: 25502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2634. Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3sg38t$qbe@ds2.acs.ucalgary.ca>
Source record: 25503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have received the chimera disks from TAF and installed them.
The PPP connection seems to work fine (ping is fast and telnet
and ftp work). However when I try to run chimera after
connecting with pppd, I get an out of memory report.
This is extremely suprising, as I have 4 MB and nothing installed
except MiNT/X11/pppd. Has anyone else ran out of RAM in this
type of situation?

Perhaps this is related to my having a 80MB minix partition
instead of 10MB. Does the minix driver store drive information
in RAM?

Any help would be appreciated.

2635. Re:DIP Switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <804017516_OASIS_@yeadontt.demon.co.uk>
Source record: 25504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was e-mailed the answer to which DIP switch makes a TT aware of a High Density drive, number 7!

Thanks

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

2636. re: ste colors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1800rcain@nest.demon.co.uk>
Source record: 25505

On 23 Jun 95 Simon wrote:
S> From: mbitdb9206@newi.ac.uk (simon)
S> Can anyone out there tell me why it takes approx 1/2 hour for the
S> colours to appear on my TV set after i've set up and swiched my Ste
S> on. When the colours do eventually appear, the palette is all cocked
S> up and the desktop is a vomit inducing purple color.

Does it work OK as a normal TV? From the sound of it the tube is knackered
but this would give similar probs. with TV.

Roger
rcain@nest.demon.co.uk

--

2637. Re: info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <1b7_9506241620@tagenda.uucp>
Source record: 25506

On 11 Jun 95, a message from Thomas Scovell to All popped out of the wormhole:

TS> From: tsco01@cs.auckland.ac.nz (Thomas Scovell)
TS>
TS> I'm looking to buy a small atari-st system to use for midi sequencing
TS> (wot an original reason to buy an atari!)....i want to know a few
TS> things about the st,
TS> for instance what models have midi ports built in? (does the 520?)

All ST, TT, and Falcon models have the MIDI system on the motherboard and
supported in BIOS.

TS> and can a mono system with just say 1-2meg run a midi sequencer?? Can
TS> harddrives be installed in the 520/1040 and what type?

You'll want the hard drive in an external case - there's precious little room
inside a 520/1040ST. 1 meg should be adequate for most sequencers. Mono is
probably better than color for that purpose.

+---+
| Rich Tietjens aka Captain Blade @ STarship 1-(713)-682-7474 |
| 1:106/6969.0@fidonet.org 51:2/10.0@atarinet.ftn |
| When PRIVACY Is Outlawed...Only OUTLAWS Will Have Privacy! |
| >>> I SUPPORT THE PHIL ZIMMERMANN LEGAL DEFENSE FUND! <<< |
+---+

2638. Re: CONTACTING HARD & SOFT DE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-24 00:00:00 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <1b8_9506241620@tagenda.uucp>
Source record: 25507

On 11 Jun 95, a message from Kevan Winch to All popped out of the wormhole:

KW> From: kevan@empyr.dircon.co.uk (Kevan Winch)
KW>
KW> Hi, I am trying to get in touch with 'Hard & Soft' of Germany, who
KW> manufacture the TopLink host adaptor.
KW>
KW> I need to know what I must do to get their TopLink to work with an
KW> IBM 0661-371 SCSI drive. This drive has no onboard termination and
KW> cannot provide terminator power, two things that the TopLink requires
KW> ! (apparently). Essentially, will it work if I put an active
KW> terminator on the SCSI bus ?

Make up a short cable with the usual "termination power" lead pulled away from the hard drive end (49 leads connected instead of all 50). A friend of mine fried that drive trying to connect +5v on the termination power lead. Bring the loose lead to the +5v line on the back of the drive's power connector through a low-value resistor - this is simply for current limiting, the value isn't critical, but should be under 330 ohms. Plug the other end into the host adapter and you should get the needed power. Termination is probably non-critical; I have 3 hard drives connected and one CD-ROM, and often forget to remove or install terminating packs (I change them around at frequent intervals); no harm is done.

+---+
| Rich Tietjens aka Captain Blade @ STarship 1-(713)-682-7474 |
| 1:106/6969.0@fidonet.org 51:2/10.0@atarinet.ftn |
| When PRIVACY Is Outlawed...Only OUTLAWS Will Have Privacy! |
| >>> I SUPPORT THE PHIL ZIMMERMANN LEGAL DEFENSE FUND! <<< |
+---+

2639. PoolFix Need...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sigu9$cum@golem.wcc.govt.nz>
Source record: 25508

I have read some ware that PoolFix is not need when you are using,
is it Overscan/Nvdi/Neodesk/Xboot, I removed it from my Auto
folder, now I don't know why..???

So what replaces PoolFix...

I have also read that PoolFix92 has a Bug and its better to use
PoolFix4, I think it was in some CodeHead stuff that I cam across
this...??

Does any one know....??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2640. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3simpd$qsg@ds2.acs.ucalgary.ca>
Source record: 25509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: Maybe you have a large cache in your hd-driver or your minixfs
: driver. I also ran out of memory when I tested chimera a while
: back, but didn't realise that those caches might be the problem.

I actually have no hd-cache installed. I am using Icd Pro
Tools---maybe these take up a large amount of RAM even when the
caches aren't installed. I guess I'll try using AHDI like they
mention in the docs.

BTW, anyone know of a virtual RAM driver for MiNT which swaps to
disk (like on many UNIX systems).

2641. Re: DIP Switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3siums$lhg@status.gen.nz>
Source record: 25510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
:
: Can anyone help me, I have just fitted a High Density floppy to my TT,

AFAIK you flip switch 7. The DIP switch is under the Hard Drive near the front of the computer. I have been told that the early Motherboards don't have the necessary AJAX chip for High Density, but that can be remedied (check with System Solutions (ssolutions@cix.compulink.co.uk) - they should know all there is to know. So just put in the HD Drive flip switch 7 and that should be all there is to it. (It was on my friends TT030)
BTW cheers to another TT030 Owner ;-)

HTH, KIT (Hope this helps, keep in touch!)

2642. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3sjlfl$nni@nyheter.chalmers.se>
Source record: 25511

In article <3shc2n$rrg@eri.erinet.com>, grubby <grubby@erinet.com> wrote:
>
>Can someone please e-mail me some FTP PIRATE WAREZ SITES
>for the Atari ST? I know they are out there.
>
>Yes, I realize someone will say this is what hurt the ST in the first place,
>but now, at this point, I don't think it really matters.

Is this guy for real?!?
'finger' says he is, but I still find this hard to believe.

Perhaps an email to his sysadmin is in order. Surely this _must_ be a
cracked account...
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2643. ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: grubby@erinet.com
Message-ID: <3sjr1c$d45@eri.erinet.com>
Source record: 25512

HEY, wake up!! It's the Atari ST
we're talking about. Nobody CARES anymore!

To most people, it's a joke.

A reply like yours, instead of help or advice,
just makes me think that much more about throwing
it out and getting an IBM.

Is that really what you want? One less ST user?

Especially when there are NEWSGROUPS with names
like alt.binaries.warez.ibm that are
jam-packed and I wouldn't even have to ASK anybody.
Hmph.

Besides, I have BOUGHT my fair share of ST software
in my time, try and find it now, where I live.

2644. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3sjul2$85u@cville-srv.wam.umd.edu>
Source record: 25513

grubby (grubby@erinet.com) wrote:

: A reply like yours, instead of help or advice,
: just makes me think that much more about throwing
: it out and getting an IBM.

Good idea, please do...

: Is that really what you want? One less ST user?

One less ST user is not good, but I think we'd all agree that one
less thief is...

--LuNATiC

2645. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3sk2lj$oq7@nyheter.chalmers.se>
Source record: 25514

In article <3sjr1c$d45@eri.erinet.com>, grubby <grubby@erinet.com> wrote:
>
>HEY, wake up!! It's the Atari ST
>we're talking about. Nobody CARES anymore!
>
>To most people, it's a joke.
>
>A reply like yours, instead of help or advice,
>just makes me think that much more about throwing
>it out and getting an IBM.
>
And an IBM isn't a joke then? ;-)

>Is that really what you want? One less ST user?
>
A user who obviously wouldn't _BUY_ software doesn't matter. Go ahead and
pirate the pc-market...

/Christer

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2646. Macintosh to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: Daniel Saltzman <dans@wing.net>
Message-ID: <3skham$cp@news1.WING.NET>
Source record: 25515

Help! I need to figure out how I can download files from the net on my Macintosh (I have a Powerbook and a Performa) and then transfer them over to my 1040STe. I have a 300 baud (if you can believe that) modem for the ST and no hard drive.
Is there a way to get the ST to read mac disks. My Macs can write to ms-dos and pro-dos formats. I formatted a disk on my Performa in the dos format and the ST recognized it and I was able to read a text file. So that gives me hope.
But I really want to get some games off the net and play them on my good old ST!
In case you're wondering, the only reason I am going this root is because I have a very fast modem for the Mac and a PPP account/software and Netscape. I have none of that for the ST.

Any help really would be appreciated. Thanks.
DS

2647. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.804118874@BIX.com>
Source record: 25516

grubby@erinet.com (grubby) writes:

> ATARI ST PIRATE WAREZ SITES
>
> Yes, I realize someone will say this is what hurt the ST in the first
> place, but now, at this point, I don't think it really matters.

How DARE you say that this doesn't "really matter". It sure as hell does! There are still many developers out there trying to earn a buck on this marketplace so if you go out and steal software all you're doing it hurting the marketplace even more. Grubby, you ought to be ashamed of yourself.

> If I could find a source for stuff for it again, I wouldn't think about
> chucking it and getting an IBM.

There are quite a few sources for software. Ever hear of Toad Computers? I've got in front of me a 54-page catalog from Toad that covers everything I could ever want for my Atari computers including software and hardware.

If you're going to steal, then drop your ST, PLEASE, and go purchase an IBM. But don't steal that software either.

> I love the Atari so much more, but face it, what new games and stuff
> there are don't show up on shelves anywhere in the U.S. for it.

If you don't have a Toad catalog, give them a call at 800-448-8623 or 410-544-6943. They'll be glad to send you one. And there are a lot of new products available. Instead of whining support those of us that are still in business by purchasing our new releases.

> I have a lot of great and rare stuff to trade for other, I won't be a
> leech. Thanks very much.

Thank YOU for not stealing software or making your legimately purchased software available for others to steal. It's wrong. If you are caught, you WILL be prosecuted. It's a guarantee!

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

2648. FS:FALCON RAM UPGRADE BOARDS CHEAP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sku2k$og7@ccnet3.ccnet.com>
Source record: 25517

I HAVE FALCON RAM UPGRADE BOARDS FOR SALE (TWO OF THEM)

THESE SELL FOR UPWARDS OF 80.00

I WILL SELL YOU NEW UNUSED AND IN ORIGINAL PACKING WITH

REGISTRATION CARD FOR

45.00 YOU PAY SHIPPING

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

2649. re: logitech mouse-where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <804133918.5@mettav.exnet>
Source record: 25518

It was none other than Roger Cain who did write on 18 Jun 95 that ....
HT>> By the way, does anyone have suggestions for any other good
HT>> replacement mice?
RC> I've got a Naksha. Proper microswitches, very nice, very cheap!

Naksha went out of business quite some time ago so they are next to impossible
to get now . Seen a few Amiga ones are Computer Fairs but
not Atari ones :-(Shame as I agree they took some beating and sadly mine did
and is no longer up to the job ... got an optical now but I still miss my
friendly wee naksha <sob.sob>

MHYG
Graham
<graham@grasper.demon.co.uk>

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2650. FS:FALCON RAM BOARDS CHEAP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-25 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sllss$gjq@ccnet3.ccnet.com>
Source record: 25519

I HAVE SOME WIZTRONICS FALCON RAM BOARDS FOR 45.00 AND YOU PAY
SHIPPING.

EXCELLENT DEAL!

MODEL # WT931507
GREG REYES
510-427-1075 OR EMAIL ME.
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

2651. Guy who replied to ST Pirate warez sites

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: redpanda@netcom.com
Message-ID: <redpandaDArHn7.K7u@netcom.com>
Source record: 25520

- -

2652. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: smithd@inception.csee.usf.edu
Message-ID: <3sm934$cd1@mother.usf.edu>
Source record: 25521
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3sesmf$2a4@newsbf02.news.aol.com>, Arlanni <arlanni@aol.com> wrote:
>AHHAHAHAHAHAHAHAHAHAHAHAHAAHAHAHHAAHAHAH! YOU HAVE A FALCON!?!?!? WHY
>ARE YOU POSTING IN COMP.SYS.AMIGA.HARDWARE?

Why are you BOTH posting in mac groups?
--

David A. Smith | The opinions above are mine and do not reflect
- smithd@csee.usf.edu | those of the University of South Florida.
- dasmith@eng.usf.edu | PGP/RIPEM key avalible via finger.

2653. Re: ST video levels

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <3smgas$h6k@newdelph.cig.mot.com>
Source record: 25522

In article <3sdle6$kd9@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>In article <3s9e06$nai@newdelph.cig.mot.com>, Michael A. White writes:
>>Hey all!
>>
>> Anyone out there know the video output voltage levels for an ST?
>>And it's reference to ground (e.g. 0 to 5V or -5V to +5V)? I'm trying
>>to build an electric monitor switch using high speed CMOS, and I need
>>to know what to set the upper and lower power supplies to.
>
>
>
>Whatt all that just to replace a 4 pole switch...
>
>I use a Multisync with a 4 pole switch....
>
>
>Loaded 75 ohms outputs are 1 volt peek, plus, negative sync....
>
>
>Outputs don't go negative....
>

Acutally, I'm mostly using it to switch between standard ST output
and my graphics card output. I've seen the mechanical switches, and
most introduce too much noise.

Mike
whitema@cig.mot.com

2654. Ratsoft where can i get it?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: johnmoon@news.connexus.apana.org.au
Message-ID: <3smng8$2g8@studioweb.com>
Source record: 25523

Could someone please advise me where I can obtain RATSOFT BBS software
please. The local Atari BBS here in Melbourne wants to change to it.
Thanks.
--


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```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

2655. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3smso5$5mv@prime.mdata.fi>
Source record: 25524

In article <3sjr1c$d45@eri.erinet.com>, grubby <grubby@erinet.com> wrote:
>
>HEY, wake up!! It's the Atari ST
>we're talking about. Nobody CARES anymore!
>
>To most people, it's a joke.
>
>A reply like yours, instead of help or advice,
>just makes me think that much more about throwing
>it out and getting an IBM.
>
>Is that really what you want? One less ST user?

Yes, sell you ST and buy a PC - and see if they like your attitude
more than we do.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2656. monochrome monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: davidfer@asgard.clare.tased.edu.au
Message-ID: <davidfer.45.2FEE9269@asgard.clare.tased.edu.au>
Source record: 25525

I am looking for a monochrome hi res
monitor to buy
or another alternative so I can get hi res
can anyone help!
is it posible to get high res throught SCART

2657. Piracy and the ST...and other stuff too

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3smobo$lv@newsbf02.news.aol.com>
Source record: 25526

Piracy for ANY computer hurts that particular computer. I used to be a pirate many years ago until I had one of my friends arrested and convicted of it. I immediately formatted ALL my disks that had that stuff on there and even reformatted my hard drive just to be safe. That was using the old Atari 800 computer and my first Atari 520ST. Now I have an Atari 1040STF (looking for a better one when I can afford it so I can have a whole slew of Atari's) and not one program on there is PIRATED. I heard that Apple Inc, will still prosecute if you have pirate Apple II software. I am going back to school for Software Engineering and I would like to make a living. PIRACY hurts. I hope to write programs for the Atari computers (hence why I want a slew of Atari's) in the PUBLIC DOMAIN and/or Shareware (maybe some commercial).

Now the other stuff...

Does ANYONE have any computer languages that will work on the Atari 1040STF? I have the stupid Atari ST BASIC and the even more stupid Atari ST LOGO (from the Language disk)? I am looking for C (and it's other ones), PASCAL, COBOL, etc...

Also, if I use a 14400 external modem on the Atari 1040STF with the regular serial port (non modified) can I get the full 14400 speed or will it go only 9600 online? I want to call BBS's from my ST instead of the IBM all the time.

Bye for now!

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

2658. Maxwell C.P.U.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: rangove@computek.net
Message-ID: <3sneg2$fo5@news.computek.net>
Source record: 25527

Anyone know where I can find Tim Reyes from Maxwell C.P.U. ? Is he still writing software for the Atari?

Thank Randy

2659. Pirates = Idiots

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <92a_9506262222@tor250.org>
Source record: 25528

G > [Article crossposted from comp.sys.atari.st]
G > [Author was grubby]
G > [Posted on 24 Jun 1995 11:46:25 -0400]
G > Can someone please e-mail me some FTP PIRATE WAREZ SITES for
G > the Atari ST? I know they are out there. Yes, I realize
G > someone will say this is what hurt the ST in the first place,
G > but now, at this point, I don't think it really matters.

OH YES IT DOES!

Regardless of what you think, there are software companies that STILL support the Atari line - companies like Gribnif, DMC, EMagic, Steinberg, ABC Solutions, the company that does MagiC, Ease, NVDI, etc. And piracy at this point is going to be even MORE hurtful to them in the shrunken market. And I (and quite a few people here) would prefer to make sure we have the support and further development we need to make out machines viable - development that leeches like you would only destroy due to your own selfishness and disregard for others.

G > If I could find a source for stuff for it again, I wouldn't
G > think about chucking it and getting an IBM. I love the Atari
G > so much more, but face it, what new games and stuff there are
G > don't show up on shelves anywhere in the U.S. for it.

What a pathetic, sad excuse. Ever hear of Toad Computers? STeve's? Systems For Tomorrow? It's All Relative? Scarborough Computers? Computer Direct? These are stores that handle lots of ST software in North America - including new titles - and be easily had by mail order. Are you THAT lazy that you can't simply phone Toad and ask if they have what you want in stock? Toad is known for their fast shipping and prompt turnaround, so don't use "it'll take too long to get here" as an excuse. Or is it you're too CHEAP, Mr. Thief?

I have this feeling that your computer will explode from all the flames you're gonna get - especially from the developers on this conference - and I can't think of a more deserving idiot it could happen to at this moment.

G > I have a lot of great and rare stuff to trade for other, I
G > won't be a leech.

On the contrary, by posting this you've only proven how much of a leech you are. Get lost.

... "Your brain is not on file!" - Doc Zimmerman
___ Mountain Reader II - #00000007

--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

2660. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DAsEqy.FCA@watserv3.uwaterloo.ca>
Source record: 25529
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3sg38t$qbe@ds2.acs.ucalgary.ca>,
Conan Orion K Ford <cokford@acs5.acs.ucalgary.ca> wrote:
>
>
>I have received the chimera disks from TAF and installed them.
>The PPP connection seems to work fine (ping is fast and telnet
>and ftp work). However when I try to run chimera after
>connecting with pppd, I get an out of memory report.
>This is extremely suprising, as I have 4 MB and nothing installed
>except MiNT/X11/pppd. Has anyone else ran out of RAM in this
>type of situation?
>Perhaps this is related to my having a 80MB minix partition
>instead of 10MB. Does the minix driver store drive information
>in RAM?
>
Are you conencting with the option on the menu? ie. Don't run an xterm
or anything right from boot up - connected with the menu option and wait
for the ppp to kick in - then choose chimera from the menu - if you
have run a shell/xterm(or xvt) in a session you probably have some fragmented
memory - it is best to run chimera from a 'clean' system.

I have 12 meg so I haven't run out of memeory - I don't think the
minix parition size has anything to do with it - it has a cache size
built into the driver which I set very small before making the TAF disks.

Hope this helps,
Sam
PS. If you have a remotwer host that can run X netscape or Xmosaic, you can
use this and set the DISPLAY variable to your atari's ppp assigned address
and this will require almost no extra RAM. This is the preferred way to
do things - nowadays I run Netscape remotely and it is much faster
and better than Chimera.

2661. ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-26 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <b4b_9506270401@nisc.fidonet.org>
Source record: 25530

In a message of 25 Jun 95 02:15:08, Grubby@erinet.Com wrote:

G> HEY, wake up!! It's the Atari ST
G> we're talking about. Nobody CARES anymore!
-
Those few software firms that are still trying to make a go of it still care about it. And people like me, who hope to still see some new software for it, also care.
-
G> To most people, it's a joke.
-
So? Makes no difference.
-
G> A reply like yours, instead of help or advice,
G> just makes me think that much more about throwing
G> it out and getting an IBM.
-
Please do. We don't need you here.
-
G> Is that really what you want? One less ST user?
-
One less leech? One less reason for the few developers still out there to throw in the towel?
-
G> Especially when there are NEWSGROUPS with names
G> like alt.binaries.warez.ibm that are
G> jam-packed and I wouldn't even have to ASK anybody.
G> Hmph.
-
Well then, your path is obvious.
I think it's quite interesting that you first claim that it's OK to pirate ST software because it's a dead market and no one cares, but now you're thinking of moving to the IBM because you can get pirate stuff easily. Of course, the IBM market isn't exactly a dead fish, is it? What lame excuse are you going to use for pirating on the IBM? Oh, I know - claim that the market is so big that those developers can afford the losses! Yeah, that's the ticket!
-

2662. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: arlanni@aol.com
Message-ID: <3sqjsu$4h8@newsbf02.news.aol.com>
Source record: 25531
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

I am formally apologizing to whoever I sent the nasty taunting reply to about the zip drive on the Falcon. The fact my reply was cross-posted to a dozen different areas, shows it could have been an honest mistake. So here goes. I'm Sorry. Feel free to send me more hate mail if you like.

2663. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: sf@socrates.itl.co.uk
Message-ID: <804249333.1064@imp.demon.co.uk>
Source record: 25532

grubby (grubby@erinet.com) wrote:
: Can someone please e-mail me some FTP PIRATE WAREZ SITES
: for the Atari ST? I know they are out there.

: Yes, I realize someone will say this is what hurt the ST in the first place,
: but now, at this point, I don't think it really matters.

: If I could find a source for stuff for it again, I wouldn't think about
: chucking it and getting an IBM. I love the Atari so much more, but face
: it, what new games and stuff there are don't show up on shelves anywhere
: in the U.S. for it.

Is this really the way you think ???

Saying "Give me some illegal software or I'll go anyway. Oh and by the way
the ST market doesn't really matter anymore."... Erm... Do us a favour
and GO...

Steve Found.

2664. Mainboard-Layout needed for ATARI STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: etwald@knoware.nl
Message-ID: <etwald.55.0008EC1B@knoware.nl>
Source record: 25533

Hi All,

I recently bought 5 ATARI 520STE's. They all haven't got the BIOS/TOS sockets filled. In some the keyboard BIOS/controller (or whatever) is lost.

Has anybody got a Mainboard description for the 520STE.

Where can I buy TOS ROM's for not too much money ?

Do they have standard 30-pin-SIMM Sockets ? A major advancement (compared to the costly memory for the 1040ST).

Thanks,

Sincerely,

Etwald Goes
etwald@knoware.nl

2665. Re: Compo Uk Tel. needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3spb85$av3@epsilon.qmw.ac.uk>
Source record: 25534
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On s925799@mailserv.cuhk.hk, Malcolm (s925799@mailserv.cuhk.hk) typed away:
: Can someone tel me the telephone number of Compo UK?
Yup:
+44 1487 773582

: I want to give it a call.
Now you can. :-)

: I am esp. interested in finding a man called Joe Conner.
Oh right... I am sorry, but Joe works for Compo on a part time sorta
basis and doesn't actually work at the Compo offices. I am not sure if
I can give you his home phone number, but you can e-mail him on
jconnor@cix.compulink.co.uk

I have forwarded your message to him.

BTW, if it is regarding supporting some shareware... then please do
tell me before you get to Joe. ;-)))))) I do UK shareware support too.

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

2666. Falcon and Cubase audio new comer. Help with installation. PLUS NVDI SB

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3spe37$65s@hpg30a.csc.cuhk.hk>
Source record: 25535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I have just been back home at late night and I have received my Falcon.

With it, I don't have ram or hd.

I will get both tomorrow.

The question is that I have many stuff to get on with:

Falcon set up(video mode, hard disk, ...)
Quantum LPS 540S (Shouldn't be any trouble with it)
NVDI 3,
Screen blaster2,
CAF v2,
3 cubase modules.

And will be using either ahdi605c.zip from cubase ftp site, or my ICD
6.5.5.
Which one should I use?

I think I should get Falcon to wake up first. But then...

Which one should be the second? NVDI, Screenblaster or CAF?

Which one be the 3rd?

Can any clever help?

Please directly by email.

--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk==========

2667. SWISS ST MODULATOR TO UK?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06271995.052436@empyr.dircon.co.uk>
Source record: 25536

Hi, Anyone know if there is an easy way to covert a Swiss STE's Modulator
to work with UK TVs ? (PAL, Channel 36) ?

Many thanks in advance,

Kev.

/// ReJoinDer v1.1f
VQWK 6.20 [Rev H - 04/04/94]

2668. Anyone have an Atari ST e

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: Bill.Pike@f79.n105.z1.fidonet.org
Message-ID: <804300655.AA09982@jina.rain.com>
Source record: 25537

RO> Anyone have an Atari ST emulator for the P.C.?

Try Branch Always Software
14150 N.E. 20th St.
Bellevue WA USA
98007

He makes and sells the Gemulator Board.

... A bird in the hand is the best way to eat chicken.
___ Mountain Reader II - #00000043

2669. Re: DIP Switches

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3spm71$fe4@inca01.inca.co.nz>
Source record: 25538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
> I have just fitted a High Density floppy to my TT ...
> ...there is no High Density format option from the Desktop.

> I have been told ... that one of the DIP switches on the main board lets
> TOS know that you have a HD drive

Dip switch number seven. It needs to be switched to the 'on' position.

WARNING: Before altering any dip-switch, TURN YOUR COMPUTER *_OFF_*. (If you are absolutely paranoid, pull the power cord out of the computer - after switching it off, of course! Whilst you are unlikely to run into any problems performing this simple task, a little paranoia can save you a lot of woe.

If you undo the big screw immediately under the hard-drive, you should see a row of eight dip-switches at the front. Move switch seven to the on position. This enables "HIGH DENSITY" in the Copy/Format dialog.

Re-assemble your computer.

Plug in, switch on, and try it out.

Enjoy!

(My TT has been running like this, with an external DSHD drive for 18 months, and hasn't yet scrambled any data. BTW, some "cheap and nasty" high-density drives do not like formatting double-density discs when used in this setup - hence I suggest keeping a DSDD drive handy.)

(Awaiting a "You know nothing of what you speak" from R.S.)

2670. Wanted: Atari ST Monopoly

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: garyho@aol.com
Message-ID: <3spn74$og6@newsbf02.news.aol.com>
Source record: 25539

Does anyone have the commercial version of Monopoly for the Atari ST or know of a place/person/company where I can buy it? Was there ever one?

My dad's been playing the Addison public domain version of it, and though it's a pretty good program, it does have bugs.

Thanks!
Gary

2671. Re: Macintosh to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: grmeyer@mcs.com
Message-ID: <grmeyer-2706950946330001@grmeyer.pr.mcs.net>
Source record: 25540

In article <3skham$cp@news1.WING.NET>, Daniel Saltzman <dans@wing.net> wrote:

> Is there a way to get the ST to read mac disks. My Macs can write to
> ms-dos and pro-dos formats. I formatted a disk on my Performa in the
> dos format and the ST recognized it and I was able to read a text file.
> So that gives me hope.

What's the problem? Sounds like you've solved it but don't know it yet...

Use the MS-DOS format disk, download the file to it, then stick it in your
ST. Your Mac won't recognize the file, but it doesn't need to since the ST
is your final destination.

If you've tried it, and you're getting errors etc, then post some details.
But your basic description of the process is right on target.
--
Gordon Meyer <grmeyer@mcs.com>
Windows 95 = Mac 89

2672. Macintosh to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AC1498.0784000A64.uuout@tippy.com>
Source record: 25591

DS> But I really want to get some games off the net and play them
DS> on my good old ST!

If you are a member of GENIE, like me, you can get on the NET by just using your ST. I would d/l files to the MAC, format a disk on the ST (I am assuming you have TOS 1.4) so that it can be read by a PC, stick it into the MAC and transfer the files onto that disk.

... You, you, and you panic. The rest of you, come with me.
___ Mountain Reader II - #00000095

2673. logitech mouse-where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AC1498.0784000A65.uuout@tippy.com>
Source record: 25592

GI> Naksha went out of business quite some time ago so they are
GI> next to impossible to get now . Seen a few Amiga ones are
GI> Computer Fairs but not Atari ones :-(Shame as I agree they
GI> took some beating and sadly mine did and is no longer up to
GI> the job ... got an optical now but I still miss my friendly
GI> wee naksha <sob.sob>

A friend of mine converts Logitech Decca mouses to work on the Atari
computers. Mine works great on my ST.

... I wanted to be born again, but my mother said NO!
___ Mountain Reader II - #00000095

2674. Re: Ratsoft where can i get it?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DAtMAG.49x@ridgecrest.ca.us>
Source record: 25593

johnmoon@news.connexus.apana.org.au (John Moon) wrote:
>Could someone please advise me where I can obtain RATSOFT BBS software
>please. The local Atari BBS here in Melbourne wants to change to it.
>Thanks.
>--
> __ __ __ ___
> __ / /__ / / ___ / |/ /__ ___ ___
> / // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
> ___/___/_//_/_//_/ /_/ /_/___/___/_//_/
>
> johnmoon@connexus.apana.org.au
>
> WWW Home Page http://connexus.apana.org.au/~johnmoon

One source would be Steves Software in California. He can be
reached online at the following addresses.

on Genie as S.KIPKER
on Delphi as ATARISALES
on Compuserve as 72030.140
aol STevesPC

Internet form S.KIPKER@genie.geis.com
ATARISALES@delphi.com
STevesPC@AOL.com

(Addresses taken from ST Informer)

Mike

2675. Piracy=Crowbar Hotel

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <d6b_9506281345@tor250.org>
Source record: 25594

G > HEY, wake up!! It's the Atari ST we're talking about. Nobody
G > CARES anymore! To most people, it's a joke.

I am wide awake. I realize that the ST market is not as what it is. But there IS a demand, somewhat small, for commercial-quality software from a number of companies - who obviously DO care about providing a service for people here who DO care about their machines. Something that the selfish attitudes of people like you will only destroy. I suggest YOU wake up.

And the ST a joke? Try telling that to all the ST users who are still getting lots of mileage out of their machines. And in my neck of the woods, the ST has a fair bit of respect for what it's capable of - even from IBM and Mac users.

G > A reply like yours, instead of help or advice, just makes me
G > think that much more about throwing it out and getting an IBM.
G > Is that really what you want? One less ST user?

No, one less leech.

WHY should I aid or abett someone in an activity that will wind up destroying a small market and a number of companies who have given me strong support and updates for the products that I purchase? Not to mention an activity which, the last time I looked, is a FEDERAL OFFENCE, punishable by a LARGE FINE and POSSIBLE IMPRISONMENT, plus the possibilty of having your COMPUTER CONFISCATED. And believe you me, the Atari developers are willing to take action to protect their rights from being infringed by the likes of you.

G > Especially when there are NEWSGROUPS with names like
G > alt.binaries.warez.ibm that are jam-packed and I wouldn't
G > even have to ASK anybody. Hmph.

Sounds like if you DO go for the IBM you'll still be interested in only pirating software without paying for it. Just because there are entire newsgroups of IBM pirate software DOESN'T make it right - or legal - to do so. You are on very shaky ground trying to justify yourself, bozo.

G > Besides, I have BOUGHT my fair share of ST software in my
G > time, try and find it now, where I live.

Once again, as I said, there's always MAIL ORDER! It may not be as quick as popping down to the local store, but companies like Toad and STeve's provide quality fast service, up-to-date software

catalogues, and great follow-up, support and advice. But then, you wouldn't care, as you're only interested in one thing - THIEVERY.

Once again, kindly reconsider your actions. Is it worth it to help destroy a small market which is nonetheless STILL HERE for its users, who do NOT consider their computers a joke? Is it worth it to risk the possibility of losing your computer - or going to jail?

If not, then kindly stay out of this newsgroup with your grubby taudry justifications. Piracy makes me SICK - and is NOT an appropriate subject for aiding and abbetting in this newsgroup.

... Oh, YEAH? Well beam THIS up, pal!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

2676. monochrome monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-27 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <1e3_9506280301@nisc.fidonet.org>
Source record: 25595

In a message of 26 Jun 95 06:56:41, Davidfer@asgard.Clare.Tased.Edu. wrote:

D>
D> I am looking for a monochrome hi res
D> monitor to buy
D> or another alternative so I can get hi res
D> can anyone help!
-
The ST mono monitor is basically a mono VGA monitor. You can buy those for
under $100. You'll need to adapt the plug - you can either build one for about
$10 or buy one from a place like TOAD.
-

2677. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3sq9j9$52g@duke.cs.duke.edu>
Source record: 25596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

-----BEGIN PGP SIGNED MESSAGE-----

- From the Holy Book of <DAsEqy.FCA@watserv3.uwaterloo.ca>
as spake by sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) :

>Are you conencting with the option on the menu? ie. Don't run an xterm
>or anything right from boot up - connected with the menu option and wait
>for the ppp to kick in - then choose chimera from the menu - if you
>have run a shell/xterm(or xvt) in a session you probably have some fragmented
>memory - it is best to run chimera from a 'clean' system.

Also, what window manager comes on the TAF disk? If it's twm, you can
save some memory by switching to a smaller one --- fvwm and 9wm come to
mind.

>PS. If you have a remotwer host that can run X netscape or Xmosaic, you can
>use this and set the DISPLAY variable to your atari's ppp assigned address
>and this will require almost no extra RAM. This is the preferred way to
>do things - nowadays I run Netscape remotely and it is much faster
>and better than Chimera.

<blink> That will certainly work, but I don't know if I'd call it the
preferred method. I've had occasion to run both Netscape (slap, slap)
and Mosaic remotely, and even over a 28k8 connection, it's slooooooow.
We're talking five-second lag time just to display a pull-down menu.
And the "busy downloading" graphics are shooting down the line right
alongside the useful data. A local browser will almost always be much
faster than one running remotely.

-sbigham

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBL/CppssePKmQr0QhAQH9iAP7BfqvS8ovW3UThJuSKt7JF5K47D3tGEjg
K9qPQvHRTbX5UNHv1qEyihp2+0ntro/kF1qHiF4zLtgSZk1NrNlOS5CalNRPAjux
mhiRR8vVxUnHhIfcyTRB7X2DlhrQwWCa3ZM2AluDHs4vqv1uUFaRS5LxY633SDHE
nDkU+3BnjAU=
=WNlw
-----END PGP SIGNATURE-----
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

2678. VGA Card for MegaST/STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2806951306060001@47.85.0.99>
Source record: 25597

Has anybody looked at the instructions for adding a PC VGA adapter (file ET4000.TOS) to an Atari machine?

I downloaded this file & while my German is not really good, I was able to follow the ideas presented in the texts.

It gives instructions for building an adapter that will allow PC VGA cards to be used on Mega ST's, but there are additional adapters for the STFM, which does not have a Mega-bus.

Some of the files are plain *.IMG files while others are *.PLT.
The PLT files are an unknown format & I can't read them.

The file contains software to support the adapter.
This project seems to be shareware, but I can't figure out the details without a good translation.

If there is anybody out there who knows more. please post , as I am sure there are others on this situation.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2679. Re: VGA Card for MegaST/STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3srkd8$o12@ccpnws.in2p3.fr>
Source record: 25598

```
Gerry O'Rourke (gigxr01@nt.com) wrote:
> Has anybody looked at the instructions for adding a PC VGA adapter (file
> ET4000.TOS) to an Atari machine?
```

I talked with Torsten Lang via Email about his project (Mega4000) and here
are some infos:
- as Gerry said, it's a projoect that allows MegaST users to put an ET4000
based PC graphic card in their computer. This archive (ET4000.TOS) contains
image files of two different PCBs (for 2 different cards) as well as files
for the Scooter PCB software (for the Atari).
The software given is used to test the cards and to make a file describing
the different resolutions that the card can handle (from 6400x400 mono to
1024x768 256c) used by NVDI ET4000. Yes, you do need NVDI ET4000 in order
to use the graphic card.
The project is shareware, it means that the PCB layout is ginven free but
you must pay a fee to have the two logic Gals. Torsten, who is a very nice
guy (I think :-), has developped a special version of this two Gals which
allows you to test the adaptator (limitation: only 256Kb of video memory
can be accessed) before spending money.
It is possible to use the graphic card as an extra memory (max: 1Mb) with
a little programm.
Even though the instructions are in German, it is not very difficult to
understand with a dictionnary.
For the future: I will make a new PCB (in two or three months) because I
find that the traces and pads azre too small.
Finally, the price of ET4000 graphic cards is very low: I bought one for
less than $30 US (approx. 17-18 pounds).
--
+---+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
NON aux essais nucleaires en Polynesie Francaise !

2680. Re: Ratsoft where can i get it?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3srqrt$o4f@studioweb.com>
Source record: 25599

```
: One source would be Steves Software in California. He can be
: reached online at the following addresses.

Thanks very much for that, I really appreciate your effort.

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon
```

2681. FS:FALCON RAM UPGRADE BOARD (CHEAP!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3ssquu$stm@ccnet3.ccnet.com>
Source record: 25600

I HAVE WIZZTRONICS RAM UPGRADE BOARD FOR SALE... 45.00

BRAND NEW!
MODEL NUMBER WT931507
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

2682. PLZ EXCUSE THE REDUNDANTCY

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sst4r$1k2@ccnet3.ccnet.com>
Source record: 25601

SORRY MY ATTRIBUTES FILE GOT HAMMERED

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

2683. FS;ATARI WORKS/SPEEDO CHEAP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sstnh$23i@ccnet3.ccnet.com>
Source record: 25602

i have atari works brand new
speedo gdos brand new
for sale

also multitos

WORKS+SPEEDO+MANUALS = 50.00 VER. 1.2

WORKS ALONE NO MANUAL =25.00 VER 1.2

WORK+SPEEDO NO MANUALS =35.00
MULTITOS NO MANUAL 25.00
MULTITOS WITH MANUAL 30.00
ALL VERSIONS OF ATARI WORK ARE 1.2
i aquired many brand new disks and some packages had no manuals so that
why...

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

2684. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DAw5J7.Fu6@watserv3.uwaterloo.ca>
Source record: 25603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3sq9j9$52g@duke.cs.duke.edu>, Scott Bigham <dsb@cs.duke.edu> wrote:
>-----BEGIN PGP SIGNED MESSAGE-----
>
>- From the Holy Book of <DAsEqy.FCA@watserv3.uwaterloo.ca>
> as spake by sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) :
>
>>Are you conencting with the option on the menu? ie. Don't run an xterm
>>or anything right from boot up - connected with the menu option and wait
>>for the ppp to kick in - then choose chimera from the menu - if you
>>have run a shell/xterm(or xvt) in a session you probably have some fragmented
>>memory - it is best to run chimera from a 'clean' system.
>
>Also, what window manager comes on the TAF disk? If it's twm, you can
>save some memory by switching to a smaller one --- fvwm and 9wm come to
>mind.
It is FVWM, I tried to save as much memory as possible :-)

>
>>PS. If you have a remotwer host that can run X netscape or Xmosaic, you can
>>use this and set the DISPLAY variable to your atari's ppp assigned address
>>and this will require almost no extra RAM. This is the preferred way to
>>do things - nowadays I run Netscape remotely and it is much faster
>>and better than Chimera.
>
><blink> That will certainly work, but I don't know if I'd call it the
>preferred method. I've had occasion to run both Netscape (slap, slap)
>and Mosaic remotely, and even over a 28k8 connection, it's slooooooow.
>We're talking five-second lag time just to display a pull-down menu.
>And the "busy downloading" graphics are shooting down the line right
>alongside the useful data. A local browser will almost always be much
>faster than one running remotely.
I generally run netscape even though I have no memory problems. At 14.4
I find it fast enough. Especially since all the data goes from the
outside to my school's system and a ridiculous speed (compared to a 14.4
modem). All I get is pre-dithered graphics and text - it is very fast
in that sense. Once in a while there is a delay going to the menu (generally
while a page is still being loaded - but its certainly acceptable)
The other nice aspect is I can still ftp something directly to my TT
while running a remote WEB browser and have it work at a reasonable speed -
since all the big data (256 color gif/jpeg) transfers are handled by my school
connection and it is cut down by a factor of 8 before it is even sent
over the modem! Chimera tends to tie of the modem when it is retrieving
a page (not to mention hogging a lot of memory). For people with 4

megs I would think running a remote netscape would be a better option.

BTW, to the person who asked about the TAF disks being put on GENIE, yes
everything on the disks is PD/free. You ordered from the TAF PD library
where the money is used to cover disk cost, administration/librarian
, duplication, etc. Just like all places that sell PD disks for a nominal
fee (I think TAF normally sells disks for $5, in this case you get
7 disks for $25)

Sam

2685. Re: Piracy and the ST...and other stuff too

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun28.144511.2014@cathy.ijs.si>
Source record: 25604

In article <3smobo$lv@newsbf02.news.aol.com>,
RichWegner <richwegner@aol.com> wrote:
>Does ANYONE have any computer languages that will work on the Atari
>1040STF? I have the stupid Atari ST BASIC and the even more stupid Atari
>ST LOGO (from the Language disk)? I am looking for C (and it's other
>ones), PASCAL, COBOL, etc...
There are several PD C compilers available. GCC won't fit in 1 MB, but
Sozbon probably will. Check out the ftp sites. I haven't seen Pascal in PD,
or COBOL at all. There is a very decent implementation of Perl 4.036, though.

No Perl 5 yet, sigh. I guess I'll just have to port it myself.

>Also, if I use a 14400 external modem on the Atari 1040STF with the
>regular serial port (non modified) can I get the full 14400 speed or will
>it go only 9600 online? I want to call BBS's from my ST instead of the
>IBM all the time.

Yes, the 1040 will support speeds modem to computer of up to 19200.
That will still be a bit slow if you intend to transfer a lot of uncompressed
text, but will not be noticable when you are zmodeming zip or lzh files.
I do advise you to install hsmod drivers, though.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2686. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <484846938wnr@jimbee.demon.co.uk>
Source record: 25605

In article: <3sr3qd$md@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:

> you make to the platform by stealing software instead of buying it,

Please tell me where I can buy Nebulus or Rana Rama and I'll be happy to 'support' the ST...

2687. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: sacha@aslan.en.open.de
Message-ID: <28061995124036SACHA@aslan.en.open.de>
Source record: 25606

grubby@erinet.com (grubby) wrote:

> HEY, wake up!! It's the Atari ST
> we're talking about. Nobody CARES anymore!
>
> To most people, it's a joke.

Yeah, and most people think DOS/Win is an Operation System.

Sacha

2688. FOR SALE: Lattice C 5.6/ Programming Books

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-28 00:00:00 UTC
From: ducky@enterprise.america.com
Message-ID: <3sssck$t0l@enterprise.america.com>
Source record: 25607
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I have been cleaning up my cleaning up my computer room and
have come upon several items which I no longer need. All of the items
are in excellent condition and will be useful to anyone wanting to
learn how to program Atari computers, and also to those intermediate
programmers looking for references.

Lattice C 5.6 - This is what I consider the finest C programming
package for the Atari line. This version includes
three excellent manuals covering all aspects of C
programming on your Atari and also includes 'Modern
Atari System Software' which has many sections
pertaining to the Falcon. This set retails for
$289.95.... Oregon Research sells it for $189.95...
and it can be your from me for $95.00 .

The Atari Compendium - This huge book is the most comprehensive
reference guide to the Atari computers.
Retails for $49.95... I'm letting you have it
for $38.00 .

C-Manship Complete - This is Clay Walnum's compilation of his
famous programming series from Analog and
ST-Log magazines. It is extremely useful to
the aspiring Atari programmer. Includes disk
with programs. Only $18.00 .

Atari ST Internals - A wonderful out-of-print refernce book to the
Atari computers. Does not include Falcon
information since it was printed long before
that line. This is the third revision and
includes sections on all of the integrated
circuits, interfaces, and the operating
system. Yours for only $27.00 .

V.D.I./A.E.S. quick reference books - This is a set of two
reference books, over 200 pages in all, which
summarize each V.D.I. and A.E.S. function.
Extremely useful to the C and Assembly Language
programmer. Both yours for $20.00 .

Compute's Technical Reference Guide to the Atari ST (Volume 1) - A
wonderful guide for the budding Atari
programmer...includes many examples for
programming the V.D.I. This is another
out-of-print book so grab it before it's

gone...only $18.00 .

Learning C: Programming Graphics on the Amiga and Atari ST -
Another useful book for beginning programmerrs
with numerous examples for programming simple
graphics routines. $15.00 .

Atari TOS Developer's Kit - This is THE item to have for all
SERIOUS programmers. Includes 2 notebooks full
of documentation and enough loose addendum to
fill another 1 and a half notebooks. Also
includes software such as the MADMAC assembler
and resource construction set. Get it before
it's history at only $95.00 .

**** Shipping is included for any pre-paid order inside of the
continental United States. C.O.D. orders will be charged added
UPS C.O.D. fee. Orders from other countries will be figured on an
individual basis. Discounts may be given to those who buy multiple
items.

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

2689. Wanted to Buy: Your old BYTE magazine collection, early '80s

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: rck@clark.net
Message-ID: <3sv5kk$459@clarknet.clark.net>
Source record: 25608
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.st.tech

Did anyone out there keep their collection of BYTE magazines from the early 80, particularly 1982? I am interested in paying a fair premium for them.

Rob
rck@clark.net

2690. question RE:FALCON/CUBASE (FDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3svu44$ad8@ccnet3.ccnet.com>
Source record: 25609

[Article crossposted from alt.music.midi]
[Author was selah]
[Posted on 29 Jun 1995 21:19:35 -0700]

CAN ANYONE TELL ME IF THE FALCON DIGITAL INTERFACE WILL
WORK OUTSIDE OF CUBASE AUDIO?
YOU SEE.. I HAVE THE F.D.I. BUT HAVEN'T GOT CUBASE AUDIO YET.
ALSO...
MY FRIED TELLS ME THERE ARE SOME MODIFICATIONS TO BE DONE ON THE FALCON
FOR
1. DSP/CPU CLOCK RESOLVING (SYNCING)
2. BASS BOOST CUT ON THE AUDIO OUTPUT
3. I FORGOT THE OTHER
HOW IMPORTANT ARE THESE?
DOES ANYONE KNOW A RESOURCE GUIDE TO DOING THESE MODS ... AS I'M AN
ELECTRONICS HOBBIST.
THANK YOU KINDLY FOR RESPONDING..EXCUSE THE UPPER CASE,
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
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+++++
~~~
selah @ccnet.com

2691. Re: ZIP drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332ff280bc@sirius.herts.ac.uk>
Source record: 25610

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
: Can the SCSI ZipDrive be used with the Falcon030's SCSI-II port ?

Yes, according to Hisoft in the UK, they are compatible with ST's and Falcon030's (ST's need to get a SCSI adapter...)

: Is the drive supported by any Atari drivers (ie. ICD etc.) ?

Atari IDE interface (that controls the internal drive) should work with it as well..

Alex Nicholls

2692. MultiTOS AES...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332ff2832c@sirius.herts.ac.uk>
Source record: 25611

Does anyone know if there is an upgrade from GEM.SYS - I have version 4.0, but wherever I see references to it, it says 4.1...

Where can I get it from??

Alex Nicholls

2693. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: Cliff Cook <ccook@icis.on.ca>
Message-ID: <DAx1F5.1t6@icis.on.ca>
Source record: 25612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I seem to be running out of memory on a 4 meg Falcon too. Chimera consistently folds up on certain gif's. For example, every attempt to connect to Toad seems to be going OK, Chimera says its loading the main gif, and then closes it's window and drops me back to the desktop.

Can I configure Chimera to read newsgroups? How do I tell it the name of the newsgroup server? How about mail?

Cliff

2694. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.804424707@news.cwi.nl>
Source record: 25613

Grubby@erinet.Com wrote:

>G> HEY, wake up!! It's the Atari ST
>G> we're talking about. Nobody CARES anymore!

Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters) writes:

>Those few software firms that are still trying to make a go of it still care
>about it.

I am one, and I doubt that...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2695. Graphic Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: hofer@iamexwi.unibe.ch
Message-ID: <3sub30$ik6@aragorn.unibe.ch>
Source record: 25614

Hello.

I just got a Viking Mono graphic card for the Mega ST. Unfortunately I have no documentation or software. Does someone of you know something about this card?

Thanks,
Sacha.

```
_______________________________________________________________________________
| |
| II II II _O/ Hello World! It's just my opinion. "You can't say |
| II II II | it's impossible when you can't prove the opposite" |
| II II II / \ A T A R I F O R E V E R !!! :-) |
| II II II Sacha Hofer(hofer@iamexwi.unibe.ch), proud owner of |
| II II II 2 800XL, 1 130 XE, 1 VCS 2600, 1 520 STFM (1MB), 2 Lynx, |
| II II II 1 Mega ST2(4MB,TOS 2.06) and a 486 PC. I'll get a Jag! |
| |
| And remember: the Atari is more than a computer, it's a way of life... |
|_____________________________________________________________________________|
```

2696. RE Ste Colours

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: John.J.Snape@Warton.bae.eurokom.ie
Message-ID: <C466ZVVDDZDVR*@MHS>
Source record: 25615

=0D=0C > On 23 Jun 95 Simon wrote:
> S> From: mbitdb9206@newi.ac.uk (simon)
> S> Can anyone out there tell me why it takes approx 1/2 hour for =
th
e
> S> colours to appear on my TV set after
One other thing to try, if your TV has a SCART connector
(the funny 22 ? 25 pin connector on the back of the TV)
is to connect the STe using the Video out on the monitor
connector. Using SCART bypasses the bit that encodes
the signal onto the TV's RF and you will get a better picture
anyway. If this works, the RF encode on the ST's mother board=20
is on the blink..
I use a SCART on a standard Mitsibusi TV and the picture is
actually better that the Atarti colour monitor and will
sync at 60Hz.
If you the pinouts of the monitor and/or SCART E-Mail
me direct and I will attempt to dig the info out.

--
|||
(o!o) Wot ! No Direct Internet ?
----------------oOo----=C3 ----oOo-----------------------------
<John.J.Snape@Warton.bae.eurokom.ie>=20

PGP Id: B70D41C9 =20
PGP FP:
94 E8 E4 4F F1 50 0F 0C 5E CB 56 C2 D1 58 A0 F1

2697. RE: Software Pirates

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: John.J.Snape@Warton.bae.eurokom.ie
Message-ID: <C189ZVVDE8TFB*@MHS>
Source record: 25616

=0D=0C> In article <3shc2n=A4rrg@eri.erinet.com>, grubby <grubby@eri=
net.com> w
rote:
> >
> >Can someone please e-mail me some FTP PIRATE WAREZ SITES
> >for the Atari ST? I know they are out there.

Is this guy in the UK.. If so drop a line to
FAST (Federation against Software Theft)
How about giving them the addresses of any pirate sites as well.

In Europe there are now developers who ONLY produce
to the ST/STe market and pirates will kill these
small companies dead.=20

If this guys wants cheap S/W look in the second hand
market; I've had some good bargains there..
Look in at the Hensa site for excellent PD/Shareware
etc etc etc, BUT DONT STEAL....

Hey grubby, how would you like me to break into
your home and rip off all your software or break=20
into your bank and steal all your cash?

--
|||
(o!o) Wot ! No Direct Internet ?
----------------oOo----=C3 ----oOo-----------------------------
<John.J.Snape@Warton.bae.eurokom.ie>=20

PGP Id: B70D41C9 =20
PGP FP:
94 E8 E4 4F F1 50 0F 0C 5E CB 56 C2 D1 58 A0 F1

2698. Search LINUX fast serial and graphic drivers for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <3sv0ok$13ue@badboy.iprolink.ch>
Source record: 25617

I search a LINUX drivers for ATARI TT serial port (38400Bds or better)
and a driver for VME graphic card (NOVA ATI 64 or other).

Thanks for Email Reply.

2699. MiNTNET - Where to find daemons???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <804464404snz@birnie.demon.co.uk>
Source record: 25618

I am having trouble locating the various daemons needed for
smtp, nntp etc. Most if the sample inetd.conf files i have seen
include lines for in.smtpd, in.nntpd, in.routed, in.timed etc.

I have searched all the FTP archives that I know of but have
failed to find them. All the news/mail packages i've looked at
such as hermes and elm gloss over what actually gets the stuff
off the wire.

Can anyone help me? I'd be grateful.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

2700. Re: Wanted: Atari ST Monopoly

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95062966484@microserve.com>
Source record: 25619

Speaking of the Addison version of Monopoly. I am looking for the source code to it. And yes i have seen it a few years ago, but I cannot find it since.

Thanks.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

2701. Re: VGA Card for MegaST/STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <3sudoa$11jp@c4.hrz.uni-giessen.de>
Source record: 25620

Hi *

In <gigxr01-2806951306060001@47.85.0.99>, Gerry O'Rourke (gigxr01@nt.com) wrote:
: Has anybody looked at the instructions for adding a PC VGA adapter (file
: ET4000.TOS) to an Atari machine?
For further question don't hesitate to contact the author:

torsten.lang@physik.uni-giessen.de

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

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2702. Re: MultiTOS AES...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-29 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3sv1ld$p81@gti.gti.net>
Source record: 25621

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
: Does anyone know if there is an upgrade from GEM.SYS - I have version 4.0, but
: wherever I see references to it, it says 4.1...

: Where can I get it from??

Yes, please. I've seen at least two references to 4.1, but my GEM.SYS
reports 4.0. Wanna keep up!

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2703. Re: IDE cable for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DAzCzx.2Jr@ridgecrest.ca.us>
Source record: 25622

mike@mbedford.demon.co.uk (mike) wrote:
>In article <3rjf6o$kp1@lucy.swin.edu.au>
> 922551@edna.swin.edu.au "Kenji Mardon" writes:
>
>> Hi, I currently have a Falcon 4/85 in a full tower case. What I want
to
>> do is relace the 2.5" drive with a larger capacity 3.5" drive. I have
so
>> far been unable to find such a cable in Australia and was wondering if
>> anyone knows of a place which will mail such a cable overseas. Any
help
>> would be appreciated...
>>
>>
>> Kenji.
>>
Kenji, I just visited my local PC store and they have an adapter
card that takes the 2.5 IDE connector to a 3.5 size. The cost was
about 8.00 U.S. Its size was about 1"x3". You might give it a go in your
area.

Mike :)

2704. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <4f9_9507010908@nisc.fidonet.org>
Source record: 25623

In a message of 29 Jun 95 07:18:27, Avg@cwi.Nl wrote:

A> Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters) writes:
A>
A> >Those few software firms that are still trying to make a go of it still
A> care
A> >about it.
A>
A> I am one, and I doubt that...
-
Excuse me? You're claiming that you are trying to make money on the Atari
software scene, but you don't care about piracy? And you don't think that
other software developers care either? I must be mis-understanding you,
because that doesn't make sense at all.
-

2705. Re: HD upgrade help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: Bill Yung <billyung@megaweb.com>
Message-ID: <3t0uhg$5dk@news-e1a.megaweb.com>
Source record: 25624

Any SCSI HD should work fine in your shoebox. Sounds just like the Supra unit that I have with the Miniscribe mech and all.

2706. FS: Falcon030!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: Carolyn Glass <isp@teleport.com>
Message-ID: <3t1dbd$269@maureen.teleport.com>
Source record: 25625

SYSTEM FOR SALE:

Hardware:
Atari Falcon030
4MB RAM
85MB Hard Drive, partitioned for Falcon Speed
Motorola 68882 FPU
Falcon Speed 6.2 DOS Emulation Daughtercard w/ software
Supra 2400 Modem w/ cable
SCSI-2 Cable to attach an external drive
VGA & RGB Video Cable Adapters
Latest CPU Mod
Mouse
CPU & mouse covers
Surge Protector

LOTS of software -- almost 100 floppiesï¿½ worth -- such as:
Truepaint (painting/drawing)
Ishar (game)
AtariWorks (word processor / database / spreadsheet)
Lattice C (programming)
Chaos Strikes Back (game)
Castles (game)
STalker 3.04 (telecommunications / modem software)
STeno 2.11 (text editor)
DOS / Windows 3.1 installed on hard drive
and more....

Comes with all necessary cables and original system disks. Asking $1299
OBO, but make me an offer! Please respond via email.

2707. Re: FS:FALCON RAM UPGRADE BOARD (CHEAP!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: <>
Message-ID: <3t16ke$16dc@newsgate.sps.mot.com>
Source record: 25626

In article <3ssquu$stm@ccnet3.ccnet.com>, selah <selah@ccnet.com> wrote:
>I HAVE WIZZTRONICS RAM UPGRADE BOARD FOR SALE... 45.00
^^^^^
dollars, pounds, deutschmarks, yen, or lire?? ;-)
>
>BRAND NEW!
>MODEL NUMBER WT931507

... and the Caps Lock key is usually on the right of the keyboard. Please use
it -- my ears are starting to ring! :-)

Ciao,
--
Kristian

2708. FS: 1040STf System

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: Carolyn Glass <isp@teleport.com>
Message-ID: <3t1e5v$2ef@maureen.teleport.com>
Source record: 25627

COMPLETE COMPUTER SYSTEM FOR SALE!

Atari 1040STf -- 1MB RAM, Internal Floppy Drive, Mouse
Atari SC1224 Color Monitor w/ Speaker
Star NX-10 Printer -- with extra ribbons, paper & labels
Printer Stand -- adjustable, fits many printers
Weltec Modem -- with power supply & manual
Power supply & cable for external floppy drive (not included)
External clock with software
ICD SCSI Plus hard drive card (hard drive not included)
Extra Mouse
Joystick
Includes all cables, disk boxes, & extra blank floppies

LOTS of software -- almost 200 floppiesï¿½ worth -- such as:

Word Writer ST (word processor)
Data Manager ST (database)
Swift Calc (spreadsheet)
Interlink (telecommunications/modem software)
Degas (drawing)
Dungeon Master (game)
GFA Basic (programming)
Lattice C (programming)
and LOTS more!

Great student computer! $500 OBO, you pay shipping...

2709. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: "D:DEMONKA9QSPOOLMAIL" <jim@jimbee.demon.co.uk>
Message-ID: <534811181wnr@jimbee.demon.co.uk>
Source record: 25628

In article: <28061995124036SACHA@aslan.en.open.de> sacha@aslan.en.open.de (Sacha Moufarrege)
writes:

> Yeah, and most people think DOS/Win is an Operation System.

An operation system? Is that like the scapel and swab kit for
removing the appendix?

But seriously, do you think GEM or other ST desktops are nicer
than Windows?

Yes course you do, you own an Atari and have a completely biased
view of all other computers...

2710. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3t1ou9$gl7@ccnet3.ccnet.com>
Source record: 25629

```
[ Article crossposted from comp.sys.atari.st ]
[ Author was selah ]
[ Posted on 30 Jun 1995 14:02:39 -0700 ]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
```

2711. Atari SC1224 Monitor repair

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: edo@bcstec.ca.boeing.com
Message-ID: <DB04G4.3E6@bcstec.ca.boeing.com>
Source record: 25630

I've got a few nonworking SC1224 color monitors and am looking for a set of schematics to try and troubleshoot these things. Most seem to have trouble in the power supply areas (120v in, no power out) and a few have power, but no picture. I also have one that fades out to black, but comes back when you jar the monitor, until it warms up, and then it works fine. Any ideas?

--
Ed Johnson edo@bcstec.ca.boeing.com
n7wdv@prostar.com

2712. HD Problems with DMA Chip??????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3t1m43$ae5@news.xs4all.nl>
Source record: 25631

Hello World,

When I copy a certain file containing binary data to my HD floppydisk, my DMA Chip will get in a non-responsive state, and ASCI-communication and floppy-accessing will fail entirely.

Only switching off the entire computer will help solving this problem.

This happens only with a few files, others work fine.

Does anybody know what to do? I'm completely lost...

Thanks in advance,

Theo

(mss@xs4all.nl)

2713. Re: Wanted to Buy: Your old BYTE magazine collection, early '80s

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: erichall@io.org
Message-ID: <3t25oh$fs8@ionews.io.org>
Source record: 25632

In article <3sv5kk$459@clarknet.clark.net>, Rob Kowalski <rck@clark.net> wrote:
>Did anyone out there keep their collection of BYTE magazines from the
>early 80, particularly 1982? I am interested in paying a fair premium
>for them.

Wow, talk about nostalgia... The only two from 1982 that I could reach from my chair were Nov and Dec issues and guess what name figures prominently in both of them (yeah, yeah, we _were_ on top once!).

The November issue has an article entitled 'Computer Animation with Color Registers by David Fox and Mitchell Waite / The color registers on the Atari 400 and 800 give programmers amazing capabilities, even in Basic'.

The December issue had a lengthy article on 'Design Techniques and Ideals for Computer Games' wriiten by Chris Crawford, who lead the Games Research Group at Atari at the time.

One mail order ad in the back caught my eye:

ATARI - Word Processor
Atari 800 48K, Atari 810 Disk Drive
Atari Word Processor, 850 Interface,
Okidata Microline 82A printer with
Connecting Cable

Now Only $1,999.00 (US)

Those were the days.....

PS. after all that, sorry but my Byte magazines are not for sale

2714. adverts for barracuda 040 in French ST MAGAZINE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-06-30 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5oqzsKpLDhB@ollom.prima.ruhr.de>
Source record: 25633

In the French ATARI-mag called ST MAGAZINE (July 95, page 13), there are adverts concerning a new accelerator-card for FALCON 030, called BARRACUDA 040. Seems containing a 68040 with 33 Mhz and it seems having options for 128 MB RAM and a PC emulator DX 33 (whatever this does mean).
Does anybody know whether this accelerator-card is able to be delivered?
Does some of you already have such a card?
Or is this accelerator the same joke as Afterburner 040 seems to be, which seems never being sold?!

(This advert was published by FRONTIER SOFTWARE which sells the DIGITAL TRACKER for FALCON, too.)

CrossPoint v3.02

2715. Re: ICD Link 2 Info Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3t4j20$krf@status.gen.nz>
Source record: 25541

Julian Gifford (julian@connexus.apana.org.au) wrote:
: I am considering getting a Link 2 for my STe. A few questions please......

The Link II is is little bigger than the SCSI plug in size and plugs
directly into the DMA port, it has a power on light (handy). It is SCSI 1
& SCSI 2 compatabile and can be obtained from TOAD computer for US$90. It
works very well. A must have! Toad's addres is: toad@charm.net

Toplink from Gasteiner in UK (tel.0181 345 6000) costs just 40 pounds
(incl.VAT)

Also, the Translator from System Solutions
(ssolutions@cix.compulink.co.uk) Try them!

Hope this has helped!

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand-

2716. Re: ICD Link 2 Info Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3t4jfp$qfr@golem.wcc.govt.nz>
Source record: 25542

In article <3t23v9$5os@studioweb.com>, julian@connexus.apana.org.au (Julian Gifford)
writes:
>I am considering getting a Link 2 for my STe. A few questions please......
>
>Where does it physically sit, in the hd case as usual?
>
>Is it SCSI 1 and 2 compatible? I want to run a SCSI 2 hd.

Its a external device that pugs into a 50 way connector that are fitted
to those external Hard Drive cases. the Atari DMA cable plugs into the other
end of this device.......

It supports SCSCI II commands and NOTE: gets its power from the Hard Drive..

TOAD Computers....

Or ICD direct....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2717. ICD Link 2 Info Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <3t23v9$5os@studioweb.com>
Source record: 25543

I am considering getting a Link 2 for my STe. A few questions please......

Where does it physically sit, in the hd case as usual?

Is it SCSI 1 and 2 compatible? I want to run a SCSI 2 hd.

Where can I get it from?

What else should I consider?

Thanks in advance,
--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/�/�|
\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

2718. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <232_9507020501@nisc.fidonet.org>
Source record: 25544

In a message of 30 Jun 95 13:52:56, Jim@jimbee.Demon.Co.Uk wrote:

J> But seriously, do you think GEM or other ST desktops are nicer
J> than Windows?
J>
J> Yes course you do, you own an Atari and have a completely biased
J> view of all other computers.
-
I have a Pentium system. I also take care of four (soon to be six) Windows computers for a small school. Any "bias" *I* may have is due strictly to having to use both WIndows and Ataris.
-

2719. Re: Graphic Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <3t3n0g$8nh@prime.mdata.fi>
Source record: 25634

In article <3sub30$ik6@aragorn.unibe.ch>,
Sacha Hofer <hofer@iamexwi.unibe.ch> wrote:
>Hello.
>
>I just got a Viking Mono graphic card for the Mega ST. Unfortunately I have no
>documentation or software. Does someone of you know something about this card?

It connects to SM194 19" monochrome monitor (1280*960 71Hz) - and to nothing
else (it's not VGA or RGB).

It needs at least TOS 1.4 to work. There's an AUTO program included,
BIGSCRN.PRG, which drives the card.

There's a place for Maths co-processor (16Mhz Motorola 68881) in the video-card.

I worked with same card/monitor/computer a few years - it's a very good
combination. Unfortunately I don't have it any more - I'll try to find the driver
software for you.

If you need installation advice, I'll copy/write the manual for you.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2720. FS: 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: jeffciii@aol.com
Message-ID: <3t3sr7$e58@newsbf02.news.aol.com>
Source record: 25635

For sale:

1040 STf
Color Monitor
Monochrome Monitor
Monitor Master
Supra Hard Disk Controller (Disk is dead)
Magic Sac with Epson Printer driver
Translator One
Personal Pascal (OSS)

$300 + shipping

If interested, e-mail jeffcIII@aol.com

2721. DOS util to read ST floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: Simon Molloy <simonfm@ozemail.com.au>
Message-ID: <950701$215825$8240simonfm@ozemail.com.au>
Source record: 25636

Hi, I'm looking for a DOS utility to read ST floppies. I have many MIDI sequences for Notator for Atari and I'm lookiong for a way to get these into EMagic Logic for Windows. I no longer have an ST. Does anyone have a reference anything available at an FTP site?
Thanks.

2722. Re: FS: 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <73323-804619281@mindlink.bc.ca>
Source record: 25637

Could you please post where it is that you are shipping from.

THX.

2723. storm zmodem question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: nicole@seas.smu.edu
Message-ID: <3t3vj2$pgc@giant.seas.smu.edu>
Source record: 25638

I thought I'd give Storm a try. The zmodem looks pretty good, giving me a box automatically, but then I don't get any data: just Read Errors. Any suggestions? Known auto program conflicts, etc? I have an STE and a Suprafax modem v.32bis.
Thanks

John Trimble
nicole@seas.smu.edu

2724. Re: MiNTNET - Where to find daemons???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: voet@elis.rug.ac.be
Message-ID: <3t48b8$6u0@infoserv.rug.ac.be>
Source record: 25639

Alasdair Campbell (ali@birnie.demon.co.uk) wrote:
: I am having trouble locating the various daemons needed for
: smtp, nntp etc. Most if the sample inetd.conf files i have seen
: include lines for in.smtpd, in.nntpd, in.routed, in.timed etc.

Take a look at ftp.uni-erlangen.de (germany). All the networking stuff is in
pub/atari/mint/network or something like that.

tv

2725. Re: FS: 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-01 00:00:00 UTC
From: jeffciii@aol.com
Message-ID: <3t4iji$j6l@newsbf02.news.aol.com>
Source record: 25640

FS: 1040STf both monitors, lots of extras. $300 + shipping

I forgot to list my location.

Shipment is from Newport News, Virginia, USA.

Ground is probably most reasonable.

Jeff Cleveland
jeffcIII@aol.com

2726. ICD Booter 6.5.5. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3t61ft$3ll@golem.wcc.govt.nz>
Source record: 25545

Well I am using ICD booter 6.5.5 with drives as 5/80/80/80 megs
with TOS 1.4..

To-day my E partition overflowed into my F partition, and stuffed
up the boot sector and the Fat tables..

As Ataries HD utils also has this problem, is this a GEMTOS Problem
and not the Hard Disk software...??

I managed to get my F partition back as I had saved this info with
CleanUp, but the BIG problems is that a lot of my Fat Tables are stuffed,
I will probably end up loosing some 30% of my F partition...

Or was it the Application software that stuffed it all up..??

Thier is a small TSR that checks for Drive overflows,
its called SENTINEL, I used to have this in, but did not this time,
I have now place this back into my Auto folder...

~~~~~~
How it works

Write Error Sentinel watches for GEMDOS Fwrite calls. GEMDOS returns
from the call, reporting the number of bytes that were written. If this
number doesn't match the number of bytes requested to be written, the
Sentinel reports it to you with an alert box stating:

```
-----------------------------------
| ____ THE SENTINEL REPORTS: |
| / \ An error has occured while |
| |STOP| writing to this disk. |
| \____/ The disk may be full. |
| |
| ---- |
| | OK | |
| ---- |
-----------------------------------
```

~~~~~~

Do any of you have some more thoughts on this....????

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2727. FS: ICD the Link2, Cubase V3.10, Forget Me Clock2, Modem 16

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3t507t$mqm@hpg30a.csc.cuhk.hk>
Source record: 25546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

For sale:

ICD the Link2: SCSI controller, plug in any STFM, STE, or Mega.

Forget Me Clock 2: Clock with thru port for other cartridge, works well with both link2 and cubase v3.10, has software for config. plug in any STFM, STE.

Cubase Atari V3.10 / V3.01: Top line Sequencer, with original red dongle and manuals.

Modem 16: Addiditional 16 midi channels out from the modem port. Works well with Cubase Atari STE/STFM/Mega, and any sequencer that has the driver.

Feel free to make offer. US dollars Cash, please quote with shipping.

--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk==========

2728. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3t55g8$igm@ds2.acs.ucalgary.ca>
Source record: 25547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there a possibility that Chimera/Mint/PPP etc. just doesn't have enough RAM on a TOS 2.06 machine? I imagine that that desktop takes a considerable amount of RAM in comparison to other, older, versions.

2729. Computer product upgrades from Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <3t6i4v$3ag@charm.magnus.acs.ohio-state.edu>
Source record: 25548

Is there an Email address for Atari?

I would like to send for information about acquiring updated
replacement disk for Atari products. Such as TT030 Language Disk,
SLM605 Emulator, TT advanced Utilties, and Extensible Control Panel.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1983

2730. Hard problems om Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: Richard Krejstrup <di94rkr@pt.hk-r.se>
Message-ID: <3t6ped$9dm@newsy.ifm.liu.se>
Source record: 25549

Hi, I've got a question for you here:

I've replaced my 52Mb Quantum drive in my Mega STE some month ago
with a MAXTOR 240Mb drive.. can I somehow get the internal host-
adapter to work with both of the drives at the same time??

I have tryed (I've got a ribboncable and extra powersupply
connection for it) but it seems that the AHDI just reccognise
one of them.... and I have tryed to shift ID's and stuff..

--

/Richard
==
Computer Engineering --- University of Karlskrona/Ronneby
~~~~~~
URL: http://www.pt.hk-r.se/~di94rkr/
==
~~~~~~

2731. Comments On Cubase Audio/Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3t752p$6l@ccnet3.ccnet.com>
Source record: 25550

[Article crossposted from alt.music.midi]
[Author was selah]
[Posted on 2 Jul 1995 14:54:03 -0700]

can you please give me your comments, pros and cons ,
about cubase audio and the atari falcon?
you see i have the falcon and for 300.00 can gwet cubase audio.
i have four megs ram and 86 h/d.
i was told to buy AV quality hard drive (gig or more)
AV meaning that the platter (disks) will be of composite type material so
as
not to expand thermally like metal disks do.
the reason being that when reading or writing to the disk, calibration of
sectors needs to be flawless as much info is being transfered while doing
audio or digital recording.

DO ANY OF YOU HAVE A FALCON USING CUBE AUDIO? are you pleased?
i would appreciate hearing from europe as i know you guys are big on atari.
thank you.
--

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selah @ccnet.com
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selah @ccnet.com

2732. Re: storm zmodem question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3t79rh$9qs@golem.wcc.govt.nz>
Source record: 25551

In article <3t3vj2$pgc@giant.seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin) writes:
>
>
>I thought I'd give Storm a try. The zmodem looks pretty good, giving
>me a box automatically, but then I don't get any data: just Read
>Errors. Any suggestions? Known auto program conflicts, etc? I have
>an STE and a Suprafax modem v.32bis.
>Thanks

Thier are Bugs with THE STORM Zmodem, I did get it working once..

Alan Page posted the source on GEnie for those that think they can fix it...

Thier is only one Zmodem, thats GSZRZxx, a Demo of this on many FTP sites
and a early working version GSZRZ228, its now upto 5.7 from memory and
still supported....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2733. ST mono/color monitor to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: wilkolb@mo.net
Message-ID: <3t6dpf$92e@Twain.MO.NET>
Source record: 25552

Is it possible to use a ST monitor with a PC...anyone know of any
cards, switch boxes or cable connectors that will work?
Thanks
Wil

2734. DOS util to read ST floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <0e0_9507030401@nisc.fidonet.org>
Source record: 25553

In a message of 01 Jul 95 08:25:59, Simonfm@ozemail.Com.Au wrote:

S> Hi, I'm looking for a DOS utility to read ST floppies. I have many MIDI
S> sequences for Notator for Atari and I'm lookiong for a way to get these
S> into
S> EMagic Logic for Windows. I no longer have an ST. Does anyone have a
S> reference
S> anything available at an FTP site?
-
The DOS box can't read Atari floppies, but the Atari can handle MSDOS formatted
DSDD disks just fine. Just use the MSDOS option on any of the many Atari
utilites tha format disks (I would NOT receommend CD-FORMAT though, as it
doesn't appear to be checking its work as it goes along), or alternately,
format a DSDD disk on your PC and use your Atari to transfer the files to that.
-

2735. diagramm of a ST Book

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-02 00:00:00 UTC
From: Arie_van.Krimpen
Message-ID: <2ff6b192@p69.f503.n286.z2.fidonet>
Source record: 25554

Has someone diagrams of a ST Book? I want to extent the memory and connect an mouse on it. An serial mouse have I already, but is not useble in some times. Who can help me with this? Even an adress would be fine.

Greetings from Holland, Arie.

--- JetMail 0.99beta18 [unreg]
* Origin: Internet area (fidonet 2:286/503.69)

2736. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: sf@socrates.itl.co.uk
Message-ID: <804770923.1679@imp.demon.co.uk>
Source record: 25555

D:DEMONKA9QSPOOLMAIL (jim@jimbee.demon.co.uk) wrote:
: In article: <28061995124036SACHA@aslan.en.open.de> sacha@aslan.en.open.de (Sacha Moufarrege)
: writes:

: But seriously, do you think GEM or other ST desktops are nicer
: than Windows?

: Yes course you do, you own an Atari and have a completely biased
: view of all other computers...

Having used Windows, X Windows, System 7, Windows NT and the beta version of Windows 95. I can HONESTLY say, yes I do like the ST desktops, Especially Neodesk 4.

I also find it interesting that Windows95 is looking VERY like the modern AES and System 7 desktops.

Would a fairer question be 'Do you think that windows is now as good as Atari GEM ????'

Steve Found.

2737. Re: storm zmodem question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950703075128.12699C-100000@moose.erie.net>
Source record: 25556

On 2 Jul 1995, Roger Sheppard.. wrote:

> In article <3t3vj2$pgc@giant.seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin) writes:
> >
> >
> >I thought I'd give Storm a try. The zmodem looks pretty good, giving
> >me a box automatically, but then I don't get any data: just Read
> >Errors. Any suggestions? Known auto program conflicts, etc? I have
> >an STE and a Suprafax modem v.32bis.
> >Thanks
>
> Thier are Bugs with THE STORM Zmodem, I did get it working once..
>
> Alan Page posted the source on GEnie for those that think they can fix it...

There was an update to STorm itself and the Zmodem file transfer
module. I've been using the 1.2 version of both for quite some tiem
without any problems at all. Be sure you have the 1.2 versions.

2738. Atari Mega STE for sale!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3t7q86$132@borg.svpal.org>
Source record: 25557

```
I have the following Atari Computer for Sale:
:
: Hardware:
:
: Atari Mega STE 4
: 4 MB RAM
: 50 MB internal hard drive
: Magnavox ICM135 14" Stereo Color Monitor
: External DS(720K) Floppy Drive
: Supra 2400 Baud external Modem
: Beetle Mouse
: Atari standard Mouse
: Wico Joystick
: 3 2600 Joysticks
:
: Software:
: Pagestream
: WordWriter
: Word Flair II with FSM GDOS
: Diamond Back II
: various other utilities (Warp 9, look it, etc...)
: plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)
:
: ************************************
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

I am asking $600 for the entire package. Please Email me at
dogman@svpal.org if interested.

--
-------------------------------------------------------------------------
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *
-------------------------------------------------------------------------
```

2739. Re: Hard problems om Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3t884g$7r9@ccpnws.in2p3.fr>
Source record: 25558

```
Richard Krejstrup (di94rkr@pt.hk-r.se) wrote:
> Hi, I've got a question for you here:

> I've replaced my 52Mb Quantum drive in my Mega STE some month ago
> with a MAXTOR 240Mb drive.. can I somehow get the internal host-
> adapter to work with both of the drives at the same time??

> I have tryed (I've got a ribboncable and extra powersupply
> connection for it) but it seems that the AHDI just reccognise
> one of them.... and I have tryed to shift ID's and stuff..

> --

> /Richard
```

AFAIK, the adaptor in the MegaSTE can only handle ONE hard-disk and it does
not handle parity too. Buy an adaptaor from ICD (The LINK2, AdSCSI+).

--

+--+
| ACOUNIS St&#65533;phane Laboratoire de Physique Nucl&#65533;aire et des |
| Hautes Energies - Universit&#65533; PARIS 6 |
| T&#65533;l: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+--+

NON aux essais nucleaires en Polynesie Francaise !

2740. Falcon DSP Trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DB5631.9CL@crash.cts.com>
Source record: 25559

I purchased my Falcon a few months ago, and from day-one I have never been able to get the DSP to do special effects. Let me explain. The Falcon works just great from DMA record/play, DSP Jpeg and Mpeg viewing, Graphics/sound demos, etc. However when trying to use a program that allows me to load a "LOD" file and use that with the DSP to creat special effects, all I get is annoying silence. I just want to have the ability to go from my CD player, to my Falcon, and then to my stereo or headphones and use an equalizer LOD file or a pitch bender etc. Each and every time I select to enable the DMA everything goes silent. I have used the included Atari programs, and WINREC, but both cause silence.

What the hell is going on???

I use FPATCH2.PRG and have tried booting with everything disabled (AUTO and ACCs). I even have my Powerup 2 turned off. Still nothing....

PLEASE HELP! I am quite knowledgable in electronic hardware, but I am not familiar with the Falcon's circuits and architecture. Is something broken? Everything else seems to be fine. Is there a logic chip somewhere that is unhappy? Is there a chip not getting a clock signal?? If so, then I'll fix it. I just don't know where to look, I have no schematic.

Thank you most gratefully in advance,

Rich

2741. Re: MiNTNET - Where to find daemons???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <804798192snz@birnie.demon.co.uk>
Source record: 25560

In article <3t48b8$6u0@infoserv.rug.ac.be>
voet@elis.rug.ac.be "Tony Voet" writes:

> : I am having trouble locating the various daemons needed for
> : smtp, nntp etc. Most if the sample inetd.conf files i have seen
> : include lines for in.smtpd, in.nntpd, in.routed, in.timed etc.
>
> Take a look at ftp.uni-erlangen.de (germany). All the networking stuff is in
> pub/atari/mint/network or something like that.
>
Thanks, I tried that but no joy. I found the source code (i think) on
ftp.cs.uit.no (Tromso univ) in /pub/NetBSD/NetBSD-current/src/sys/arch/
/atari but the files are huge and the site is very slow. And I dont have
local rates onto the net 8-{(. And i dont have the libraries to compile
them myself. If the sources are there, where are the binaries?
Specifically, I am looking for nntpd, smtpd, named, routed and timed.
Someone out there must be using them. Pleeese tell me where you found
them and I shall worship you for yonks.

Regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

2742. Re: MiNTNET - Where to find daemons???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <804801894snz@birnie.demon.co.uk>
Source record: 25561

In article <3t48b8$6u0@infoserv.rug.ac.be>
voet@elis.rug.ac.be "Tony Voet" writes:

> : I am having trouble locating the various daemons needed for
> : smtp, nntp etc. Most if the sample inetd.conf files i have seen
> : include lines for in.smtpd, in.nntpd, in.routed, in.timed etc.
>
> Take a look at ftp.uni-erlangen.de (germany). All the networking stuff is in
> pub/atari/mint/network or something like that.
>
Thanks, I tried that but no joy. I found the source code (i think) on
ftp.cs.uit.no (Tromso univ) in /pub/NetBSD/NetBSD-current/src/sys/arch/
/atari but the files are huge and the site is very slow. And I dont have
local rates onto the net 8-{(. And i dont have the libraries to compile
them myself. If the sources are there, where are the binaries?
Specifically, I am looking for nntpd, smtpd, named, routed and timed.
Someone out there must be using them. Pleeese tell me where you found
them and I shall worship you for yonks.

Regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

2743. Re: Study the Architecture

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: trek@ihgp2.ih.att.com
Message-ID: <DB52s8.3pE@ssbunews.ih.att.com>
Source record: 25562

In article <804770923.1679@imp.demon.co.uk>,
Steve Found <sf@socrates.itl.co.uk> wrote:
>D:DEMONKA9QSPOOLMAIL (jim@jimbee.demon.co.uk) wrote:
>: In article: <28061995124036SACHA@aslan.en.open.de> sacha@aslan.en.open.de (Sacha Moufarrege)
>: writes:
>
>: But seriously, do you think GEM or other ST desktops are nicer
>: than Windows?
...
>Having used Windows, X Windows, System 7, Windows NT and the beta version of
>Windows 95. I can HONESTLY say, yes I do like the ST desktops, Especially
>Neodesk 4.
>
>I also find it interesting that Windows95 is looking VERY like the modern AES
>and System 7 desktops.
>
>Would a fairer question be 'Do you think that windows is now as good as Atari
>GEM ????'
>
>Steve Found.

Or maybe the real question - why does it take windows 95 and most of their apps - tens of megabytes of disk space, megs of memory and a 66+ MHz processor to be able to run at the speed of our Atari's.

Those of us who like the Atari's do so because of the OS and because we have an intelligent architecture at the heart of our machines. We don't need half the world's computer resources (memory, disk, and cpu cycles) to run the programs we want to use. And we generally have all the connections we could ever want already built in for one price.

I'll take my Atari anyday. I'll keep supporting Atari software vendors. I believe they do care - they just don't care for piratez! Now where can we buy Expose'? Wayne

2744. FS: Computer Books/Manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: Carolyn Glass <isp@teleport.com>
Message-ID: <3t9std$e79@maureen.teleport.com>
Source record: 25563

All of these books are in great condition, and paperback. The original
retail on all of these in 1986 was $19.95. I must sell them now, so
I'll accept offers if you think $10 is too much :)

Atari ST Internals
Abacus, Book #2
Your Price: $10

Atari ST Tricks & Tips
Abacus, Book #5
Your Price: $10

Atari ST Logo User's Guide
Abacus, Book #7
Your Price: $10

Atari ST BASIC Training Guide
Abacus, Book #9
Your Price: $10

Atari ST Introduction To MIDI Programming
Abacus, Book #10
Your Price:$10

Please respond via email. Thanx!

2745. DOS util to read ST flopp

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: Bill.Pike@f79.n105.z1.fidonet.org
Message-ID: <804861939.AA00200@jina.rain.com>
Source record: 25564

SM> Hi, I'm looking for a DOS utility to read ST floppies. I have m

I believe that if you can read Atari disks directly from MS/DOS, if
the disks are 80 track 9 sectors/track. If the disks are formatted
differently you must have MS/DOS 5 or 6 to read the 10 sector/track
82 track type formats.

... I get into enough trouble without a tagline!
___ Mountain Reader II - #00000043

2746. Re: ICD Booter 6.5.5. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DB5nvu.BKu@cix.compulink.co.uk>
Source record: 25565

In response to sheppard_r@kosmos.wcc.govt.nz's message:
> Well I am using ICD booter 6.5.5 with drives as 5/80/80/80 megs with
> TOS 1.4...
>
> To-day my E partition overflowed into my F partition, and stuffed up
> the boot sector and the Fat tables..
>
> As Atari's HD utils also has this problem, is this a GEMTOS Problem
> and not the Hard Disk software...??
>
> I managed to get my F partition back as I had saved this info with
> CleanUp, but the BIG problems is that a lot of my Fat Tables are
> stuffed, I will probably end up loosing some 30% of my F partition...
>
> Or was it the Application software that stuffed it all up..??

Bad luck Roger. I haven't had this problem myself, thank God - I'm using HDDriver and make sure I've got lots of room on each partition at all times. I'm also not sure that AHDI has this problem in all versions - just the one that first came out for the Falcon IIRC.

> There is a small TSR that checks for Drive overflows, its called
> SENTINEL, I used to have this in, but did not this time, I have now
> place this back into my Auto folder...

I use that one too, but I'm not entirely convinced how good it is. I've got it set up in my boot-manager to install only when I boot into some badly behaved programs that don't report disk-full essages, like Timeworks v2.00a

> Do any of you have some more thoughts on this...???

It wasn't much I know... <g>

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

2747. Re: Hard problems om Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3t9pal$lhv@status.gen.nz>
Source record: 25566

Richard Krejstrup (di94rkr@pt.hk-r.se) wrote:
: Hi, I've got a question for you here:
:
: I've replaced my 52Mb Quantum drive in my Mega STE some month ago
: with a MAXTOR 240Mb drive.. can I somehow get the internal host-
: adapter to work with both of the drives at the same time??

Firstly I would suggest "mix n match" your drive system on another Atari.
I had a problem slightly similar on my TT030. The problem was a faulty
hard drive... I have found the System Solutions technical support to be
superb and so I buy from them. (ssolutions@cix.compulink.co.uk) They
surely could confirm if the problem is the parity issue, etc. Please tell
us what the answer finally is...

--Brian Becroft (mbecroft@iconz.co.nz) -Keeping ATARI ALIVE in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

2748. I NEED A FALCON DESKCLOCK/CAPS INDICATOR

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3ta6lk$9k@ccnet3.ccnet.com>
Source record: 25567

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 3 Jul 1995 18:47:24 -0700]

PLEASE TELL ME WHERE I CAN FIND AN ACCESSORY DESKTOP CLOCK AND CAPS ON
INDICATOR.
THANK YOU ..
I JUST GOT MY FALCON.
IMOVED FROM A STACY. NEED SHARWARE.
DONT KNOW THE GOOD ONES.
PLEASE HELP. ALSO WHERE TO GET THEM AND THIER NAMES.

--

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=========
=======
+++++
~~~
selah @ccnet.com
--

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selah @ccnet.com

2749. re: hard problems om mega ste

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1860rcain@nest.demon.co.uk>
Source record: 25568

On 03 Jul 95 Invalid wrote:
IU> I've replaced my 52Mb Quantum drive in my Mega STE some month ago
IU> with a MAXTOR 240Mb drive.. can I somehow get the internal host-
IU> adapter to work with both of the drives at the same time??

I think the STE h/a is a slightly non-standard ICD card. It OUGHT to deal
with the ID selector unless it's been heavily modded.

IU> I have tryed (I've got a ribboncable and extra powersupply
IU> connection for it) but it seems that the AHDI just reccognise
IU> one of them.... and I have tryed to shift ID's and stuff..

Could it be, perhaps, the old termination problem? If there are 2 devices
on the same bus only the last should be terminated. If the first has
termination resistors in (or the TERM jumper set) the effect is to absorb
the bus signals which may mean the second drive is not getting a big enough
SCSI signal to be able to recognise it.

Roger
rcain@nest.demon.co.uk

--

2750. Re: DOS util to read ST floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-03 00:00:00 UTC
From: Jim Boulton <Jim@jimbee.demon.co.uk>
Message-ID: <319520348wnr@jimbee.demon.co.uk>
Source record: 25569

In article: <950701$215825$8240simonfm@ozemail.com.au> Simon Molloy
<simonfm@ozemail.com.au>
writes:
>
> Hi, I'm looking for a DOS utility to read ST floppies. I have many MIDI
> sequences for Notator for Atari and I'm lookiong for a way to get these into
> EMagic Logic for Windows. I no longer have an ST. Does anyone have a reference
> anything available at an FTP site?
> Thanks.

As long as the disks are formatted on the ST with no interleve on the sectors
the PC will happily read them up to 10 sectors per track.

The desktop format option will be compatable with DOS as long as the TOS is
V1.4 or higher....

--Jim

2751. Re: MiNT dislikes BlowUP?! Please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3tbdg3$dbu@gti.gti.net>
Source record: 25441

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hello,

: I ran into the same problem over and over again when trying to run
: MiNT _without_ MultiTOS. I tracked it down to having BlowUP
: installed. The symptoms are: about one `normal' screen-size down to
: the right of the mouse pointer (640 pixels to the right and 480 pixels
: down, that is) there appears some kind of `ghost' pointer. When this
: pointer touches the lower screen boundary, the system crashes. :-(

I have a ScreenBlaster on my Falcon. Same result, different device.
However, I don't have the software loaded on startup, since I have
a standard VGA, and the screen modes for VGA blow. In any event,
MiNT always barfs on me when I don't load GEM.SYS. I have TOS 4.04,
and just assumed it was something internal in the Falcon that MiNT
doesn't like or can't deal with.

: So, does anybody have a BlowUP + MiNT setup that _works_? I have
: FreeMiNT 1.12h4 (latest, I guess) on a Falcon with TOS 4.02.

How's your luck with FreeMiNT? I've had both 1.12h3 and 1.12h4 on
my system, and each time I would get lots of lovely messages like
"illegal instruction, operating system killed". NOT in alert.acc,
even tho it was running, but just blatted out... when I put
"regular" 1.12 back on my system, things worked better.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2752. re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1868rcain@nest.demon.co.uk>
Source record: 25442

On 04 Jul 95 Sdreid@music.Gla.Ac.Uk wrote:
S> Can anyone suggest a UK source for service manuals for the sm124 and
S> sm125 monitors and st and mega st4 computers?Could someone scan and e-
S> mail me any circuit diagrams?

There's an IMG file SM124 on most BBS - have you seen it. Not a service
manual but at least some clues as to the circuit.

Roger
rcain@nest.demon.co.uk

--

2753. re: study the architecture

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1869rcain@nest.demon.co.uk>
Source record: 25443

```
On 03 Jul 95 -booth,w.A. wrote:
A> Those of us who like the Atari's do so because of the OS and because
A> we have an intelligent architecture at the heart of our machines.
A> We don't need half the world's computer resources (memory, disk, and
A> cpu cycles) to run the programs we want to use. And we generally
A> have all the connections we could ever want already built in for one
A> price.

ROTFL - well said!

Roger
rcain@nest.demon.co.uk

--
```

2754. MiNT dislikes BlowUP?! Please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <3tb90a$act@wn1.sci.kun.nl>
Source record: 25570

Hello,

I ran into the same problem over and over again when trying to run
MiNT _without_ MultiTOS. I tracked it down to having BlowUP
installed. The symptoms are: about one `normal' screen-size down to
the right of the mouse pointer (640 pixels to the right and 480 pixels
down, that is) there appears some kind of `ghost' pointer. When this
pointer touches the lower screen boundary, the system crashes. :-(

So, does anybody have a BlowUP + MiNT setup that _works_? I have
FreeMiNT 1.12h4 (latest, I guess) on a Falcon with TOS 4.02.

Mind you, with MultiTOS everything works fine. Strange, no?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2755. Latest AHDI utils?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3tbrql$d5p@ccshst05.cs.uoguelph.ca>
Source record: 25571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where can I get the latest version of the AHDI hard drive utilities?

Thanks...

THeo

2756. Re: ICD Booter 6.5.5. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tb5u5$qam@golem.wcc.govt.nz>
Source record: 25572

In article <DB5nvu.BKu@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk ("Harry Sideras") writes:
>In response to sheppard_r@kosmos.wcc.govt.nz's message:
> > Well I am using ICD booter 6.5.5 with drives as 5/80/80/80 megs with
> > TOS 1.4...
> >
> > To-day my E partition overflowed into my F partition, and stuffed up
> > the boot sector and the Fat tables..
>
>Bad luck Roger. I haven't had this problem myself, thank God - I'm using
>HDDriver and make sure I've got lots of room on each partition at all
>times. I'm also not sure that AHDI has this problem in all versions - just
>the one that first came out for the Falcon IIRC.
>
> > There is a small TSR that checks for Drive overflows, its called
> > SENTINEL, I used to have this in, but did not this time, I have now
> > place this back into my Auto folder...
>
>I use that one too, but I'm not entirely convinced how good it is. I've
>got it set up in my boot-manager to install only when I boot into some
>badly behaved programs that don't report disk-full essages, like Timeworks
>v2.00a

All my BGM partitions had more sectors added to them than the standard,
a extra 144 sectors to all the 3 BGM partitions...

So the end sector was pointing past the start sector and even past the end of
the drive...

I could understand how one could get suffed up but how all 3...??

Its not very easy here to use German software, no support for one thing
and unable to use a credit card, and getting Marks from a bank just cost to
much, plus ICD came out way before the German stuff....

One other point was all my friends use ICD stuff here....

ICD gives me full suport on GEnie but up to a point...

I tried to get support for my Overscan and that mostly fell on deaf ears
from the UK agents, but I did after some problems got BBS support from Germany
from the Author....

P.S. I am wondering if its the Save/Restor feature in ICD CleanUp 5.08,
I did just test it and it did not cause a problem, but some thing did..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2757. voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950626145355.1450B-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 25573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
for any commercial/shareware software that can works with it (not only modem
but voice, fax too).

thx for help,

Simon.

2758. Re: adverts for barracuda 040 in French ST MAGAZINE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: "H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk>
Message-ID: <600042504wnr@gingram.demon.co.uk>
Source record: 25574

The Barracuda 040 is real! It has a 33Mhz 040 (or optionaly the version without the built in co-processor), it has space for up to 128Mb of fast RAM, video card, 2 VME slots, an optional 486SX PC processor, and is fully compatible with the Falcons DSP chip.

Check the Falcon section of the Atari Web Pages for more details.

One massive downside, in the States it retails for $800 (Ouch!) without RAM or any of the optional extras.

EMail gary@gingram.demon.co.uk

2759. Re: storm zmodem question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950704082141.30029A-100000@moose.erie.net>
Source record: 25575

On 4 Jul 1995, Roger Sheppard.. wrote:

> In article <Pine.LNX.3.91.950703075128.12699C-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> writes:
> >> In article <3t3vj2$pgc@giant.seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin)
writes:
> >> Thier are Bugs with THE STORM Zmodem, I did get it working once..
> >>
> > There was an update to STorm itself and the Zmodem file transfer
> >module. I've been using the 1.2 version of both for quite some tiem
> >without any problems at all. Be sure you have the 1.2 versions.
>
>
>
> I was refering to the latest Zmodem or 1.2 as you put it, Yes its Still Buged
> that is why Alan Page posted the source code to GEnie at the end of last year..
>

What are the bugs? Can you give some examples.

2760. re: gesoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1873rcain@nest.demon.co.uk>
Source record: 25576

On 04 Jul 95 Beric wrote:
BD> Looking through the Gasteiner manual it says that TOS can only
BD> handle up to 4 partitions without the use of these XGM partitions.

No - this sounds like rubbish. TOS can handle 16 partitions A:\ through P:\.

BD> Does anyone know any ways round this?

Well, I think your diagnosis is wrong, Beric. You should have NO trouble
using 7 partitions on the two devices. It is more likely that something
has gone wrong with your partitioning.

Roger
rcain@nest.demon.co.uk

--

2761. Re: other stuff too

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3tbdk0$q14@btmpjg.god.bel.alcatel.be>
Source record: 25577

> [...]
> I am going back to school for Software Engineering and I would like to
> make a living. PIRACY hurts. I hope to write programs for the Atari
> computers (hence why I want a slew of Atari's) in the PUBLIC DOMAIN and/or
> Shareware (maybe some commercial).

Some would say that making a living and shareware for Ataris are two
incompatible aims, but that's by the bye ...

> Now the other stuff...

> Does ANYONE have any computer languages that will work on the Atari
> 1040STF? I have the stupid Atari ST BASIC and the even more stupid Atari
> ST LOGO (from the Language disk)? I am looking for C (and it's other
> ones), PASCAL, COBOL, etc...

You're going to find a 1-Meg machine (with no hard disc, I guess) very
limiting as a development platform. Buy the first second-hand machine
with 4MB+HD that you see. And the monochrome monitor that's with it.

That much being said: I have compilers for Modula2 and Occam which
should run in 1 Meg. I think I'm allowed to send you a copy of the
Modula2 if that would turn you on ... at one time people were running
gcc (GNU C) in 1 Meg, but I don't know where you'd find such a version
nowadays ... upgrade, and keep the STF so you can test your programs
on an Old Machine. Given 4M+HD, you can find commercial and shareware
compilers for C, C++, pascal, oberon, ... as for C*B*L, don't ever use
that word in this house again. :>

> Also, if I use a 14400 external modem on the Atari 1040STF with the
> regular serial port (non modified) can I get the full 14400 speed or will
> it go only 9600 online? I want to call BBS's from my ST instead of the
> IBM all the time.

The hardware can do it, but old versions of TOS are rather weak in that
department. I use 14400 regularly on a MegaST with TOS 1.4 and the HS
modem patches; I don't know offhand whether HSmodem works on really old
versions of TOS.

> Bye for now!

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2762. Re: adverts for barracuda 040 in French ST MAGAZINE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3tbegt$q14@btmpjg.god.bel.alcatel.be>
Source record: 25578

I think it's real.

I hope it's real.

I plan to buy one.

Remind me to contact ssolutions again RSN.
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2763. Re: Desktops (was Re: ATARI ST PIRATE WAREZ SITES)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3tbi9l$q14@btmpjg.god.bel.alcatel.be>
Source record: 25579

> [re: Attila's forthcoming desktop]

> To make it short: everything is handled as an object, i.e. you can define
> properties of several types and methods to these objects (files/desktop/
> drives/printer/clipboard/trash/synth/modem/whatever). You will be able
> to define your own object and set its behaviour soon.
> Of course sophisticated file searching and processing will be part of it.

Great.

I'll be very happy when I can plonk a URL on my desktop and open it
by double-clicking: and when I can have Thing-style "groups" which
contain a bunck of links to objects, some on my machine and some
elsewhere.

Separate www browsers are stupid. The Atari needs a www application
like it needs a separate "Program Manager" and "File Manager", i.e.
like a fish needs a bicycle. :)

> So be patient (and don't sell your ST till the end of August :)

I wasn't going to ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2764. Re: GESoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3tbj10$q14@btmpjg.god.bel.alcatel.be>
Source record: 25580

I think older TOSses can only handle 4 'real' partitions overall, and
XGM is a way of getting round this. That would mean you should partition
the new drive into all XGMs. (Or repartition the old drive into a single
partition, and carry on from there). Or upgrade to TOS 2.06 or summat.
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2765. Re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3tanti$oj9@golem.wcc.govt.nz>
Source record: 25581

In article <DAKx8t.DM4@udcf.gla.ac.uk>, steve(sdreid@music.gla.ac.uk) writes:
>Can anyone recommend a UK source for sm124 and sm125 service manuals or
>perhaps post me scans of cct diagrams?
>thanks in advance for any help.
>Steve.

I think you will find a Circuit on the Net, thier is also a Dead monitor
article on the net as well, this I have proved for myself, and any one that
does the scretched screen Ajustments will end up with a dead monitor...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2766. Re: storm zmodem question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3tao30$oj9@golem.wcc.govt.nz>
Source record: 25582

In article <Pine.LNX.3.91.950703075128.12699C-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> writes:
>
>
>On 2 Jul 1995, Roger Sheppard.. wrote:
>
>> In article <3t3vj2$pgc@giant.seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin) writes:
>> Thier are Bugs with THE STORM Zmodem, I did get it working once..
>>
>> Alan Page posted the source on GEnie for those that think they can fix it...
>
>
> There was an update to STorm itself and the Zmodem file transfer
>module. I've been using the 1.2 version of both for quite some tiem
>without any problems at all. Be sure you have the 1.2 versions.

I was refering to the latest Zmodem or 1.2 as you put it, Yes its Still Buged
that is why Alan Page posted the source code to GEnie at the end of last year..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2767. Desktops (was Re: ATARI ST PIRATE WAREZ SITES)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <3taq7j$gdi@erinews.ericsson.se>
Source record: 25583

In article 1679@imp.demon.co.uk, sf@socrates.itl.co.uk (Steve Found) writes:
> D:DEMONKA9QSPOOLMAIL (jim@jimbee.demon.co.uk) wrote:
> : In article: <28061995124036SACHA@aslan.en.open.de> sacha@aslan.en.open.de (Sacha Moufarrege)
> : writes:
>
> : But seriously, do you think GEM or other ST desktops are nicer
> : than Windows?
>
> : Yes course you do, you own an Atari and have a completely biased
> : view of all other computers...
>
> Having used Windows, X Windows, System 7, Windows NT and the beta version of
> Windows 95. I can HONESTLY say, yes I do like the ST desktops, Especially
> Neodesk 4.
>

If we're talking about desktops, let me share one of my secrets with you:
I have been developing an object-oriented desktop (ObjectDesk) for ALL
Atari computers for ~3 years. It will be run with any TOS versions in any
resolution, even with 1M machines as it is small (~150k) and was programmed
clearly in GEM. The first version will be ready in August.

No other desktops matches for it in functionality (not just on the Atari
platform, but on PC/MAC platforms as well).

To make it short: everything is handled as an object, i.e. you can define
properties of several types and methods to these objects (files/desktop/
drives/printer/clipboard/trash/synth/modem/whatever). You will be able
to define your own object and set its behaviour soon.
Of course sophisticated file searching and processing will be part of it.

So be patient (and don't sell your ST till the end of August :)
/Attila

2768. GESoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <DB6Lus.1Kn@bri.hp.com>
Source record: 25584

Hi,

I have the GESoft ASCI-SCSI adaptor supplied by Gasteiner along with
their HD Utilities.

This ran quite happily for a couple of years with a single disk mech,
but recently I have gotten hold of another drive which I wish to use
in parallel.

OLD Drive 46 MB - C: D: E:
New Drive 320 MB - F: G: H: I:

The problem is that TOS does not seem to like partitions G, H or I. I:
is not a problem as I use it for linux and that sees all drives as good.

Looking through the Gasteiner manual it says that TOS can only handle
up to 4 partitions without the use of these XGM partitions. Now I have
no more than 4 partitions on each drive. So no XGMs are being made,
correct?

Does anyone know any ways round this?

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily
shared by my employers.

2769. Re: Hard problems om Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FGEHAABXUP@cabal.shnet.org>
Source record: 25585

In <3t884g$7r9@ccpnws.in2p3.fr> Stephane Acounis wrote:
>Richard Krejstrup (di94rkr@pt.hk-r.se) wrote:
>> I've replaced my 52Mb Quantum drive in my Mega STE some month ago
>> with a MAXTOR 240Mb drive.. can I somehow get the internal host-
>> adapter to work with both of the drives at the same time??
>
>> I have tryed (I've got a ribboncable and extra powersupply
>> connection for it) but it seems that the AHDI just reccognise
>> one of them.... and I have tryed to shift ID's and stuff..

>AFAIK, the adaptor in the MegaSTE can only handle ONE hard-disk and it does
>not handle parity too. Buy an adaptaor from ICD (The LINK2, AdSCSI+).

What a waste of money. There actually is a DIY instruction floating around
to make the MegaSTE adaptor capable of controlling two drives. And ICD
adaptors cost quite a bit of money, still.

About that parity problem: anyone with a PC or TT can switch it off, after
that the drive runs in every MegaSTE.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2770. Machine for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc1ee$olh@news.cc.geneseo.edu>
Source record: 25586
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if there's a newsgroup that posts Atari machines for sale?
I'm planning to part with my old system. It's been collecting dust ever since
I left for college. Any suggestions will be welcomed.

Please respond to kua97@uno.cc.geneseo.edu

Regards,
K.K.

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

2771. Fitting of an IBM-PC floppy in a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: life@kuai.se
Message-ID: <3tc0vv$bne@bundy.mdk.se>
Source record: 25587

Hello!

Th other day my floppy in my good ol' Atari 1040ST(fm) broke down. Is there a way for me to fit an ordenary IBM-PC floppy 1.44-floppy in the ST? If i can; will it act like a 1.44 and format the floppys to 1.44 or will it still be 720kB? How do I do?

/ Jonathan, Sweden

2772. FS: Loaded ST system

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc34p$ovg@news.cc.geneseo.edu>
Source record: 25588
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here's the following for sale - US$700 o.b.o.:

* Atari 1040ST, dual drive system (one internal, one external), mouse and
all necessary cabling.

* Color monitor (SC 1224).

* Spectre GCR emulator cartridge. It gives a basic Mac Plus equivalent and
reads/writes to Mac formatted disks. (I'll include Mac software for word
processing if interested).

* IMG Scanner (cartridge based scanner to work in conjunction with the printer).

* Yamaha PSS 680 MIDI keyboard (with cables to attach for use with Music
Studio)

* Star NX-1000 dot matrix printer (with all my unused ribbon cartridges)

* I'll include my whole library of Atari ST disks (all my software collected
over the years).

FINE PRINT:
It is in great condition and I'd like to sell it as a complete whole if
possible. I'm in the New York City area and will consider selling outside
NYC if you're willing to pay for shipping. Price is negotiable...
Please e-mail directly.

Regards,
K.K.
kua97@uno.cc.geneseo.edu
kua97@cs.geneseo.edu

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

2773. Re: Hard problems om Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950704152823.12765A-100000@moose.erie.net>
Source record: 25589

On Tue, 4 Jul 1995, Thorsten Guenther wrote:

> >AFAIK, the adaptor in the MegaSTE can only handle ONE hard-disk and it does
> >not handle parity too. Buy an adaptaor from ICD (The LINK2, AdSCSI+).
>
> What a waste of money. There actually is a DIY instruction floating around
> to make the MegaSTE adaptor capable of controlling two drives. And ICD
> adaptors cost quite a bit of money, still.

Can anyone tell me where this file can be found???

2774. Re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-04 00:00:00 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3tcjaf$ao3@gumby.cc.wmich.edu>
Source record: 25590

In article <3tanti$oj9@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>
> >Can anyone recommend a UK source for sm124 and sm125 service manuals or
> >perhaps post me scans of cct diagrams?
>
> I think you will find a Circuit on the Net, thier is also a Dead monitor
> article on the net as well, this I have proved for myself, and any one that
^^^ ^^^
> does the scretched screen Ajustments will end up with a dead monitor...

Ah, vintage Sheppard... I guess I'm lucky I decided to do stretched screen adjustments, instead of "the scretched screen Ajustments". Out of five monitors I've adjusted (most back in 1986) only one has died, and I'm not convinced it had anything to do with the adjustment.

I've got one stretched SM124 that I probably have 20,000 POH on, that's still going strong.

If Roger only knew half as much as he thinks he does, he'd be a great source of information. Unfortunately...

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2775. Re: Wanted to Buy: Your old BYTE magazine collection, early '80s

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: o9938156@unicorn.it.wsu.edu
Message-ID: <DB97nv.HoK@serval.net.wsu.edu>
Source record: 25444
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.st.tech

Rob Kowalski (rck@clark.net) wrote:
: Did anyone out there keep their collection of BYTE magazines from the
: early 80, particularly 1982? I am interested in paying a fair premium
: for them.

A while ago, I was going through an old chemistry lab that hadn't been
touched in several years. It was full of ancient computers (rack mounted
CP/M machines) and teletypes. Anyway, there was also a collection
of BYTE magazines going back to the first issue! It was fun to look
through them and read about the introduction of the Apple II and
see advertisements for 16K ram cards for several hundred dollars!
But, alas, I was at the bottom of the scavenging food chain and they
were all gone by the time my turn came :(

: Rob
: rck@clark.net

2776. Re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3tdobq$e06@status.gen.nz>
Source record: 25445

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
:
: I think you will find a Circuit on the Net, thier is also a Dead monitor
: article on the net as well, this I have proved for myself, and any one that
: does the scretched screen Ajustments will end up with a dead monitor...

I can confirm that the stretched screen on three SM 124 screens I modified
are still going strong after 3 years use, and they were already several
years old then... Also I know of many more gone dead from old age. I
notice that System Solutions has the LOPTI's for the SM 124, SM 125 and
SC 1426. These are perhaps the most common culprits of dead monitors...

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping ATARI ALIVE in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

2777. Re: ICD Booter 6.5.5. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jul5.080041.15746@rhrk.uni-kl.de>
Source record: 25446

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:

>To-day my E partition overflowed into my F partition, and stuffed
>up the boot sector and the Fat tables..

>As Ataries HD utils also has this problem, is this a GEMTOS Problem
>and not the Hard Disk software...??

In TOS 1.04 this shouldn't be a GEMDOS problem, in TOS 4.0 it is. In any
case some hard disk drivers (e. g. HuSHI, HDDRIVER) check partition
boundaries internally and thus prevent such accidents.

>Or was it the Application software that stuffed it all up..??

GEMDOS is responsible for writing data so it should check the partition
boundaries. If an application uses GEMDOS to write on a partition and this
leads to the result you observed it is GEMDOS' fault.
BTW, you should check if your drive is partitioned correctly. Maybe your
partitions overlap, indeed. In this case your partitioning software made a
fatal mistake.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

2778. Re: Falcon DSP Trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jul5.105010.340@genrad.co.uk>
Source record: 25447

In article <DB5631.9CL@crash.cts.com>,
richcsst@crash.cts.com (Richard John Kelsch) writes:

> I purchased my Falcon a few months ago, and from day-one I have never
> been able to get the DSP to do special effects. Let me explain. The
> Falcon works just great from DMA record/play, DSP Jpeg and Mpeg viewing,
> Graphics/sound demos, etc. However when trying to use a program that
> allows me to load a "LOD" file and use that with the DSP to creat special
> effects, all I get is annoying silence. I just want to have the ability
> <snip>
> not familiar with the Falcon's circuits and architecture. Is something
> broken? Everything else seems to be fine. Is there a logic chip
> somewhere that is unhappy? Is there a chip not getting a clock signal??
> If so, then I'll fix it. I just don't know where to look, I have no
> schematic.

The audio subcircuit (block diagram) from the DSP is as follows:
(from memory - my docs are at home)

```
68030 (DMA)
| |
|Host interface |
| |
DSP --------------SDMA ASIC----ADC/DAC----audio input/output
```

I assume that the DSP JPEG viewers work solely through the Host
interface between the 68030 and DSP. The fact that DMA playback works
implies that most of this chain is ok. If the problem is hardware, it
could be in the link between the DSP and SDMA.
Where did you get your .LOD files? Did you write them yourself?
Are they tested known-working routines? If they work on someone else's
Falcon in exactly the same way as you are trying on yours, then there
probably is a hardware problem, but I would imagine this section of the
Falcon is tested before shipping, and from experience it is nearly always
software which is at fault.
Report back with the answers to my questions above, and if
necessary I can tell you the IC numbers and pin numbers of the DSP-SDMA
link so you can touch them up with a soldering iron. Solder joints on
QFP package ICs do sometimes go dry and fail.

Paul

2779. Re: Hard problems om Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Jul5.122216.18649@zippy.dct.ac.uk>
Source record: 25448

> I've replaced my 52Mb Quantum drive in my Mega STE some month ago
> with a MAXTOR 240Mb drive.. can I somehow get the internal host-
> adapter to work with both of the drives at the same time??
>
> I have tryed (I've got a ribboncable and extra powersupply
> connection for it) but it seems that the AHDI just reccognise
> one of them.... and I have tryed to shift ID's and stuff..

Doesn't matter what you do, the internal host adaptor cna only
recognize one device. You have to buy an external adaptor to use
more than one device.

the hatter

2780. Re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <804938482snz@birnie.demon.co.uk>
Source record: 25449

In article <DAKKHq.9qH@udcf.gla.ac.uk>
steve(sdreid@music.gla.ac.uk) "sdreid@music.gla.ac.uk" writes:

> Can anyone suggest a UK source for service manuals for the sm124 and sm125
> monitors and st and mega st4 computers?Could someone scan and e-mail me
> any circuit diagrams?
> Thanks in advance.
> Steve.
>
The place you want is:
Mauritron Technical Services,
8 Cherry Tree Road,
CHINNOR,
Oxfordshire OX9 4QY
Tel: 0844 51694 (Pre phone-day)
Fax: 0844 52554 (" ")

They can certainly get you Sm124 (i got it there) and SC1224 (Likewise).
These are photocopies of the service manuals bound in a plastic folder
and contain shematics, component lists, adjustment details, sample
waveforms and test voltages etc. As i recall they were about 12 pounds
and excelent value. I have also had TV manuals, and all manner of things
from them. Give them a bell, but if you get stuck drop me a line and i
will see if i can get you a copy of mine, but i dont know when i can
get to a copy machine as i live in the boondocks. The st/mega manual is
a bulky job, schematic-wise, cos of the many `flavours', so i dont know
what that would cost. It cost me 15 quid to have it copied and bound.
I dont know anything about ste though.

Good luck.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

2781. Re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tdsi2$am6@golem.wcc.govt.nz>
Source record: 25450

In article <3tdobq$e06@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>:
>: I think you will find a Circuit on the Net, thier is also a Dead monitor
>: article on the net as well, this I have proved for myself, and any one that
>: does the scretched screen Ajustments will end up with a dead monitor...
>
>I can confirm that the stretched screen on three SM 124 screens I modified
>are still going strong after 3 years use, and they were already several
>years old then... Also I know of many more gone dead from old age. I
>notice that System Solutions has the LOPTI's for the SM 124, SM 125 and
>SC 1426. These are perhaps the most common culprits of dead monitors...

This does depend on how long the monitor is used for, if its only use 1 hour
per week it will last for many years..

And if you don't switch it on it should last forever...!!!

Go check out the dead monitor atricle on a few FTP sites...

When you do the stretched screen mod you end up overdriving a few parts,
one is the 'S' correction capacitor plus a diode and damping resitor,
after a while the PSU overloads and blows a fuse...

I have been 40 years in this trade so how long have you been a
Computer/Electronic Eng..????

P.S. Its far better to use Overscan, that does not overdrive the parts in the
monitor...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2782. Re: voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: petefagc@w214zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jul5.141958@w214zrz.zrz.TU-Berlin.DE>
Source record: 25451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Try CoMa; it's excellent.

Regards, Peter.--
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

2783. Re: ICD Booter 6.5.5. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ter8g$gco@golem.wcc.govt.nz>
Source record: 25452

In article <1995Jul5.080041.15746@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
>
>>To-day my E partition overflowed into my F partition, and stuffed
>>up the boot sector and the Fat tables..
>
>GEMDOS is responsible for writing data so it should check the partition
>boundaries. If an application uses GEMDOS to write on a partition and this
>leads to the result you observed it is GEMDOS' fault.
>BTW, you should check if your drive is partitioned correctly. Maybe your
>partitions overlap, indeed. In this case your partitioning software made a
>fatal mistake.

Yes they did overlap, all the BGM ones by 144 sectors....

So far I have been unable to duplicate the problem....

>***
>* Uwe Seimet | I really hate this damned machine, *
>* | I wish that they would sell it. *
>* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
>* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
>***
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2784. are there any drvr's for parallel drives out there?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: jrg@cldc.howard.edu
Message-ID: <3tf0ua$rij@sulu.cldc.howard.edu>
Source record: 25453

I'm looking for drivers for hard drives that you can connect thru the
parallel printer port on the St.

I'm thinking about getting a parallel portable hard drive for my ST.

--
....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,

2785. Re: Fitting of an IBM-PC floppy in a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3tf1lt$a04@sinsen.oslonett.no>
Source record: 25454

William Wong (wongck@ti.com) wrote:
: In article <3tc0vv$bne@bundy.mdk.se> life@kuai.se writes:

: >Th other day my floppy in my good ol' Atari 1040ST(fm) broke down. Is
: >there a way for me to fit an ordenary IBM-PC floppy 1.44-floppy in the
: >ST? If i can; will it act like a 1.44 and format the floppys to 1.44 or
: >will it still be 720kB? How do I do?

I'm installing a 1.44MB drive in my STe, and for now I'm using it as a 720K
unit. I will make a HD circuit soon. I've written down the details
on how to install the drive mechanically, and how to fit it inside the ST
without cutting the case. Email me if you still need the info.

hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

2786. Re: Fitting of an IBM-PC floppy in a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.227.00086458@ti.com>
Source record: 25455

In article <3tc0vv$bne@bundy.mdk.se> life@kuai.se writes:

>Th other day my floppy in my good ol' Atari 1040ST(fm) broke down. Is
>there a way for me to fit an ordenary IBM-PC floppy 1.44-floppy in the
>ST? If i can; will it act like a 1.44 and format the floppys to 1.44 or
>will it still be 720kB? How do I do?

I done the above when my ST 720K FDD died. Just get any PC 1.44 floppy and plug it in. For the one I got, I didn't have to do any hardware jumpering on the FDD, but some other people over here have to. I guess it's the type of drive they purchased. You can only do 720K on that 1.44M FDD, you need a hardware mode on the motherboard to go 1.44M on the ST.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2787. Re: Desktops (was Re: ATARI ST PIRATE WAREZ SITES)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FGEXFBATUP@zaphot.augusta.de>
Source record: 25456

In <3tbi9l$q14@btmpjg.god.bel.alcatel.be> Chris Gray wrote:

>> To make it short: everything is handled as an object, i.e. you can define
>> properties of several types and methods to these objects (files/desktop/
>> drives/printer/clipboard/trash/synth/modem/whatever). You will be able
>> to define your own object and set its behaviour soon.
>> Of course sophisticated file searching and processing will be part of it.
>
>Great.
>
>I'll be very happy when I can plonk a URL on my desktop and open it
>by double-clicking: and when I can have Thing-style "groups" which
>contain a bunck of links to objects, some on my machine and some
>elsewhere.

BTW: In Thing there will be something similar ;-) The 'object groups'
are just the 'pre-release' ... look out for future versions.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2788. Re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3tdbu7$8pr@golem.wcc.govt.nz>
Source record: 25457

In article <3tcjaf$ao3@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:
>In article <3tanti$oj9@golem.wcc.govt.nz>,
>Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>
>Ah, vintage Sheppard... I guess I'm lucky I decided to do stretched screen
>adjustments, instead of "the scretched screen Ajustments". Out of five
>monitors I've adjusted (most back in 1986) only one has died, and I'm not
>convinced it had anything to do with the adjustment.
>
>I've got one stretched SM124 that I probably have 20,000 POH on, that's
>still going strong.
>
>If Roger only knew half as much as he thinks he does, he'd be a great
>source of information. Unfortunately...

Only a MORON would post such rubish, It a well known fact that the
Stretched screen mod does stuff up your monitor, and that INFO IN ON THE NET,
Please go and read if you can.....

I am a Computer/Electronics Eng, of some 40 years standing, What are You..???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2789. Re: adverts for barracuda 040 in French ST MAGAZINE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3tctbu$1qv@sphinx.Gsu.EDU>
Source record: 25458

H:WINSOCKKA9QSPOOLMAIL (gary@gingram.demon.co.uk) wrote:
: The Barracuda 040 is real! It has a 33Mhz 040 (or optionaly the
: version without the built in co-processor), it has space for up to
: 128Mb of fast RAM, video card, 2 VME slots, an optional 486SX PC
: processor, and is fully compatible with the Falcons DSP chip.

: Check the Falcon section of the Atari Web Pages for more details.

: One massive downside, in the States it retails for $800 (Ouch!) without
: RAM or any of the optional extras.

That's what disturbs me, too... Similar Mac-accelerator sell for half
that price, or not more than $600, anyway. Can't help it: whan you can
buy MAC (!) hardware a lot cheaper than Atari one, it makes one think...

But without competition, Wizztronics can set the prices a high as they
want to. And they have to make some profit, too, in order to survive.

: EMail gary@gingram.demon.co.uk

TH

2790. Will DEC RZ23 SCSI drive work on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: Eric Lundquist <0007576937@mcimail.com>
Message-ID: <3teh4r$7eq@hermes.dna.mci.com>
Source record: 25459

I have been attempting to add a Digital Equipment Corp RZ23 disk drive to my old ICD Host Adapter. ICDFMT sees the drive just fine but when I tell it to format, I get an error $47. This code does not appear in my version of ADSCSI.CPX error code list.

Any insight into what is going on would be greatly appreciated.

Thanks!

Eric Lundquist
0007576937@mcimail.com

2791. Re: gesoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0507951851390001@47.85.0.99>
Source record: 25460

In article <1873rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk wrote:

> On 04 Jul 95 Beric wrote:
> BD> Looking through the Gasteiner manual it says that TOS can only
> BD> handle up to 4 partitions without the use of these XGM partitions.
>
> No - this sounds like rubbish. TOS can handle 16 partitions A:\ through P:\.
>
I believe that older (Much) versions of hard disk utilities used to have
some limitation like this. Certainly, anything produced now does C ->P.

Atari's CHKDISK program has disk selector boxes up to Z.

Is there anything available that will allow more than P:, ie. Q->Z
(skipping U of course)?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2792. Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <Z68+fVe.lamarth@delphi.com>
Source record: 25461

I've got a Falcon030 with a bad power supply. I know which part has gone bad and rather than buying a new power supply (at $100) I'd like to fix the one I have. However I need a parts source for these power supplies or at least someone to tell me what is an equivalent part to the one I have. The bad part is a heat-sinked transistor reference designator Q1, the manufacturer's logo says "FEC" and it's marked '2801 K1010' The power supply itself is manufacured by Skynet Electronics.

Failing this, if anyone out there has a dead Falcon with a good power supply I'd be interested in working a deal....

David (lamarth@delphi.com)

2793. Graphics cards for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-05 00:00:00 UTC
From: johnm@mech.gla.ac.uk
Message-ID: <DB9B5p.BK7@udcf.gla.ac.uk>
Source record: 25462

What graphics cards are there available for the mega st + mega ste? I would dearly like to run my cubase on a big screen (1024x768 +).

I have a Taxan Viking 1 monitor doing nothing (19" mono) and dream of viewing entire drum maps and arrangements on a single screen.

May invest in a 17" SVGA if there's a cheap enough graphics card around.

Any help would be appreciated.

2794. VGA-monitor for STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: life@kuai.se
Message-ID: <3tfbev$oq3@bundy.mdk.se>
Source record: 25463

Hello (again...)

Is there anyway i can use a VGA or S-VGA monitor as a substitute for a SM124/SM144? The computer i use is an Atari 1040 STfm 1Mb...

/ Jonathan

2795. 540Mb Fridge?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: Alan Mathers <alan@browns.co.uk>
Message-ID: <805020261snz@browns.co.uk>
Source record: 25464

Actually, the fridge was a lie, but I would appreciate if you read on anyway!

My simple question is as follows:

I am using an STE with an ICD link DMA to SCSI convertor and a

Quantum ELS170S Hard drive.

Recently I have been getting 'out of space' even when copying small files
and as I have mainly .AVR files compression hence backing up is not a
practical soution.

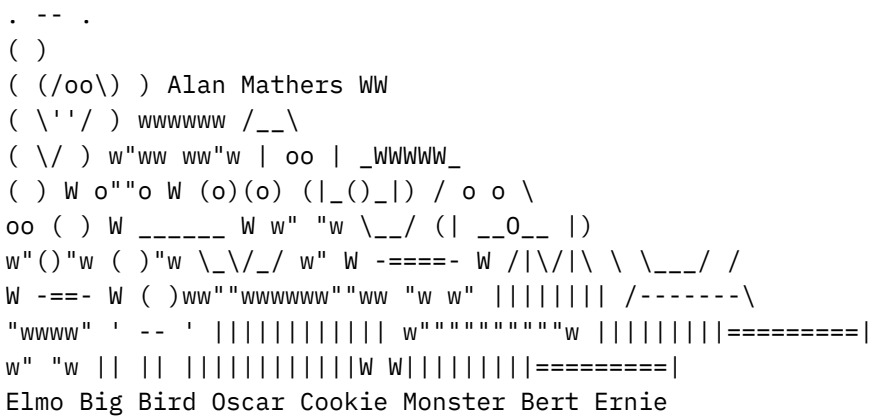
I think it will be much easier to buy a second drive and on scanning
various (PC) adds have seen a

Quantum ???? 540M SCSI2 drive (11mS seek).

Does anyone know if there will be any problems literally adding the 2nd
drive to the existing set up. I beleive the ICD format and partitioning
S/W should be able to handle it but is this so?

My worst fear is is that partitions etc. may be corrupted, or the drive(s)
will fail!

Thanks alot in advance.....

--

. -- .
( )
((/oo\)) Alan Mathers WW
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Elmo Big Bird Oscar Cookie Monster Bert Ernie

2796. Re: Will DEC RZ23 SCSI drive work on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: Ian Chamberlin <ian@bst.dec.com>
Message-ID: <3tgiog$5jo@usenet.pa.dec.com>
Source record: 25465

Eric,

DEC RZ23's work very well with Atari ST's and ICD AdScsi hosts adaptors - they are just like any other standard SCSI drive and give 104 Mbytes.

I'm not sure what the ICD error is, but there were three main things to do that I can remember with RZ23's :

1. Some RZ23's are set to spin up by the system they were used in, and do not spin up automatically on power up. This is set in the firmware in the disk, but can be changed.

2. You need to set the drive's SCSI ID using the jumpers on the drive.

3. There is a parity jumper on the drive which needs to be set correctly.

If you need more information, mail me off line.

Ian.

<<<<<<<<<<<<<< Ian Chamberlin, Digital Equipment Co. >>>>>>>>>>>>>>
Opinions expressed are my own, and not those of Digital Equipment Co.

2797. Re: service manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3tgjmp$h57@gumby.cc.wmich.edu>
Source record: 25466

Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> wrote:
> obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:
> >
> >Out of five
> >monitors I've adjusted (most back in 1986) only one has died, and I'm not
> >convinced it had anything to do with the adjustment.
> >
> >I've got one stretched SM124 that I probably have 20,000 POH on, that's
> >still going strong.
>
> Only a MORON would post such rubish,

Pardon me? I simply posted my experiences with some SM124 monitors.
I'm afraid I don't see how that is rubbish, or makes me a moron.

> It a well known fact that the
> Stretched screen mod does stuff up your monitor, and that INFO IN ON THE NET,

You claimed that "all" monitors with the stretch mod would be killed by
it. I simply posted 4 counter-examples. Another poster had 3 counter-
examples. As did others. Your claim is simply wrong.

Although the higher deflection voltages do stress several components
more than in an unmodified monitor, a fatality is not inevitable.

> I am a Computer/Electronics Eng, of some 40 years standing,
> What are You..???

Tired of reading your erroneous postings.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2798. Re: Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBAnsB.J0F@crash.cts.com>
Source record: 25467

lamarth@delphi.com wrote:
: I've got a Falcon030 with a bad power supply. I know which part has gone
: bad and rather than buying a new power supply (at $100) I'd like to fix the
: one I have. However I need a parts source for these power supplies or at
: least someone to tell me what is an equivalent part to the one I have. The
: bad part is a heat-sinked transistor reference designator Q1, the
: manufacturer's logo says "FEC" and it's marked '2801 K1010' The power
: supply itself is manufacured by Skynet Electronics.
:
: Failing this, if anyone out there has a dead Falcon with a good power
: supply I'd be interested in working a deal....

David, why not just by a cheap PC power supply? Most are very heavy duty
(for a Falcon to use) and are extremely low priced.

Rich

2799. Re: VGA-monitor for STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBAnz9.JFu@crash.cts.com>
Source record: 25468

Jonathan Lundqvist (life@kuai.se) wrote:
: Hello (again...)

: Is there anyway i can use a VGA or S-VGA monitor as a substitute for a
: SM124/SM144? The computer i use is an Atari 1040 STfm 1Mb...

: / Jonathan

Yes, I used a monochrome VGA as a substitute for my SM124 (which died).

Just wire all the signals to their corresponding counterparts and tie the
mono line to one or all RGB inputs (if using all, then you might want to
buffer the output).

DO NOT use the VGA monitor for color modes unless it is rated for such
low scan rates! Very few are. Mono mode, however, is at VGA scan rates.

Rich

2800. Email of Atari dealer in German needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3tgsj9$f4p@hpg30a.csc.cuhk.hk>
Source record: 25469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone tell me the email address of some German company like
Soundpool, and Friendchip?

Pls reply by email.

Thanks.
--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk===========

2801. Re: gesoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3thjq1$3ee@status.gen.nz>
Source record: 25470

Gerry O'Rourke (gigxr01@nt.com) wrote:
: Is there anything available that will allow more than P:, ie. Q->Z

The HDX that comes with AHDI 6.06 seems to let you partition up to 20 partitions per drive. That's already past P, and by the time you chain two 20 partition drives together it will be past Z! As I understand it, as long as you have MiNT running, you can go past P and they will still be recognised, don't what happens when you get past Z though. I also believe that the HDDriver software allows 40 partitions per drive.

-Mario Becroft (mbecroft@iconz.co.nz)

2802. "Illegal Instruction" message

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DBB3L6.FnJ@ssbunews.ih.att.com>
Source record: 25471

My son compiled a mush successfully, installed it and then ran the net mush program to get things going. When he does he gets an "Illegal Instruction" message and his prompt back. Can anyone fill us in on what we might be looking for? Will the illegal instruction be coming out of the net mush (although he had started other mushes this way) or is it more likely to be from his compiled mush? Wayne

2803. Atari Linux question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DBB3o7.Fsr@ssbunews.ih.att.com>
Source record: 25472

As of patch level 9.7 - is Atari linux a linux_0 or a linux_1?
Anyone know the difference? Wayne Booth

2804. Atari FTP list update!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3tgodo$pff@mserv1.dl.ac.uk>
Source record: 25473

```
Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Last edit: 6-July-1995
Additions/changes since last list: 3

- ftp.informatik.uni-muenchen.de (New Site)
- ftp.e-technik.tu-muenchen.de (Replaces reseq.regent.e-technik.tu-muenchen.de)
- phlem.ph.kcl.ac.uk (Directory change only holds Linux 68K)

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

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(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-----------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
---------
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari
```

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)...../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)...../pub/atari/
email server.............mail-server@cs.tu-berlin.de
ftp.fu-berlin.de..........(160.45.10.6)......./pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/comp/Atari/
ftp.uni-bremen.de.........(134.102.228.2)...../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
ftp.e-technik.tu-muenchen.de....(129.187.231.131 or 129.187.42.1)
.../pub/comp/platforms/atari
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)......./pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)......./pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)......../pub/atari/
ftp.rz.tu-bs.de..........(134.169.9.44)......./pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)......../pub/comp/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ..../pub/atari/
ftp.uni-giessen.de.......(134.176.2.177)....../pub/atari
ftp.rz.tu-harburg.de.....(134.28.240.5)......./ATARI/
ftp.uni-oldenburg.de.....(134.106.40.9)......./pub/atari
ftp.uni-frankfurt.de.....(141.2.1.7)........../pub/Atari
ftp.informatik.uni-muenchen.de...(129.187.249.15).../pub/comp/platforms/atari

```
UK:
---
micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/
email server.....archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/Linux/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
---------
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.............(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
```

to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

2805. re: gesoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tg26u$mpk@golem.wcc.govt.nz>
Source record: 25474

In article <1873rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk (Roger Cain) writes:
>On 04 Jul 95 Beric wrote:
> BD> Looking through the Gasteiner manual it says that TOS can only
> BD> handle up to 4 partitions without the use of these XGM partitions.
>
>No - this sounds like rubbish. TOS can handle 16 partitions A:\ through P:\.

This was correct, the first lot of Atari HD software would Only let you boot
from a Floppy and Only have 4 Partitions...

From Memory it was Supra that came up with better HD software that ley you boot
from the Hard Drive anf have more than 4 partitions....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2806. Re: are there any drvr's for parallel drives out there?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tg2at$mpk@golem.wcc.govt.nz>
Source record: 25475

In article <3tf0ua$rij@sulu.cldc.howard.edu>, jrg@cldc.howard.edu (Julius Grant) writes:
>I'm looking for drivers for hard drives that you can connect thru the
>parallel printer port on the St.
>
>I'm thinking about getting a parallel portable hard drive for my ST.

No thier is not, also Atari only has 1/2 what a normal Parallel port has..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2807. Re: Fitting of an IBM-PC floppy in a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tg4hp$na1@golem.wcc.govt.nz>
Source record: 25476

In article <3tf1lt$a04@sinsen.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
>William Wong (wongck@ti.com) wrote:
>: In article <3tc0vv$bne@bundy.mdk.se> life@kuai.se writes:
>I'm installing a 1.44MB drive in my STe, and for now I'm using it as a 720K
>unit. I will make a HD circuit soon. I've written down the details
>on how to install the drive mechanically, and how to fit it inside the ST
>without cutting the case. Email me if you still need the info.

I hope you intend to use the real Ajax chip..???

The other 16mhz clock mod is just a hack and in most cases
will not work....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2808. Where to find 13-pin din plug.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: Stephen LaBar <labar@rsoc.rockwell.com>
Message-ID: <3thotm$hej@popeye.jsc.nasa.gov>
Source record: 25477

I am trying to modify something which uses a 13-pin din plug. I was told that Atari uses a 13-pin din plug for some of their computer models. Does anybody know where I can find electronic parts for this kind of din connector. I would basically like to be able to extend the connector, so I need a cable to go from male to female, or I could make one from a plug and socket. Any help would be greatly appreciated. Thanks very much.

Steve

2809. re: 540mb fridge?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1889rcain@nest.demon.co.uk>
Source record: 25478

On 06 Jul 95 Alan wrote:
IU> Does anyone know if there will be any problems literally adding
IU> the 2nd
IU> drive to the existing set up.

Absolutely not! You may just have to re-arrange the termination.

IU> I beleive the ICD format and
IU> partitioning
IU> S/W should be able to handle it but is this so?

'Tis very true.

IU> My worst fear is that partitions etc. may be corrupted, or the
IU> drive(s)
IU> will fail!

Don't worry. People are doing this all the time!

Roger
rcain@nest.demon.co.uk

--

2810. re: gesoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-06 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1890rcain@nest.demon.co.uk>
Source record: 25479

On 06 Jul 95 Gerry wrote:
GO> Is there anything available that will allow more than P:, ie. Q->Z
GO> (skipping U of course)?

I THINK MiNT allows C->Z

Roger
rcain@nest.demon.co.uk

--

2811. Re: MiNT and Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3tkvbl$n6f@gti.gti.net>
Source record: 25391

Nick Forde (nickf@fleet.cadence.com) wrote:
: Does anyone know if it is possible for me to connect my Atari ST
: running MiNT to a PC Linux box? I'm primarily interested in
: transferring files back and forward between the two. I know there is
: software available to run on PC DOS but this isn't much use to me.

Run MiNT networking! Then you can either use PPP or SLIP and use
ncftp or nfs, all of which exists for MiNT! You'll need to use
the serial port, since there doesn't seem to be a reasonable
Ethernet device.

Or simply use any standard comms program on the ST, and download
the files from Linux

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2812. Re: DOS util to read ST floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FGHUEJBEUP@zaphot.augusta.de>
Source record: 25392

In <1995Jul7.090034.6562@rhrk.uni-kl.de> Uwe Seimet wrote:

>Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters) writes:
>
>>The DOS box can't read Atari floppies, but the Atari can handle MSDOS formatted
>
>DOS machines CAN read Atari formatted floppy disks if they were formatted
>with TOS 1.04 or later. You do not need any special tools for this.

BTW: The original poster asked for a DOS tool to read the OLD <1.4 TOS
formatted disk because HE DOES NOT HAVE an Atari anymore!

How can one use TOS 1.4 etc. if you do not have the hardware? ;-)

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2813. Desktops (was Re: ATARI S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3tju12$447@prime.mdata.fi>
Source record: 25393

```
e> If we're talking about desktops, let me share one of my secrets with you:
e> I have been developing an object-oriented desktop (ObjectDesk) for ALL
e> Atari computers for ~3 years. It will be run with any TOS versions in any
e> resolution, even with 1M machines as it is small (~150k) and was programmed
e> clearly in GEM. The first version will be ready in August.

That sounds great! I hope it works well with MultiTOS and uses
the nice 3D effects of Falcon.

---
* Kivi 1.41 *
```

2814. Re: Overscan info reqd.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3tkgei$dq1@golem.wcc.govt.nz>
Source record: 25394
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3tivhk$8d3@mailer.york.ac.uk>, jat5@york.ac.uk (John 'john..' Tuffen) writes:
>I've just been trawling around some ftp sites, and I found details of the
>'overscan' mod. Now, some of this seems a bit of a kludge (especially for
>mono monitors - setting pixel colours to black so that flyback beams
>aren't seen?). I also found a commercial overscan mod (Auto Overscan - in an
>old copy of STFormat) that conists of two chips on a circuit board -
>Incidentally the developer of the commercial overscan is the same guy
>that developed the PD version).
>
>What I want to know is: How does the commercial overscan mod work? Is it
>just that you can change resolutions using software? Or is a new blanking
>signal generated by these two chips?

Get the Auto Overscan,. it works 100% for me, no the real one does not have
those hacks....

The Real one uses 2 Gals/Pals what ever and you get driver software that can
be set up for the program that don't like Overscan....

BIG NOTE: ONLY FOR ST,STFM and MEGA ST's....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2815. Re: Where to find 13-pin din plug.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3tkgq0$dq1@golem.wcc.govt.nz>
Source record: 25395

In article <3thotm$hej@popeye.jsc.nasa.gov>, Stephen LaBar <labar@rsoc.rockwell.com>
writes:
>I am trying to modify something which uses a 13-pin din plug. I
>was told that Atari uses a 13-pin din plug for some of their computer
>models. Does anybody know where I can find electronic parts for
>this kind of din connector. I would basically like to be able to
>extend the connector, so I need a cable to go from male to female, or
>I could make one from a plug and socket. Any help would be greatly
>appreciated. Thanks very much.

The Plugs are very cheap here only $2.95nz but I have only seen PC mounted
sockets and they were not cheap...

SONY also use this conector as a Camera conector...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2816. MiNT and Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: nickf@fleet.cadence.com
Message-ID: <NICKF.95Jul7143103@fleet.cadence.com>
Source record: 25396

Does anyone know if it is possible for me to connect my Atari ST
running MiNT to a PC Linux box? I'm primarily interested in
transferring files back and forward between the two. I know there is
software available to run on PC DOS but this isn't much use to me.

Thanks in advance,

Nick.

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel: +44 131 225 3434(ext 112) Fax: +44 131 225 5167

2817. st programs sale!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3tkvmu$mh2@ccnet3.ccnet.com>
Source record: 25397

```
From ccnet.com!ccnet.com!not-for-mail Fri Jun 30 15:04:04 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (selah)
Newsgroups: comp.sys.atari.st
Subject: FS:WARP,NEODESK,QUICKST,CODEKEYS
Date: 30 Jun 1995 14:02:39 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 22
Message-ID: <3t1opf$ggu@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
-

--

^^^^^^^^^^ ^^^^^^^^^
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~~~
selah @ccnet.com
```

2818. Re: Where to find 13-pin din plug.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: Jim Boulton <Jim@jimbee.demon.co.uk>
Message-ID: <219228906wnr@jimbee.demon.co.uk>
Source record: 25398

In article: <3thotm$hej@popeye.jsc.nasa.gov> Stephen LaBar <labar@rsoc.rockwell.com> writes:

> I am trying to modify something which uses a 13-pin din plug. I

ST has one for the monitor port...
You can get one from maplins (uk)...

--Jim

2819. Re: ST video levels

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jul7.083204.345@genrad.co.uk>
Source record: 25480

whitema@vance.cig.mot.com (Michael A. White) writes:
>>> Anyone out there know the video output voltage levels for an ST?
>>>And it's reference to ground (e.g. 0 to 5V or -5V to +5V)? I'm trying
>>>to build an electric monitor switch using high speed CMOS, and I need
>>>to know what to set the upper and lower power supplies to.

>Acutally, I'm mostly using it to switch between standard ST output
>and my graphics card output. I've seen the mechanical switches, and
>most introduce too much noise.

"too much noise"? Do you mean when you switch over? They shouldn't
induce any noise when they are still. The contact bounce could make your
monitor flicker a fair bit when you switch over however.
The video analogue gates you will need are fairly expensive aren't
they? You probably won't have too much succes if you intend to use a
high speed CMOS IC like the 74HC4066. Try and get a databook off Vitesse
Semiconductor. They do video analogue switches. As for the supply voltage,
I'm sure +/- 5v would be fine. As long as its a couple of volts more than
the signal you're switching in each direction. The video is about 1v ptp.

Paul

2820. Re: gesoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0707951008170001@47.85.0.99>
Source record: 25481

In article <3thjq1$3ee@status.gen.nz>, mbecroft@iconz.co.nz (Mario
Becroft) wrote:

> Gerry O'Rourke (gigxr01@nt.com) wrote:
> : Is there anything available that will allow more than P:, ie. Q->Z
>
> The HDX that comes with AHDI 6.06 seems to let you partition up to 20
> partitions per drive. That's already past P, and by the time you chain
> two 20 partition drives together it will be past Z! As I understand it,
> as long as you have MiNT running, you can go past P and they will still
> be recognised, don't what happens when you get past Z though.

Is AHDI 6.06 generally available, or is a Falcon only version?

I am not sure that, even if you have MiNT running you can get partitions past P:
I have 15 physical hard drive partitions, & only 14 are seen by MiNT.

Of course you have the U drive installed by MiNT, but I believe that there
is some limit to the PUN structure (I might be wrong here) that limits the
number of active partitions to 16.

ICD had an ACC (CPX?) that allowed swapping of the active partitions, so
you could have more than 16 available & choose what you wanted to use.

Maybe the XHDI specification addresses this problem

>I also
> believe that the HDDriver software allows 40 partitions per drive.

Are there limits on the maximum number of Mbytes/partition, or can you have
40 x 32 Mbyte = 1.280 GBytes?

8 drives x 40 partitions x 32 Mbyte = 10,240 GBytes.

(I am assuming 1.3 G drives here).

AFAIR HDDriver allows partition size up to 512 Mbytes, so ....

You could have 40 x 512 Mbytes = 20.480 GBytes/drive.
If you were able to afford 8 of these (soon to be invented ;)
you could have 163.380 Gbytes total storage.

Please forgive my rambling insanity.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2821. Overscan info reqd.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3tivhk$8d3@mailer.york.ac.uk>
Source record: 25482
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've just been trawling around some ftp sites, and I found details of the 'overscan' mod. Now, some of this seems a bit of a kludge (especially for mono monitors - setting pixel colours to black so that flyback beams aren't seen?). I also found a commercial overscan mod (Auto Overscan - in an old copy of STFormat) that conists of two chips on a circuit board - Incidentally the developer of the commercial overscan is the same guy that developed the PD version).

What I want to know is: How does the commercial overscan mod work? Is it just that you can change resolutions using software? Or is a new blanking signal generated by these two chips?

I'm going to have a go at the mod whatever, but I'd just like to know the difference!!

Thanks for any help.

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2822. Re: DOS util to read ST floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jul7.090034.6562@rhrk.uni-kl.de>
Source record: 25483

Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters) writes:

>The DOS box can't read Atari floppies, but the Atari can handle MSDOS formatted

DOS machines CAN read Atari formatted floppy disks if they were formatted
with TOS 1.04 or later. You do not need any special tools for this.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

2823. Re: Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tiied$53l@golem.wcc.govt.nz>
Source record: 25484

In article <Z68+fVe.lamarth@delphi.com>, lamarth@delphi.com writes:
>I've got a Falcon030 with a bad power supply. I know which part has gone
>bad and rather than buying a new power supply (at $100) I'd like to fix the
>one I have. However I need a parts source for these power supplies or at
>least someone to tell me what is an equivalent part to the one I have. The
>bad part is a heat-sinked transistor reference designator Q1, the
>manufacturer's logo says "FEC" and it's marked '2801 K1010' The power
>supply itself is manufacured by Skynet Electronics.

I think you will find its a 2SK1010 a High Voltage MOS FET, I don't
have Data Books here but I do at work.......

Thier are other device types that could also be used...

Thier could be other divices blown to cause this one to go so be carefull,
also Never Ever measure the gate voltage when its on, as it will blow...

If you are no into Fixing switched mode PSU's it would be better
leave well alown....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2824. Re: 540Mb Fridge?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <805102112snz@birnie.demon.co.uk>
Source record: 25485

In article <805020261snz@browns.co.uk> alan@browns.co.uk "Alan Mathers" writes:
>
> I think it will be much easier to buy a second drive and on scanning
> various (PC) adds have seen a
>
> Quantum ???? 540M SCSI2 drive (11mS seek).
>
> Does anyone know if there will be any problems literally adding the 2nd
> drive to the existing set up. I beleive the ICD format and partitioning
> S/W should be able to handle it but is this so?

I have a Quantum Lightning 540 SCSI2 drive on the same SCSI bus as my
old NEC 40 Meg drive using the ICD host adapter hacked from the latter.
It works just fine, using ICD software.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

2825. Re: Where to find 13-pin din plug.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <805102914snz@birnie.demon.co.uk>
Source record: 25486

In article <3thotm$hej@popeye.jsc.nasa.gov>
labar@rsoc.rockwell.com "Stephen LaBar" writes:

> I am trying to modify something which uses a 13-pin din plug. I
> was told that Atari uses a 13-pin din plug for some of their computer
> models. Does anybody know where I can find electronic parts for
> this kind of din connector. I would basically like to be able to
> extend the connector, so I need a cable to go from male to female, or
> I could make one from a plug and socket. Any help would be greatly
> appreciated. Thanks very much.

Maplins, a well known UK electronic hobbyist supplier have these things.

13 Pin Din Plug - Part No JW95D
13 pin Din Chassis Socket -Part no JW99H
13 Pin Din In-Line Socket -Part no JW97F
Each costs about 1.50 UK, ie a couple of dollers.

Maplin Electronics
PO Box 3
Rayleigh
Essex SS6 8LR.
Tel. 01702 554161
They have an excellent Credit Card Mail Order service.
But I'm sure you must be able to get them closer to home.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

2826. RE:Fitting of an IBM-PC floppy in a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: "Tom Swift"
Message-ID: <DBCHLu.2zE@cee.hw.ac.uk>
Source record: 25487

In article <3tc0vv$bne@bundy.mdk.se> life@kuai.se writes:
>Hello!
>
>Th other day my floppy in my good ol' Atari 1040ST(fm) broke down. Is
>there a way for me to fit an ordenary IBM-PC floppy 1.44-floppy in the
>ST? If i can; will it act like a 1.44 and format the floppys to 1.44 or
>will it still be 720kB? How do I do?
>
> / Jonathan, Sweden
>
You can fit a 1.44 floppy to your ST but you need an aditional bit
of circuitry to get it work. You may also have to get a TOS upgrade
in order to format 1.44 MB floppies.

Tom Swift
phxts@phyfs1.phy.hw.ac.uk

2827. Re: Piracy and the ST...and other stuff too

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DBCG5H.Cpw@comp.lancs.ac.uk>
Source record: 25488

In article <3smobo$lv@newsbf02.news.aol.com> richwegner@aol.com (RichWegner) writes:
>Also, if I use a 14400 external modem on the Atari 1040STF with the
>regular serial port (non modified) can I get the full 14400 speed or will
>it go only 9600 online? I want to call BBS's from my ST instead of the
>IBM all the time.

The unmodified serial port gives you 19,200 baud, so if you're
sending already compressed data over a 14k4 link, you'll get 14k4
throughtput, however, sending/receiving stuff which isn't compressed,
using say a BTLZ/LAP-M link (data compression/error correction) you are
theoretically supposed to be able to get upwards of 50k throughput (like
I believe that.. I've seen about 25k..) so your ST will max out
occasionally, just make sure your comms software, and serial port are
setup properly... i.e. hardware flow control, and the right version of
SERIALFIX installed...

Neil
(nab@comp.lancs.ac.uk)

2828. re: where to find 13-pin din plug.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1888rcain@nest.demon.co.uk>
Source record: 25489

On 07 Jul 95 Invalid wrote:
IU> From: Stephen LaBar <labar@rsoc.rockwell.com>
IU> I am trying to modify something which uses a 13-pin din plug. I
IU> was told that Atari uses a 13-pin din plug for some of their
IU> computer models.

Yes, the monitor connection is 13-pin DIN.

IU> Does anybody know where I can find electronic parts
IU> for this kind of din connector. I would basically like to be able
IU> to extend the connector, so I need a cable to go from male to female,
IU> or I could make one from a plug and socket. Any help would be
IU> greatly appreciated. Thanks very much.

In the UK (you are in the states, aren't you?) the firm Maplins sells male
and female 13-pin DIN. You could try Tandy (Radio Shack) but I have never
looked there myself as they are expensive. You would also be able to get
them from Radio Spares.

Another approach is to get in touch with an Atari dealer - they often sell
made up leads terminating in a male plug.

Roger
rcain@nest.demon.co.uk

--

2829. FS: Zoom VDFX Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-07 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3tjs3a$5gq@babbage.ece.uc.edu>
Source record: 25490

For sale Zoom VDFX Data, VOICE , Fax modem. 2400Bps Data, 9600 Fax [class 1&2]. Also has caller ID, which you could easily program with a simple string comman in Stalker 3 which is included. Like new, with all manuals, can also do Voice mail. Asking for Modem and Stalker 3 bundle $59 plus shipping. Interested? e-mail me at mayolc@ucunix.san.uc.edu

--

C.Mayol mayolc@ucunix.san.uc.edu mayolc@ucbeh.san.uc.edu
Home Page at http://ucunix.san.uc.edu/~mayolc

2830. Re: Where to find 13-pin din plug.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3tlgep$r4p@sinsen.oslonett.no>
Source record: 25399

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <3thotm$hej@popeye.jsc.nasa.gov>, Stephen LaBar <labar@rsoc.rockwell.com>
writes:
: >I am trying to modify something which uses a 13-pin din plug. I
: >was told that Atari uses a 13-pin din plug for some of their computer
: >models.

Maplin electronics in the UK. Email me if you need more info.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

2831. Re: Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FGIMFGANUP@data.rhein-main.de>
Source record: 25400

I
>: I've got a Falcon030 with a bad power supply. I know which part has gone
>: bad and rather than buying a new power supply (at $100) I'd like to fix the
>: one I have. However I need a parts source for these power supplies or at
>: least someone to tell me what is an equivalent part to the one I have. The
>: bad part is a heat-sinked transistor reference designator Q1, the
>: manufacturer's logo says "FEC" and it's marked '2801 K1010' The power
>: supply itself is manufacured by Skynet Electronics.
>:
>: Failing this, if anyone out there has a dead Falcon with a good power
>: supply I'd be interested in working a deal....
>
>David, why not just by a cheap PC power supply? Most are very heavy duty
>(for a Falcon to use) and are extremely low priced.

Skynet is the best Dealer for Falcon PowerSupplys.

I think by using a cheap PC power supply, you must buy a bigtower case ;-)
Please, watch out! Wrong wire conections to the Falcon power-in Mainsocket
blows up your falcon quickly!

Check out the right connection, Use a voltmeter!

best regards

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar, LYNX I+II, PC486
* * * Betatest: CrazySoundsII, Papyrus, PixArt3, GSZRZ, CoNnect

2832. Re: MiNT dislikes BlowUP?! Please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3tmdr8$992@whitbeck.ncl.ac.uk>
Source record: 25401

In article <3tb90a$act@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
|> Hello,
|>
|> I ran into the same problem over and over again when trying to run
|> MiNT _without_ MultiTOS. I tracked it down to having BlowUP
|> installed. The symptoms are: about one `normal' screen-size down to
|> the right of the mouse pointer (640 pixels to the right and 480 pixels
|> down, that is) there appears some kind of `ghost' pointer. When this
|> pointer touches the lower screen boundary, the system crashes. :-(

Use the FalconScreen driver instead of BlowUp - I believe it works ok
with the same hardware (I use it without anyway). There are no problems
with MiNT at all (works with & without multiTOS and also works with
MiNT-X11R5 to give 880*640 mono X Windows).

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2833. TT internal HD problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3tkpo4$4d5@ccshst05.cs.uoguelph.ca>
Source record: 25402

I'm trying to upgrade the internal hard drive in my TT from a 48 meg Seagate ST157N to a 340 meg Maxtor LXT340SY. Unfortunately, I am having problems formatting the drive. HDX 5.00 tells me, when I try to format, that the root secotr is not found and that I should back up and reformat, a very unhelpful message, since that's what I'm doing. The drive formats fine with the ICD utils, so it's not the drive's fault, and I would just use them, but I need my host adaptor on my other machine, and the AHDI driver has problems with the ICD format. So: how can I format my drive so that I don't need the ICD utils, and so that it'll actually work? Any help will be very much appreciated...

Thanks...

THeo

2834. Re: Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <RGz+PV4.lamarth@delphi.com>
Source record: 25403

Roger Sheppard.. <sheppard_r@ix.wcc.govt.nz> writes:

>I think you will find its a 2SK1010 a High Voltage MOS FET, I don't
>have Data Books here but I do at work.......

Oh, ok- as long as I know what it is now I can get the data on it at work,
too...

>Thier could be other divices blown to cause this one to go so be carefull,
>also Never Ever measure the gate voltage when its on, as it will blow...

Yes, I'm aware of that possibility, which is why I'd like to get my hands
on a set of schematics so I can check out other components. I've called
Atari and the one Falcon repair center here in the US and neither had any
schematics or even spare parts available. If there's a schematic available
I'd sure like to know about it!

David (lamarth@delphi.com)

2835. Re: MiNTNET - Where to find daemons???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: gillham@andrews.edu
Message-ID: <3tkqib$rmu@orion.cc.andrews.edu>
Source record: 25404

In article <804798192snz@birnie.demon.co.uk> ali@birnie.demon.co.uk writes:
>
>Thanks, I tried that but no joy. I found the source code (i think) on
>ftp.cs.uit.no (Tromso univ) in /pub/NetBSD/NetBSD-current/src/sys/arch/
>/atari but the files are huge and the site is very slow. And I dont have

Just an FYI... What you found was NetBSD for the Atari ST/TT. It is a standalone UN*X OS that takes over the whole box. I run NetBSD/i386, NetBSD/sparc, NetBSD/sun3, and NetBSD/mac68k. (well, not too much with the last 2, but I have them installed) NetBSD is very cool, if you are looking for UN*X for your Atari. If you want TOS _and_ UN*X functionality, I guess stick with MiNT. Check out http://www.netbsd.org if you want more info. There is a mailing list "port-atari@netbsd.org" also. (though send requests to "majordomo@netbsd.org")

-Andrew

--
==========
Andrew Gillham gillham@andrews.edu
LAN/WAN/Netware/Unix Analyst
Resume -> http://www.cs.andrews.edu/~gillham/resume.html

2836. WWW graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <5Q2c3No.jyoung57@delphi.com>
Source record: 25405

Considering the impending release of a WWW browser for the ST series, should ST users upgrade the video capabilities of their machine (i.e. multiboard or PAK68)? I have a mainboard rev. H and PAK board would not work even with the buffer board extension. Should I and other users try the multiboard for its ISA graphics capability or should I remain content with a monochrome monitor...

Jeff

2837. Re: Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DBF1ot.I8y@ridgecrest.ca.us>
Source record: 25406

lamarth@delphi.com wrote:
>Roger Sheppard.. <sheppard_r@ix.wcc.govt.nz> writes:
>
>>I think you will find its a 2SK1010 a High Voltage MOS FET, I don't
>>have Data Books here but I do at work.......
>
>Oh, ok- as long as I know what it is now I can get the data on it at
work,
>too...
>
>>Thier could be other divices blown to cause this one to go so be
carefull,
>>also Never Ever measure the gate voltage when its on, as it will
blow...
>
>Yes, I'm aware of that possibility, which is why I'd like to get my
hands
>on a set of schematics so I can check out other components. I've
called
>Atari and the one Falcon repair center here in the US and neither had
any
>schematics or even spare parts available. If there's a schematic
available
>I'd sure like to know about it!
>
> David (lamarth@delphi.com)

David, B&C Computer Visions carries a manual for the Falcon that
was said to document the hardware. I know that they told me that
clock signals were documented. I believe that schematics are included.
However, with all the mods that the Falcons have had, this may just
be a general diagram at best. I would think that the power supply
should be consistant though. The price is rather steap at 50.00.
B&C 408-986-9960.

Good Luck

Michael Grove

2838. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-08 00:00:00 UTC
From: Cliff Cook <ccook@icis.on.ca>
Message-ID: <DBErK8.GrK@icis.on.ca>
Source record: 25407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Alain DERENNES <derennes> wrote:

> Sorry, it's not a response, but where can we find CHIMERA?
> I dont see it anywhere.
>
I got my copy from GEnie. That version is set up for a North American keyboard. I'm sorry that I don't know where else it's distributed.

Cliff

2839. Anyone who knows where to find chimera or another browser???Email me please dudurini@compulink.gr

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: dudurini@athena.compulink.gr
Message-ID: <3tn8bi$9s5@news.compulink.gr>
Source record: 25408

[No readable article body recovered]

2840. Latest ICD utils: where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3tn7na$soh@ccshst05.cs.uoguelph.ca>
Source record: 25409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Title says it all: where can I get the latest version (6.5.5, I believe)
of the ICD hard drive utlities?

Thanks...

THeo
```

2841. Outting a MFM drive in MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: ah931@cleveland.freenet.edu
Message-ID: <1995Jul9.170211.20051@news.csuohio.edu>
Source record: 25410

The Seagate st257? whatever that was in my megafile died a sad death :(.
I have a 20 meg Seagete MFM drive laying around, but it will not format.
I am using ICD formatting software (the one that works with all controllers).
Any ideas? Any suggestions? Mabe another drive that will work with the
controller? The 30 meg drives seem to be pretty rare....

Thanks in advance

2842. Re: Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <x03-Xny.lamarth@delphi.com>
Source record: 25411

michael grove <mgrove@owens.ridgecrest.ca.us> writes:

>David, B&C Computer Visions carries a manual for the Falcon that
>was said to document the hardware. I know that they told me that
>clock signals were documented. I believe that schematics are included.
>However, with all the mods that the Falcons have had, this may just
>be a general diagram at best. I would think that the power supply
>should be consistant though. The price is rather steap at 50.00.
>B&C 408-986-9960.

Hmm... yes $50 is rather steep, especially if the manual doesn't include revisions, but it's also better than guessing :) Thanks for the info- I'll give them a call and find out more about this.

David (lamarth@delphi.com)

2843. Re: Falcon power supply parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <x6wcn76.lamarth@delphi.com>
Source record: 25412

Robert Schaffner <robscha@data.rhein-main.de> writes:

>>David, why not just by a cheap PC power supply? Most are very heavy duty
>>(for a Falcon to use) and are extremely low priced.

>Skynet is the best Dealer for Falcon PowerSupplys.

Does Skynet have a dealership in the United States? If so, does anyone have
their phone number?

>I think by using a cheap PC power supply, you must buy a bigtower case ;-)
>Please, watch out! Wrong wire conections to the Falcon power-in Mainsocket
>blows up your falcon quickly!

Yes, I would think that, too :) I would rather just replace the power
supply with another Falcon p.s. - less risk involved as you say, plus there
would be the problems in mounting the PC power supply.

David (lamarth@delphi.com)

2844. CGA Monitor, Usable with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: ade@adesamm.demon.co.uk
Message-ID: <805324588snz@adesamm.demon.co.uk>
Source record: 25413

Hello all,
I have a CGA monitor (at least I think it is!), and would like to know if I can use it with my STE. Either as a colour or monochrome monitor, any help with where I can obtain or how to make up a lead would also be helpful if the monitor can be connected.

Thanx.
Ade.

--

Ade@adesamm.demon.co.uk

(ASL) Luton Air Scouts, Lea Valley, Luton, Bedfordshire, England.

(??!/?//@/)

2845. Re: TT internal HD problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3tpdfc$1cl@status.gen.nz>
Source record: 25414

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: I'm trying to upgrade the internal hard drive in my TT from a 48 meg

We connected the Link, formatted the internal, and external drives (the internal drive wasn't going thru the Link, but still formatted) install the ICD autoboot.
Then the drives work fine even after the Link has been removed. OTOH, I don't see why it won't format with HDX 5. We have used this with various drives with no problem. But maybe someone else knows :-). We have found the ICD utils can cause incompatibilities with some software, and believe AHDI would be better. Some people would disagree however. Also try the ICD Pro utils, this would save all the fuss.

Hope this helps, let us know how it goes!

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand----------

2846. Re: Where to find 13-pin din plug.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <DBH04C.Mx2@cix.compulink.co.uk>
Source record: 25415

>I am trying to modify something which uses a 13-pin din plug. I
>was told that Atari uses a 13-pin din plug for some of their computer
>models. Does anybody know where I can find electronic parts for
>this kind of din connector. I would basically like to be able to

In the UK, Maplins can supply plugs and sockets.

Phil.

2847. Re: Latest ICD utils: where?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tpm5a$6jk@golem.wcc.govt.nz>
Source record: 25416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3tn7na$soh@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:
>Title says it all: where can I get the latest version (6.5.5, I believe)
>of the ICD hard drive utlities?

As they are not PD they are restricted to a few sites, GEnie is one of them...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2848. Re: MiNT and Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DBH22F.42v@cix.compulink.co.uk>
Source record: 25417

In message <NICKF.95Jul7143103@fleet.cadence.com>, nickf@fleet.cadence.com said:
> Does anyone know if it is possible for me to connect my Atari ST
> running MiNT to a PC Linux box? I'm primarily interested in
> transferring files back and forward between the two. I know there
> is software available to run on PC DOS but this isn't much use to
> me.

Yes - its quite possible - I have a TT and a PC running like this. I've also had my STM working in this way - but with only 2.5Mb of memory it didn't really have enough RAM to do anything useful.

Basically you need to use MiNT-Net on the Atari to set up a SLIP connection. After this it is possible to set up NFS so you can cross mount Atari MINIXFS partitions under Linux! I've not successfully had Linux/pc partitions mounted under MiNT. There is some slight incompatibility somewhere in my system.

If you want to get really fancy it is possible to run a proper client server system using X-Windows. I use MiNT-X on the TT and run the clients on the PC. With this combination I get the benefit of the TT-Hi (1280x960) paper white display - but all the disk/RAM and CPU power of the PC. Of course it helps to have a decent serial link. I can do 115200baud, but 19200 is okay.

Hope that helps,

:-)

Roland.

@CiX

2849. Re: TT internal HD problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3tpn1u$6jk@golem.wcc.govt.nz>
Source record: 25418

In article <3tkpo4$4d5@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:
>I'm trying to upgrade the internal hard drive in my TT from a 48 meg
>Seagate ST157N to a 340 meg Maxtor LXT340SY. Unfortunately, I am having
>problems formatting the drive. HDX 5.00 tells me, when I try to format,
>that the root secotr is not found and that I should back up and reformat,
>a very unhelpful message, since that's what I'm doing. The drive formats
>fine with the ICD utils, so it's not the drive's fault, and I would just
>use them, but I need my host adaptor on my other machine, and the AHDI
>driver has problems with the ICD format. So: how can I format my drive so
>that I don't need the ICD utils, and so that it'll actually work? Any
>help will be very much appreciated...

May be you need the later HDX software also the ICD Utils 6.5.5 that I have
has a AHDI compatibilty button in the format options...

I thought that HDX was upto version 6.xx ..??

I have played with HDX software and never ever got it to work, and why use
HDX when you can use the far far better ICD software...??

>Thanks...
>
>THeo
>
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2850. Re: Overscan info reqd.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: Jim Boulton <Jim@jimbee.demon.co.uk>
Message-ID: <314474470wnr@jimbee.demon.co.uk>
Source record: 25419

In article: <3tivhk$8d3@mailer.york.ac.uk> jat5@york.ac.uk (John 'john..' Tuffen) writes:
>
> I've just been trawling around some ftp sites, and I found details of the
> 'overscan' mod. Now, some of this seems a bit of a kludge (especially for
> mono monitors - setting pixel colours to black so that flyback beams
> aren't seen?). I also found a commercial overscan mod (Auto Overscan - in an
> old copy of STFormat) that conists of two chips on a circuit board -
> Incidentally the developer of the commercial overscan is the same guy
> that developed the PD version).

Can you tell me where I can get the info on how to build the mod?

Thanks,

--Jim

2851. ST mono/color monitor to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <805324694_OASIS_@cnserv.dungeon.com>
Source record: 25420

In article <3t6dpf$92e@Twain.MO.NET>
wilkolb@mo.net (Kym) said:-

>Is it possible to use a ST monitor with a PC...anyone know of any
>cards, switch boxes or cable connectors that will work?

It should be possible to use your mono monitor as a PC mono VGA screen and your colour monitor if you have a PC<>TV card installed in the PC. These cards aren't cheap however!

This question begs another question - Why do it when PC monitors a very cheap anyway?

--

ATB,
Karl.

Computer Network Services, Suite 110, +----------------------------+
York House, 2-4 York Road, |Novell authorised reseller, |
Felixstowe, Suffolk, England. |training and consultancy |
Tel: 01394-672004 Fax: 01394-271210 +----------------------------+

2852. DOS util to read ST floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-09 00:00:00 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <805324836_OASIS_@cnserv.dungeon.com>
Source record: 25421

In article <0e0_9507030401@nisc.fidonet.org>
Myeck.Waters@p1.f616.n266.z1.fidonet.org (Myeck Waters) said:-

>The DOS box can't read Atari floppies, but the Atari can handle MSDOS formatted
>DSDD disks just fine. Just use the MSDOS option on any of the many Atari
>utilites tha format disks (I would NOT receommend CD-FORMAT though, as it
>doesn't appear to be checking its work as it goes along), or alternately,
>format a DSDD disk on your PC and use your Atari to transfer the files to that.

I find that the DOS 6.2 PC's at work work fine with disks formatted in a TOS
1.62 Atari STe...

--

ATB,
Karl.

Computer Network Services, Suite 110, +----------------------------+
York House, 2-4 York Road, |Novell authorised reseller, |
Felixstowe, Suffolk, England. |training and consultancy |
Tel: 01394-672004 Fax: 01394-271210 +----------------------------+

2853. Re: Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <3tr0da$7d4@erinews.ericsson.se>
Source record: 25422

In article q14@btmpjg.god.bel.alcatel.be, cgra@se.bel.alcatel.be (Chris Gray) writes:
>
> > [re: Attila's forthcoming desktop]
>
> > To make it short: everything is handled as an object, i.e. you can define
> > properties of several types and methods to these objects (files/desktop/
> > drives/printer/clipboard/trash/synth/modem/whatever). You will be able
> > to define your own object and set its behaviour soon.
> > Of course sophisticated file searching and processing will be part of it.
>
> Great.
>
> I'll be very happy when I can plonk a URL on my desktop and open it
> by double-clicking: and when I can have Thing-style "groups" which
> contain a bunch of links to objects, some on my machine and some
> elsewhere.

That's exactly which you will be able to do with ObjectDesk,
(and much more). Define an URL kind and assign properties (URL, Last Visited, etc)
and methods to it (open method: call a program with the URL property as
argument for example, and other methods which can be accessed by
clicking with the right mouse button on the object(s)).

>
> Separate www browsers are stupid. The Atari needs a www application
> like it needs a separate "Program Manager" and "File Manager", i.e.
> like a fish needs a bicycle. :)
>
Of course the Atari does not need them, it needs a *very* flexible
desktop (and file system) and we'll leave the PC guys far behind...

BTW ObjectDesk is an intermediate step to create an object-oriented
program development environment, which ObjectDesk will be the
framework for.

/Attila

2854. Re: ICD Booter 6.5.5. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jul10.062524.23626@rhrk.uni-kl.de>
Source record: 25423

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>Its not very easy here to use German software, no support for one thing
>and unable to use a credit card, and getting Marks from a bank just cost to

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

2855. Re: Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <3tr0vo$7d4@erinews.ericsson.se>
Source record: 25424

In article 447@prime.mdata.fi, artoj@mits.mdata.fi (Arto Jalkanen) writes:
> e> If we're talking about desktops, let me share one of my secrets with you:
> e> I have been developing an object-oriented desktop (ObjectDesk) for ALL
> e> Atari computers for ~3 years. It will be run with any TOS versions in any
> e> resolution, even with 1M machines as it is small (~150k) and was programmed
> e> clearly in GEM. The first version will be ready in August.
>
> That sounds great! I hope it works well with MultiTOS and uses
> the nice 3D effects of Falcon.

Of course.
I just finished the file searching/processing feature in the weekend.
E.g. when file searching, you can set max 4 conditions like:
cond1 AND/OR cond2 AND/OR cond3 AND/OR cond4
where cond1..4 are from 60 kinds of conditions!
Of course some of these 60 conditions search in the file (like grep).
With file processing you can do almost anything with the selected/found
files (rename, set dates/flags/version, add/delete property or method,
execute method...)

/Attila

2856. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3tr1m8$ggl@btmpjg.god.bel.alcatel.be>
Source record: 25425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

1. I have the same problem with Chimera on a MegaST4, i.e. crashes on pages with big GIFs. I'm going to try it out on my F030 with virtual memory tonight.

2. I found the TAF package on Compuserve: recently I've seen it on a European ftp site, either ftp.cnam.fr or ftp.cs.tu-berlin-de, not sure which now. It's probably on micros.hensa.ac.uk by now, but continental users will need to get up early (like, 0600 CEST is a good bet).
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2857. Re: Atari Linux question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950710132836.6563C-100000@bull.mimuw.edu.pl>
Source record: 25426

On Thu, 6 Jul 1995 trek@ihgp6z.ih.att.com wrote:

> As of patch level 9.7 - is Atari linux a linux_0 or a linux_1?
> Anyone know the difference? Wayne Booth

It is linux_0
I suppose that it is beta version. There is also source of 1.2.10pl1
available at tsx-11.mit.edu.

regards,

Simon.

2858. Re: CGA Monitor, Usable with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBHwFw.Mx4@crash.cts.com>
Source record: 25427

Ade (ade@adesamm.demon.co.uk) wrote:
: Hello all,
: I have a CGA monitor (at least I think it is!), and would like to know if I
: can use it with my STE. Either as a colour or monochrome monitor, any help
: with where I can obtain or how to make up a lead would also be helpful if the
: monitor can be connected.

Nope. sorry. The CGA monitor is a digital RGB monitor with fixed RGB
levels. The STE requires an analog RGB monitor. Using it in monochrome
mode would also not work as CGA used NTSC scan rates, and mono mode would
destroy it.

You are better off selling it for the price of a decent supper.

Rich

2859. voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950710134515.20478C-100000@bull.mimuw.edu.pl>
Source record: 25428
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
for any commercial/shareware software that can works with it (not only modem
but voice, fax too).

thx for help,

Simon.

2860. Re: Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <3tr91p$bt4@erinews.ericsson.se>
Source record: 25429

In article FGEXFBATUP@zaphot.augusta.de, aw@zaphot.augusta.de (Arno Welzel) writes:
> In <3tbi9l$q14@btmpjg.god.bel.alcatel.be> Chris Gray wrote:
>
> >I'll be very happy when I can plonk a URL on my desktop and open it
> >by double-clicking: and when I can have Thing-style "groups" which
> >contain a bunch of links to objects, some on my machine and some
> >elsewhere.
>
> BTW: In Thing there will be something similar ;-) The 'object groups'
> are just the 'pre-release' ... look out for future versions.

Really? :-)
I have seen Thing (nice) but believe me, Arno, your and my desktops
differ very much in phylosophy. You'll see what I mean soon.

Attila

2861. re: overscan info reqd.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1906rcain@nest.demon.co.uk>
Source record: 25430

On 10 Jul 95 Invalid wrote:
IU> Can you tell me where I can get the info on how to build the mod?

The PD mod. can be found most places as OVERSCN3.LZH. It decribes how to build a simple circuit to manufacture Comp. Sync. and route it to the glue chip's Display Enable pin. There is also an auto program to relocate the video area in RAM and set display parameters.

The commercial version, I believe, is based around custom GALs so you wouldn't be able to construct it yourself.

Roger
rcain@nest.demon.co.uk

--

2862. re: desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1913rcain@nest.demon.co.uk>
Source record: 25431

On 10 Jul 95 Attila wrote:
AM> BTW ObjectDesk is an intermediate step to create an object-oriented
AM> program development environment, which ObjectDesk will be the
AM> framework for.

I'm beginning to get worried now, Attila. Have you ever seen the
revolutionary deskyop, Omen? This set out to be a new object oriented
programming environment but fell flat on its face because it would not run
conventional .TOS, .PRG .APP objects!!

Roger
rcain@nest.demon.co.uk

--

2863. Atari Linux question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <805382286_OASIS_@stomlin.spods.dcs.kcl.ac.uk>
Source record: 25432

In article <DBB3o7.Fsr@ssbunews.ih.att.com>
trek@ihgp6z.ih.att.com (-Booth,W.A.) said:-

>As of patch level 9.7 - is Atari linux a linux_0 or a linux_1?
>Anyone know the difference? Wayne Booth

All Atari (and Amiga) Linux versions 0.9pl* are based on PC Linux 1.0.9,
but some parts (eg. net stuff) are based on 1.2.9.

The current versions are 0.9pl8 (quite stable) and 1.2.10 (needs some work).

--
Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\////////////////////////////////////

2864. Re: Graphics cards for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DBIFsx.2uC@ssbunews.ih.att.com>
Source record: 25433

In article <DB9B5p.BK7@udcf.gla.ac.uk>,
John McClure <johnm@mech.gla.ac.uk> wrote:
>What graphics cards are there available for the mega st + mega ste? I
>would dearly like to run my cubase on a big screen (1024x768 +).
>
>I have a Taxan Viking 1 monitor doing nothing (19" mono) and dream of
>viewing entire drum maps and arrangements on a single screen.
>
>May invest in a 17" SVGA if there's a cheap enough graphics card around.
>
>Any help would be appreciated.

There was a graphics card to hook up a viking mono monitor to the Mega
ST. It does require TOS 1.4 or better. Gives something like
1024x960 (or close to that). Mine came with my monitor. TT uses a
different card but has same capabilities. Don't know if it would
work on an ste or not. Wayne

2865. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3ts2n9$bhb@gti.gti.net>
Source record: 25434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Gray (cgra@se.bel.alcatel.be) wrote:

: 1. I have the same problem with Chimera on a MegaST4, i.e. crashes on
: pages with big GIFs. I'm going to try it out on my F030 with virtual
: memory tonight.

And how pray tell does one achive virtual memory on a Falcon?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2866. Re: ICD Booter 6.5.5. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jul10.150148.6075@rhrk.uni-kl.de>
Source record: 25435

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>Yes they did overlap, all the BGM ones by 144 sectors....

>So far I have been unable to duplicate the problem....

At least the bug is identified now. I suggest you simply use a disk monitor
to correct your boot sector data, i. e. set the number of sectors to the
correct values. You can do this without any risk that data might be damaged.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

2867. re: gesoft software query

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-10 00:00:00 UTC
From: Antony.Lacey@f706.n2500.z1.fidonet.org
Message-ID: <faf_9507110637@sentinel.co.uk>
Source record: 25436

rcain@nest.demon.co.uk previously scribbled to All ...
Hiya Roger,

GO>> Is there anything available that will allow more than P:, ie. Q->Z
GO>> (skipping U of course)?
r>
r> I THINK MiNT allows C->Z

From what I've heard MagiC 3 will allow up to Z also ... (or does where it has been released).

Can't wait!
--
| Fidonet: Antony Lacey 1:2500/706
| Internet: Antony.Lacey@f706.n2500.z1.fidonet.org
|
| Sent via The SENTINEL Internet gateway +44 (0)1922-712819
| Multiple networks access, Free Email, Usenet groups available
| Email gateway@sentinel.co.uk for details of feeds
|

2868. Debugging C++ programs **HELP!!!**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>
Source record: 25341
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I succesfuly configured gcc 2.6.3, so I can compile and link C and C++ programs properly. Thats great. But I was be able to debug C++ programs compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C programs. While I try to debug C++ (compiled with 2.6.3) I've got a message:

Reading in symbols for test.cc... invalid member type dataformat, at symtab pos 16.

Does it mean that I WILL NOT be able to debug any C++ (compiled with 2.6.3)???? I would like to use new C++ feauters like exceptions available at 2.6.3 (and with some bugs removed). I have many good ideas to write good C++ programs... Maybe someone have any idea.

*** ANY HELP WILL BE APPRECIATED ***

HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!

Simon.

8'-(((((((((

2869. Q: Falcon ADC's.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DBK2GM.25v@westminster.ac.uk>
Source record: 25342

Does the falcon have any anti-aliasing filters or is that a bit up market for it ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

2870. TAF/X11/Chimera--Disconnect: kill doesn't work

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3tuvmn$t04@ds2.acs.ucalgary.ca>
Source record: 25343

I have had this problem as well as others. Any real good way to
correct this?

--
Conan Ford cokford@acs.ucalgary.ca
The opinions expressed herein are my own and not those of
the University of Calgary.

2871. Re: voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3tv2tt$dpl@fitzherbert.pavilion.co.uk>
Source record: 25344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:

>I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
>for any commercial/shareware software that can works with it (not only modem
>but voice, fax too).

Try CoMa. It has voice mail,ftp and fax facilities. It suggests a
Zyxcel modem but yours might work.
>thx for help,

>Simon.

Keith
100:1011/12.0 Always ready to chat
2:254/108.12 about Jesus

2872. ST to Amiga PICS help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: Dave Keen <doc@goforit.demon.co.uk>
Message-ID: <1c1I4AABKbAwEwOh@goforit.demon.co.uk>
Source record: 25345

Hi
Has anyone got either a routine or the info on how to do the following:
convert a raw Atari ST file (as in memory) so that it will appear
correctly when inserted straight into memory on an (sorry to blaspheme!)
Amiga. I think it needs to be deinterleafed.
Thanks
doc
--
Dave Keen

2873. Re: Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FGLAFDCFUP@zaphot.augusta.de>
Source record: 25346

In <3tr91p$bt4@erinews.ericsson.se> Attila Mezei wrote:

>In article FGEXFBATUP@zaphot.augusta.de, aw@zaphot.augusta.de (Arno Welzel) writes:
>> BTW: In Thing there will be something similar ;-) The 'object groups'
>> are just the 'pre-release' ... look out for future versions.
>
>Really? :-)
>I have seen Thing (nice) but believe me, Arno, your and my desktops
>differ very much in phylosophy. You'll see what I mean soon.

I hope so ... i am very interested!

Does your desktop support TOSWIN with MiNT or TOS2GEM with plain TOS,
and parallel start/ARGV passing under MultiTOS/MagiC!3? Does it
support AV protocol? Does it have context-sensitive help?

Your desktop seems to be a bit like No|Desk - isn't it?

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2874. Help me add Seagate drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: king24@aol.com
Message-ID: <3tv964$smf@newsbf02.news.aol.com>
Source record: 25437
Cross-posted to: comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

I want to add my old Segrate Model st3144a IDE drive to my new system. My new system is a new Dell with EIDE interface for multible harddrives.

THe Dell Manual says I need to set the jumpers on the second drive so i knows the master/slave relatiopnship of the drives.

Does any one know where I might find this info on how to set the jumpers correctly?

Please email
king24@aol.com
----BOB ESTES aka king24@aol.com OR rwestes@attmail.com----

2875. Re: voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ttb7o$3cs@golem.wcc.govt.nz>
Source record: 25438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.BUL.3.90.950710134515.20478C-100000@bull.mimuw.edu.pl>, Szymon Stasik
<stasik@bull.mimuw.edu.pl> writes:
>
>I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
>for any commercial/shareware software that can works with it (not only modem
>but voice, fax too).

COMA is the only one that I know of that support Voice, but might not for
your modem type, and its not very cheap, Keylocked versions are on many
many FTP sites...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2876. Re: MiNT dislikes BlowUP?! Please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: acher@informatik.tu-muenchen.de
Message-ID: <3tteah$r9k@sunsystem5.informatik.tu-muenchen.de>
Source record: 25439

In article <3tb90a$act@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
|>
|> Hello,
|>
|> I ran into the same problem over and over again when trying to run
|> MiNT _without_ MultiTOS. I tracked it down to having BlowUP
|> installed. The symptoms are: about one `normal' screen-size down to
|> the right of the mouse pointer (640 pixels to the right and 480 pixels
|> down, that is) there appears some kind of `ghost' pointer. When this
|> pointer touches the lower screen boundary, the system crashes. :-(
|>
|> So, does anybody have a BlowUP + MiNT setup that _works_? I have
|> FreeMiNT 1.12h4 (latest, I guess) on a Falcon with TOS 4.02.
|>
|> Mind you, with MultiTOS everything works fine. Strange, no?

I have Mint (1.12h or something like that) running with BlowUP, but there is
a trick: BlowUP has to be booted _before_ Mint, and you have to write an tiny
program (I can mail it to you on request) that sets up a BlowUP-resolution
(Mint X11 in 1024*768 :-)). So everything works fine.
--
Bye
Georg Acher
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

2877. Re: Overscan info reqd.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-11 00:00:00 UTC
From: jat@unix.york.ac.uk
Message-ID: <805456369.1@cs.york.ac.uk>
Source record: 25440

Jim Boulton (Jim@jimbee.demon.co.uk) wrote:
: In article: <3tivhk$8d3@mailer.york.ac.uk> jat5@york.ac.uk
: (John 'john..' Tuffen) writes:
: >
: > I've just been trawling around some ftp sites, and I found details of the
: > 'overscan' mod.

: Can you tell me where I can get the info on how to build the mod?

: Thanks,

Well, for UK viewers... look at the ftp site at src.doc.ic.ac.uk. The
file that you want is: /packages/atari/umich/Utilities/overscn3.arc.

This can be reached using a web browser, point it at:

ftp://src.doc.ic.ac.uk/packages/atari/umich/Utilities/

Hope this is of some use.

john..

```
|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, York, UK. |h
| jat@ohm.york.ac.uk ||| |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e
```

2878. Re: voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3tvf9e$6iv@golem.wcc.govt.nz>
Source record: 25347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] >I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
] >for any commercial/shareware software that can works with it (not only mod
] >but voice, fax too).
]
] Try CoMa. It has voice mail,ftp and fax facilities. It suggests a
] Zyxcel modem but yours might work.
] >thx for help,
```

If the Logicode uses the Sierra chipset, then the voicemail of CoMa might work. (Doubtful). Otherwise it won't. The fax part of CoMa is brilliant though. Problem is, it's extremely expensive! If all you need is fax, and you want it in English, then STraight Fax is a clever little program which does everything a real fax machine does and more. I'm not sure which of the two I prefer, each has it's own interesting features.

STraight Fax AFAIK hasn't been updated in years, so it doesn't support Class 2.0 Fax, just Class 2 but no biggie there.... I have no idea where to get it from, but CoMa has recently been updated, version 3.60 I think, on ftp.uni-kl.de in pub/atari/incoming/ (Coma_360.zip/lzh) or something to that effect.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2879. Re: desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <3tvpn1$gor@erinews.ericsson.se>
Source record: 25348

In article 1913rcain@nest.demon.co.uk, rcain@nest.demon.co.uk (Roger Cain) writes:
> On 10 Jul 95 Attila wrote:
> AM> BTW ObjectDesk is an intermediate step to create an object-oriented
> AM> program development environment, which ObjectDesk will be the
> AM> framework for.
>
> I'm beginning to get worried now, Attila. Have you ever seen the
> revolutionary deskyop, Omen? This set out to be a new object oriented
> programming environment but fell flat on its face because it would not run
> conventional .TOS, .PRG .APP objects!!
>
> Roger
> rcain@nest.demon.co.uk
>

Don't worry, Roger, my desktop will (does) run everything ;)
I have seen Omen, but it didn't convince me, to be honest.

The trouble (?) with todays desktops is that they are just like
the Atari GEM desktop adding very little functionality. And they are
concentrating on having hundreds of 3d animating icons, which
will make them look like a toy rather than a tool.
This is my opinion of course.

/Attila

2880. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3tvpea$2c6@nic-nac.CSU.net>
Source record: 25349
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Why on earth is this post in so many newsgroups? What type of computer do
you HAVE?! A PC, an Atari ST, an Atari 8bit or an Amiga!?!?!

-bill! (from c.s.atari.8bit)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2881. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBLKu5.A6x@crash.cts.com>
Source record: 25350
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

King 24 (king24@aol.com) wrote:
: I want to add my old Segrate Model st3144a IDE drive to my new system. My
: new system is a new Dell with EIDE interface for multible harddrives.

: THe Dell Manual says I need to set the jumpers on the second drive so i
: knows the master/slave relatiopnship of the drives.

: Does any one know where I might find this info on how to set the jumpers
: correctly?

: Please email
: king24@aol.com
: ----BOB ESTES aka king24@aol.com OR rwestes@attmail.com----

While this newsgroup is only for Atari systems....

I still can help. Call Seagate's toll free support line to ask. Give
them your drive info and all will be well. The number is not in my head,
but calling 1-800-555-1212 for information on Seagate's toll-free number
should help. I think the number is 1-800-SEAGATE but I'm not sure.

Rich

P.S. Asking PC computer questions in an Atari newsgroup can be dangerous!!

2882. Re: voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950712145857.11626A-100000@bull.mimuw.edu.pl>
Source record: 25351
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 11 Jul 1995, Keith Sunderland wrote:

> Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>
> >I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
> >for any commercial/shareware software that can works with it (not only modem
> >but voice, fax too).
>
> Try CoMa. It has voice mail,ftp and fax facilities. It suggests a
> Zyxcel modem but yours might work.

Unfortunettly CoMa doesn't work with mine, however thx for response...

Any other ideas?

Simon.

2883. Re: voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jul12.165949.2044@cathy.ijs.si>
Source record: 25352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.BUL.3.90.950710134515.20478C-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
>for any commercial/shareware software that can works with it (not only modem
>but voice, fax too).

I think you should download and try CoMa (version 2.90 is just out).
Coma does all the things you mention (except outgoing modem), but it is fairly
expensive. OTOH, you can try before you buy and determine if the support for
your modem is good enough.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2884. Re: [Q] Linux: why does it need co-processor.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzn3ekuo1c.fsf@issan.informatik.uni-dortmund.de>
Source record: 25353

In article <jhh.805536815@news.cwi.nl>, jhh@cwi.nl (Jaap Henk Hoepman) writes:

|> Does anybody out here know why the 680x0 Linux kernel requires that a floating
|> point processor is installed? I was surprised when I read this in the system
|> requirments docs, as I would not expect the kernel to use floating
|> point heavily, if at all. In fact, I have no clue what it is needed for.
|> Anyway, I know a lot of people that happily use Linux (on their TT or their
|> DOS-boxes), but I'm stuck with this Falcon _without_ a FPU. Is there any
|> chance that, in the foreseeable future, a version of 680x0 Linux comes out
|> that does _not_ require an FPU.

If anyone writes an FPU emulator for Linux, then yes. How about you? :-)

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2885. Falcon and Mark Williams C Resource Editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <3u0jnk$837@ecom4.ecn.bgu.edu>
Source record: 25354

I have a falcon that replaced a Mega 2. I had been developing apps
using Mark Williams C, of which I still use.

The compiler works, but the MWC resource editor has these problems:

1. The computer crashes when you exit the resource editor
2. The menu items that you create do not work when you
run the applications you compiled.

Any resource that I had created from an ST will run ok, so if I had an
ST, I could still use this.

I do have another resource editor from Atari as a registered developer,
and that works without crashing (although I haven't tried anything with
it), however, it seems to save files in a different format, so when I
load a resource, it doesn't pick up my H file.

The question is, has anybody gotten Mark Williams resource editor to
work on a falcon? Or if I have a big resource editor file on MWC, able
to convert it so that all of the .H definitions can be transmitted
to be used with other resource editors, such as the Atari one?
Do I have to get a computer from the ST line to keep using the
resource editor?

Thanks for any help.

Jeff

2886. SCSI - Harddisk on ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: wm@ast1.uibk.ac.at
Message-ID: <3u0lsq$hcs@news.uibk.ac.at>
Source record: 25355
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi folks,

I am looking for a cheap solution for my data storage problems.
Someone told me that it is possible to attach SCSI-Harddisks on a
Atari 1040ST computer. Who knows more about it and help me ?

e-mail: wm@ast1.uibk.ac.at

PS: Of course, it must not be in any case a SCSI- Harddsik.
Even others will help me if they are cheaper than the
original Ataris.

2887. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3u0p98$5nk@btmpjg.god.bel.alcatel.be>
Source record: 25356
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I wrote:

: 1. I have the same problem with Chimera on a MegaST4, i.e. crashes on
: pages with big GIFs. I'm going to try it out on my F030 with virtual
: memory tonight.

In article <3ts2n9$bhb@gti.gti.net>, azog@gti.gti.net (azog) writes:
> And how pray tell does one achive virtual memory on a Falcon?

Using Outside or VRAM. I have VRAM and I have to admit it doesn't work
all that brilliantly with MiNT. Anyway I failed to get Chimera to run
with VRAM, sh crashed during X initialisation. (Remind me to find out
what causes sh to be run and see if it wouldn't be possible to use init;
that should save on RAM).

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2888. re: desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1931rcain@nest.demon.co.uk>
Source record: 25357

On 12 Jul 95 Attila wrote:
AM> Don't worry, Roger, my desktop will (does) run everything ;)

Ah, I feel better now :)

AM> I have seen Omen, but it didn't convince me, to be honest.

Nor me - who wants an operating system which can't run 99.999991f current software :(

AM> The trouble (?) with todays desktops is that they are just like
AM> the Atari GEM desktop adding very little functionality.

Well, I'm all for a good GUI. I've spent 25 years suffering with a command line i/f .

AM> And they
AM> are concentrating on having hundreds of 3d animating icons, which
AM> will make them look like a toy rather than a tool.

Yes,one has to learn to ignore the technicolour graphics and animations and ask the real question "Does this make life easier for me?"

AM> This is my opinion of course.

It looks as though I agree with most of it :)

Roger
rcain@nest.demon.co.uk

--

2889. Re: desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3u0pmi$5nk@btmpjg.god.bel.alcatel.be>
Source record: 25358

Atilla,

sounds almost too good to be true ... :)

Are there any bits we can look at yet?
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2890. Neodesk 4 Troubles on my

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: Michael.Farrell@balmybeach.gryn.org
Message-ID: <43f_9507131156@tor250.org>
Source record: 25359

Could someone help me out I cannot get the NeoQueue Printer
accessory to work with my Neodesk 4, Iit loads ok but when I drag a
file over to be printed, it says there are no files in the Printer
queue, I am totally Mind boggled, can you guy's help me out...

Michael Farrell

... As I said before, I never repeat myself.
___ Mountain Reader II - #Demo 001
--
| Fidonet: Michael Farrell 1:250/422
| Internet: Michael.Farrell@balmybeach.gryn.org

2891. Re: Q: Falcon ADC's.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3u0q9f$5nk@btmpjg.god.bel.alcatel.be>
Source record: 25360

In article <DBK2GM.25v@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
> Does the falcon have any anti-aliasing filters or is that a bit up market for
> it ?

Probably the latter. Apex Media has something in that area but I believe
it isn't "real" anti-aliasing.

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2892. Re: TAF/X11/Chimera--Disconnect: kill doesn't work

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3u0qdq$5nk@btmpjg.god.bel.alcatel.be>
Source record: 25361

In article <3tuvmn$t04@ds2.acs.ucalgary.ca>, cokford@acs5.acs.ucalgary.ca (Conan Orion K Ford) writes:
> I have had this problem as well as others. Any real good way to
> correct this?

Yup I've got that one too. I think there's a file missing or misplaced.

By the time I've solved that one I'll know a lot more about BSD and X
than I do now. :[

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2893. Mac utility to read st floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: Daniel McGuire <dmcguire@igc.apc.org>
Message-ID: <APC&1'0'5bb52c41'941@igc.apc.org>
Source record: 25362

Many years ago I worked on an atari st, and generated many documents using the program STWRITER. I now use a Mac, and I wonder if there is any way to read those floppies using my mac (my atari dies a long time ago.) Any help wound be greatly appreciated. Please e-mail me at: dmcguire@igc.apc.org or post responses. Thank you.

2894. Once again, DSP problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBLKM7.9zK@crash.cts.com>
Source record: 25363

Once again...

I am not able to use my DSP to modify incoming sound samples and then output them (in real time) to the sound port. All of the DMA, and other DSP functions work with the exception of this one.

All DSP programs (Jpeg, Mpeg decoders etc.) work fine. Graphics and sound demos work fine. DSP .MOD players work fine. However, using the DSP for effects does NOT work at all. I have tried both WINREC and Audio Fun Machine, and when I select a DSP mode all goes silent.

Is there a clock line or GAL chip that is causing my problem?? Please, all suggestions are appreciated.

Rich

2895. [Q] Linux: why does it need co-processor.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: jhh@cwi.nl
Message-ID: <jhh.805536815@news.cwi.nl>
Source record: 25364

Does anybody out here know why the 680x0 Linux kernel requires that a floating point processor is installed? I was surprised when I read this in the system requirments docs, as I would not expect the kernel to use floating point heavily, if at all. In fact, I have no clue what it is needed for. Anyway, I know a lot of people that happily use Linux (on their TT or their DOS-boxes), but I'm stuck with this Falcon _without_ a FPU. Is there any chance that, in the foreseeable future, a version of 680x0 Linux comes out that does _not_ require an FPU. Or should I buy a FPU (which is a bit silly, as I hardly do any math).

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924076 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

2896. Graphics Cards for ST...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <DBLr91.1L0@bri.hp.com>
Source record: 25365

Hi All,

I have an STFM with PAK board and want to upgrade the resolution.

I have heard that the ET4000 board can be put into a Mega ST after a bit of hacking (Indeed I have the file from a.a.u.e to play with when I can get round to taking a 1.3Meg Compressed file home on 720k floppies) Can this board be used with a standard VGA monitor, and is it simply a case of making a processor bus extension?

Or have any other video cards been sucessfully added to ST's that can run on a vga monitor? (I have a vga monitor for atari hi-res)

I know there is the overscan mod - but for the much higher resolution and speed I will be prepared to buy an ET4000 card.

BTW which bus should the card be for? I have seen both VESA and ISA versions for sale.

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily shared by my employers.

2897. Re: Debugging C++ programs **HELP!!!**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DBMCqB.2o1@watserv3.uwaterloo.ca>
Source record: 25366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>I succesfuly configured gcc 2.6.3, so I can compile and link C and C++
>programs properly. Thats great. But I was be able to debug C++ programs
>compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C
>programs. While I try to debug C++ (compiled with 2.6.3) I've got a
>message:
>
>Reading in symbols for test.cc... invalid member type dataformat, at
>symtab pos 16.
>
>Does it mean that I WILL NOT be able to debug any C++ (compiled with
>2.6.3)???? I would like to use new C++ feauters like exceptions
>available at 2.6.3 (and with some bugs removed). I have many good ideas
>to write good C++ programs... Maybe someone have any idea.
>
>*** ANY HELP WILL BE APPRECIATED ***
>
>HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!
>
>Simon.
>
>8'-(((((((((

Simon,

What is your system config? Is your GCC setup under TOS, MiNT or Linux?
If you have an '030 machine and are not developing for GEM, I'd strongly
suggest setting up Linux (I have no probs debugging c++ progs compiled
under GCC 2.6.3).

Art
--
Art
atwareck@novice.uwaterloo.ca

2898. Re: [Q] Linux: why does it need co-processor.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-12 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DBMDEs.33z@watserv3.uwaterloo.ca>
Source record: 25367

In article <jhh.805536815@news.cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>Does anybody out here know why the 680x0 Linux kernel requires that a floating
>point processor is installed? I was surprised when I read this in the system
>requirments docs, as I would not expect the kernel to use floating
>point heavily, if at all. In fact, I have no clue what it is needed for.
>Anyway, I know a lot of people that happily use Linux (on their TT or their
>DOS-boxes), but I'm stuck with this Falcon _without_ a FPU. Is there any
>chance that, in the foreseeable future, a version of 680x0 Linux comes out
>that does _not_ require an FPU. Or should I buy a FPU (which is a bit silly,
>as I hardly do any math).

A h/w floating point unit is not required if you have a s/w emulator.
Unfortunately, no-one has written one yet (are you a programmer?)
There are a few reasons why a FPU or s/w emulator is required:
- an program which needs floating point support will use it:
- some standard unix tools such as awk need floating-point
- (and I think X11 needs it).
- the kernel has code to save/restore fpu context when switching processes

I wouldn't bet too hopeful about the s/w emulator, so you may be best off
buying an FPU. Mind you, it may come in handy if you plan to install X (I
could be wrong about this).
--
Art
atwareck@novice.uwaterloo.ca

2899. AdSpeed/BLiTTER conflicts???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3u2npf$srm@news2.delphi.com>
Source record: 25368

I have a Mega ST4 with an ICD AdSpeed. I seem to be experiencing a BLiTTER conflict since I will get 10 bombs (I think that is the number) if I try to boot up in 16Mhz mode with the BLiTTER enabled.

Is there a cure for this? My current cure is to have the BLiTTER disabled by GEM in the DESKTOP.INF file. Then I manually switch to 16Mhz using the .CPX supplied by ICD. If I re-activate the BLiTTER there is a good chance that it will crash the computer.

I used to have T-25 installed in this machine and I don't remember having any problems like this. I also don't know if this machine had the BLiTTER daughterboard on the 68000. Is there an easy way to tell? Also, will the fix by ICD (the jumper wire to reconnect whatever was cut when the daughterboard was installed) solve my troubles? Or should I just disable the BLiTTER? (Can I just remove it?)

Thanks in advance!

Dom

2900. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jul13.110749.2045@cathy.ijs.si>
Source record: 25369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ts2n9$bhb@gti.gti.net>, azog <azog@gti.gti.net> wrote:
>Chris Gray (cgra@se.bel.alcatel.be) wrote:
>
>And how pray tell does one achive virtual memory on a Falcon?

By using a commercial virtual memory driver like Outside 3.3, or Vram030.
Didn't you know?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2901. Does a Falcon play .DL animations?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: dudurini@athena.compulink.gr
Message-ID: <3u315k$70p@news.compulink.gr>
Source record: 25370

[No readable article body recovered]

2902. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u31q9$mg6@ccnet3.ccnet.com>
Source record: 25371

[Article crossposted from comp.sys.atari.advocacy]
[Author was falcon]
[Posted on 13 Jul 1995 04:57:28 -0700]

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 12 Jul 1995 22:12:57 -0700]

[Article crossposted from comp.sys.atari.st.tech]
[Author was selah]
[Posted on 30 Jun 1995 14:05:13 -0700]

[Article crossposted from comp.sys.atari.st]
[Author was selah]
[Posted on 30 Jun 1995 14:02:39 -0700]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
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2903. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u31s3$mgh@ccnet3.ccnet.com>
Source record: 25372

```
[ Article crossposted from comp.sys.atari.st.tech ]
[ Author was falcon ]
[ Posted on 13 Jul 1995 04:59:05 -0700 ]

[ Article crossposted from comp.sys.atari.advocacy ]
[ Author was falcon ]
[ Posted on 13 Jul 1995 04:57:28 -0700 ]

[ Article crossposted from comp.sys.atari.st ]
[ Author was falcon ]
[ Posted on 12 Jul 1995 22:12:57 -0700 ]

[ Article crossposted from comp.sys.atari.st.tech ]
[ Author was selah ]
[ Posted on 30 Jun 1995 14:05:13 -0700 ]

[ Article crossposted from comp.sys.atari.st ]
[ Author was selah ]
[ Posted on 30 Jun 1995 14:02:39 -0700 ]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

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CODEKEYS= 15.00 W/MANUAL

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2904. Re: SCSI - Harddisk on ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: mstacey@rdl.co.uk
Message-ID: <3u32tc$1i5@tiger.rdl.co.uk>
Source record: 25373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3u0lsq$hcs@news.uibk.ac.at>, wm@ast1.uibk.ac.at (Walter Marchiotto) says:
>
>Hi folks,
>
>I am looking for a cheap solution for my data storage problems.
>Someone told me that it is possible to attach SCSI-Harddisks on a
>Atari 1040ST computer. Who knows more about it and help me ?
>
>e-mail: wm@ast1.uibk.ac.at
>
>PS: Of course, it must not be in any case a SCSI- Harddsik.
> Even others will help me if they are cheaper than the
> original Ataris.
>

Hi ! Walter

Yes its possible to connect a SCSI hard disk to the Atari ST.

You will need to get a host adapter such as ICD's ADSCSI or LINK which
connects between the ST's DMA port and the SCSI drive mechanism.

In the UK try Hisoft on +44-(0)1525-718181 or
System Solutions on +44-(0)1753-832212 for the ICD or other makes of host adapter.

Check before buying that the host adapter you choose will support the hard
drive mechanism you intend to use as some adapters dont like drives
that have parity enabled.

~~~~~~
~ mstacey@rdl.co.uk The Chameleon BBS ~
~ mas@cbbs.demon.co.uk +44-(0)1454-881095 ~
~ mas@cbbs.conqueror.co.uk ~
~~~~~~

2905. Re: [Q] Linux: why does it need co-processor.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: jhh@cwi.nl
Message-ID: <jhh.805630119@news.cwi.nl>
Source record: 25374

atwareck@novice.uwaterloo.ca (Art Twarecki) writes:

>A h/w floating point unit is not required if you have a s/w emulator.
>Unfortunately, no-one has written one yet (are you a programmer?)

Yes, so I _know_ that's a horrible task.

>There are a few reasons why a FPU or s/w emulator is required:
>- an program which needs floating point support will use it:
> - some standard unix tools such as awk need floating-point
> - (and I think X11 needs it).
>- the kernel has code to save/restore fpu context when switching processes

Yes, of course, _if_ there is an FPU present, the kernel should save its
context. The point is that if there is no FPU present, it doesn't have to
(and shouldn't) bother. Once the kernel is "FPU free" (which should be easy
if context switching is the only place where presence/absence of the FPU
matters), we only have to worry about certain applications that use
floating point. Now I, for one, can live without those (at least for the time
being). On the other hand, GCC can compile programs using floating point for
computers without FPU, if you specify -msoft-float. However, this requires
seperate libraries implementing floating point. In the GCC 2.6.0 distribution
there is a file floatlib.c which does part of the job (only single precision).
However, I'm sure there are other implementations floating (!) around.

>I wouldn't bet too hopeful about the s/w emulator, so you may be best off
>buying an FPU. Mind you, it may come in handy if you plan to install X (I
>could be wrong about this).
>--
>Art
>atwareck@novice.uwaterloo.ca
--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924076 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

2906. Re: desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FGNJABBYUP@zaphot.augusta.de>
Source record: 25375

In <3tvpn1$gor@erinews.ericsson.se> Attila Mezei wrote:

>Don't worry, Roger, my desktop will (does) run everything ;)
>I have seen Omen, but it didn't convince me, to be honest.
>
>The trouble (?) with todays desktops is that they are just like
>the Atari GEM desktop adding very little functionality. And they are
>concentrating on having hundreds of 3d animating icons, which
>will make them look like a toy rather than a tool.
>This is my opinion of course.

If Icons will make a desktop looking like a toy is really YOUR opinion.
IMHO the original icons of "Thing" are really "serious". ;-)

But there are many things, wich you will not find in Atari Desktop:

- Console windows to run TOS/TTPs
- AV protocol to _integrate_(!!) file finders, packer shells (e.g.
one can use 'PacShell' with Thing or Gemini in a very comfortable
way - just drag&drop files from a desktop window to an archive to
add them and vice versa!)
- Support of tools like Kobold 2/3
- 'Object groups' (Thing) or integrated command shell (Gemini)

And... if running MagiC you can't use Atari-Desktop ;-)

I am really interested seeing the first releasy of you desktop - but
i think, if your system does not support desktop icons and a console
window for TOS/TTPs not many people will use it - because these things
are supported by nearly all other desks (Ease, Gemini, Thing etc.) and
many people want to use different icons etc. There are not only
programmers in the world ;-)

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2907. MIDI Software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: wbailey@curly.cc.emory.edu
Message-ID: <3u3gcd$t3s@curly.cc.emory.edu>
Source record: 25376

I'm looking to purchase basic MIDI software for a 1040ST. Any recommendations?

2908. .tgz files?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: John Maxwell Hobbs <jmax@interport.net>
Message-ID: <3u3shs$lpf@park.interport.net>
Source record: 25377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What sort of compression used with a .tgz file and where can I find a program to extract them.

Thanks,

John Maxwell Hobbs
jmax@interport.net www: http://www.interport.net/~jmax/

2909. Re: voice/fax/modem software?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: fezzy@iinet.com.au
Message-ID: <3u1g88$bgm@jazz.iinet.com.au>
Source record: 25378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:

: I bought quicktell - LogiCode voice/fax/modem 14.400. So now I'm looking
: for any commercial/shareware software that can works with it
: (not only modem but voice, fax too).

STarCall/STarFax has a voice modem module, (zytel I think) can't say if it
will work with your LogiCode unit. Download it and try...

Good luck, regards
--
_-_|\ Peter Feszczur E-Mail: fezzy@iinet.com.au
/ \ Known as Fezzy or: fezzy@perth.dialix.oz.au
*_.-_/ Perth West Australia -- Proud user of ATARI computer equipment
v ** "What, use a clone & windoze, Never!! There are other ways" **

2910. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3u3c8g$6g1@studioweb.com>
Source record: 25379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: 1. I have the same problem with Chimera on a MegaST4, i.e. crashes on
: pages with big GIFs. I'm going to try it out on my F030 with virtual
: memory tonight.

My 4meg STe does the same thing 8-(
Do you know if it is possible to get it to use Virtual mem on the STe?

--

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johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon
```

2911. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3u412u$gu8@gti.gti.net>
Source record: 25380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Gray (cgra@se.bel.alcatel.be) wrote:

: > And how pray tell does one achive virtual memory on a Falcon?

: Using Outside or VRAM. I have VRAM and I have to admit it doesn't work
: all that brilliantly with MiNT. Anyway I failed to get Chimera to run
: with VRAM, sh crashed during X initialisation. (Remind me to find out
: what causes sh to be run and see if it wouldn't be possible to use init;
: that should save on RAM).

I am greatly interested in any virtual RAM system for the Falcon. I assume
these are commercial products? Where can I get info from (and hopefully
a dealer in the USA!)

Regarding your X crashing, just INIT=xinit or INIT=startx. Then you don't
need sh. Altho, sh probably doesn't take up that much memory. Only
problem with this is you cannot get OUT of X. You can shutdown the
server, and depending on the state of things, the machine will crash
or standard TOS will start.

btw: I have 16mb of RAM, and outside of sluggishness, Chimera/X/etc
all work fine...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2912. Where did San Jose Computer go ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u4fu3$nn6@ccnet3.ccnet.com>
Source record: 25381

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 13 Jul 1995 18:04:55 -0700]

does anyone know where san jose computer relocate to?

or how about their stock of computer stuf?

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2913. Re: desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <3u2do6$9p5@erinews.ericsson.se>
Source record: 25382

In article 5nk@btmpjg.god.bel.alcatel.be, cgra@se.bel.alcatel.be (Chris Gray) writes:
>
> Atilla,
>
> sounds almost too good to be true ... :)
>
> Are there any bits we can look at yet?
> --

I will look for beta testers at the end of August in c.s.a.st and c.s.a.st.tech.

2914. Re: Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <3u2fd3$9p5@erinews.ericsson.se>
Source record: 25383

In article FGLAFDCFUP@zaphot.augusta.de, aw@zaphot.augusta.de (Arno Welzel) writes:
> In <3tr91p$bt4@erinews.ericsson.se> Attila Mezei wrote:
>
> Does your desktop support TOSWIN with MiNT or TOS2GEM with plain TOS,
> and parallel start/ARGV passing under MultiTOS/MagiC!3? Does it
> support AV protocol? Does it have context-sensitive help?

Not at the moment. And it will not support them in the very first release.
Why? Because currently some other features have higher priority.
But...it will support them all later. (These are mainly cosmetic changes)

I like TOS2GEM and contacted the author, I will build it in.
I have old AES documentation so first I have to figure out somehow how to
start parallel programs in MultiTOS.
AV protocol? ObjectDesk includes same/more sophisticated features
than the accessories which use AV protocol, so it does not make too much sense,
I think nobody would use any of such accessories. But maybe later.

I have to take care of the size of the executable and keep it in the minimum.
Big programs are inelegant, inefficient, full of bugs (see Windblows).

>
> Your desktop seems to be a bit like No|Desk - isn't it?

No. It is not similar to any desktops I have seen so far.

tschuess :)
Attila

2915. Re: Falcon and Mark Williams C Resource Editor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: sf@socrates.itl.co.uk
Message-ID: <805623184.4141@socrates.itl.co.uk>
Source record: 25384

Jeff Beer (ujwb@uxa.ecn.bgu.edu) wrote:
: I have a falcon that replaced a Mega 2. I had been developing apps
: using Mark Williams C, of which I still use.

: The compiler works, but the MWC resource editor has these problems:
Your best bet for the Falcon is to upgrade the resource editor by buying
a copy of 'interface'. This works perfectly on the Falcon and has the added
bonus of being able to design colour icons for AES 3.xx upwards.

Hope this helps,

Steve Found.

2916. TAF MiNt Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: bjr@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3u26ae$86@Einstein.EbiCom.net>
Source record: 25385

So...now that I've devoted some 16 meg of HD space for MiNt...I'd like to learn a bit more about MiNt. I recently downloaded the TAF internet package and it installed without flaw. Now I'd like to add some things like maybe Tiny Fugue and IRC. A news reader like rtin would be nice as well.

First...what do I need to compile unix source on my 1040STe running what ever version of MiNt that comes in the TAF package?

Next...once I get a compiler...is it capable of creating the binary files to run basic unix clients and programs such as tiny fugue, rtin, irc, sox, zip, zoo, arc, etc...???

Provided all the above is possible...how complete is the library in the TAF package? Will I have to spend another month downloading library source in order to compile anything?

Finally...what make file should I use when attempting to compile a unix application for MiNt? I've noticed that when compiling stuff on my Sun account, there are usually several different make files that are specific to certian hardware requirements. Will I have to write my own Make files and edit half of the source, or will the standard stuff that come with most source packages compile fairly easy?

I don't know much about working with C...only the basics...like how to compile a program that has a nice make file all set and ready to go. Beyond that...I'm afraid I've much learning to do.

Any tips, suggestions, or locations of a good FAQ would be much appreciated. I've kind of browzed around looking for MiNt FAQs but have had little luck.

Thanks,
Brian

2917. TAF Upgrade Path? What's the Plan?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-13 00:00:00 UTC
From: bjr@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3u27c2$86@Einstein.EbiCom.net>
Source record: 25386

Hello folx,
Recently set up the TAF/Chimera package that I downloaded from hensa.
I'm happy to say it is quite functional and worth the time and resources
involved in installing it; however, there is obviously room for
improvements and bug fixes (as with any software...espically the free
stuff :). Is there an upgrade path planned for us people who are very
daunted at the idea of finding and fixing unix related bugs as solutions
come about? Perhaps patches or scripts that will save your old config
in case something goes wrong, while swaping out or patching what ever piece
of the system is being improved? It would also be nice to see other unix
add ons in pre compiled binary form for those of us who aren't very unix
educated.
I would much like to see something of the sort come about, and would
be happy to support some sort of user group fund devoted to this effort.
Hopefuly someone will soon release something what will work without MiNt or
Linux soon, but untill then...this seems to be our only web option.

Thanks,
Brian

2918. Linux 680x0 , floating point and GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: jhh@cwi.nl
Message-ID: <jhh.805705024@news.cwi.nl>
Source record: 25241

This is a little addendum to my posting of yesterday. I checked the GCC I have installed on my Falcon (without FPU), and it does compile and run programs using floating point. I checked the sources of my libraries (libsrc98.zoo) and lo and behold, they contain floating point emulation routines for single _and_ double precision (long double). So, the main ingredients to make Linux run without a FPU are there. The only problem: who's going to do it :-(. Now I know absolutely nothing about Linux, but I might volunteer if someone can explain me where the FPU dependent bits are, and how, in general, updates to Linux should be made.

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924076 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

2919. Floppy Drive for Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: henryc936@aol.com
Message-ID: <3u77p8$4p7@newsbf02.news.aol.com>
Source record: 25242

I would like to hook a Disk drive to my Portfolio. I have the Serial interface. Any suggestions on what kind of dirve can be used.

Regards,

E-Mail: henry_criss@maclair.sccsi.com/henryC936@aol.com

"""
AMERICAN DATA RESOURCES
_/_/ _/_/_/ _/_/_/ Henry Criss, Jr.
_/ _/ _/ _/ _/ _/ @ Home....
_/_/_/ _/ _/ _/_/_/ 1832 Oriole
_/ _/ _/_/_/ _/ _/ League City, TX
"""
INFORMATION INVESTIGATION SECURITY
"""

2920. Atari ST on the Internet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: tony@clixby.demon.co.uk
Message-ID: <805741450.6230@clixby.demon.co.uk>
Source record: 25243

I have a friend with an Atari ST.

What software would he need to get onto the Internet?
Can he get news, mail and a Web browser?

Please email any suggestions.

Thanks

Tony

Email Me At...
Adam@Clixby.demon.co.uk

2921. STe Battery Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: johnsher@gaia.apana.org.au
Message-ID: <3u5pal$9or@gaia.apana.org.au>
Source record: 25244

Can someone please advise me how and where to wire in a battery to backup
the internal clock so i dont have to resent everytime. Yes i do know there
are cartridges that can do this, but, i dont want to use a cartridge.
Space is no problem as i use a tower case.

--
============================== John Sherlock================================
| |
| johnsher@gaia.apana.org.au |
==

2922. Re: SCSI - Harddisk on ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FGOTAFANUP@data.rhein-main.de>
Source record: 25245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3u0lsq$hcs@news.uibk.ac.at> Walter Marchiotto wrote:

>Someone told me that it is possible to attach SCSI-Harddisks on a
>Atari 1040ST computer. Who knows more about it and help me ?

You need a DMA/SCSI-Adaptor. ;-)

Buy one of many Atari-SCSI-Host-Adaptors. Connect this Part to your 1040ST
DMA-Port and connect your new SCSI-Harddisk too with 50Pin SCSI-FlatKable
to this Adaptor. Use new SCSI-Devicedrivers! (Software)

Call your lokal Atari-Dealer :)

Look at this Circuit: (My old 520ST)

(19Pin) (Vantage by Hard&Soft/Germany) (50Wire SCSI)
ST -> DMAPort --Wire--------> SCSIHost-Adaptor-----------Wire------->

(105Meg Quantum SCSI) = 210Mb Harddisk
>---------->Device 0 ----->Device 1--Term.

(Last SCSI-Device must be Terminated!!)
It is shown in the SCSI-Adaptor Manual....

First Step: Read this f(ine).. :) manual :-))
Second: Connect your Hardware !!!

Partlist:
1 DMA/SCSI Adaptor (inc. Devicedriver)
1 Manual :)
1 19Pin DMA-Kable (Wired to SCSI-Adaptor)
1 50Pin SCSI-Bus-FlatKable (Wired to your SCSI-Drive)
1 PowerSupply for your new Drive

Good look! :)

best regards
Robert (with very bad school-english..) (sorry) ;-)

--

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar, LYNX I+II, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, PixArt3, GSZRZ, CoNnect

2923. Re: 540mb fridge?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <3u4coq$cld@studioweb.com>
Source record: 25246

```
I've chained 2 SCSI HDDs in one unit a few times and the only problem is
'The First Time Syndrome' :-)
--
```

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

2924. Re: .tgz files?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <3u4p8p$c2e@ionews.io.org>
Source record: 25247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Maxwell Hobbs (jmax@interport.net) wrote:

: What sort of compression used with a .tgz file and where can I find a program to extract

.tgz files are TARed, and then GNU-Zipped. You will need two programs.
First is DETAR.TTP to De-TAR the archive, and then you'll need GZIP. You
can uncompres these files online on a Unix shell account by typing:

tar -xvf filename.tgz

Then, to Gnu-UnZIP them, type:

gunzip filename.gz

However, both TAR/DETAR and Gnu-ZIP are available for the Atari line and
should be avilable on most Atari FTP sites in the archivers section.
: them.

: Thanks,

: John Maxwell Hobbs
: jmax@interport.net www: http://www.interport.net/~jmax/

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

2925. TT030 screen goes into grey bands on bootup

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3u4qfb$7ln@status.gen.nz>
Source record: 25248

The VGA monitor of our TT030 has recently started showing rolling grey bands when turning on the computer. The hard drive spins up like normal, but the monitor does not display any trace of what should be displayed.

After turning it off for 10 seconds or so and on again, it boots as normal.

The problem started out just happening occasionally a few months ago, but now it happens
all the time. It only appears to happen when the TT030 is turned on after having been off for about an hour or more.

The monitor is a Phillips 3CM9609 VGA monitor.

Any ideas about what could be causing the problem or how to fix it would be most appreciated.

-Mario Becroft (mbecroft@iconz.co.nz)

2926. Re: .tgz files?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: stefan@Marvin.fkphy.uni-duesseldorf.de
Message-ID: <yt3fg9deu7.fsf@Marvin.fkphy.uni-duesseldorf.de>
Source record: 25249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> "John" == John Maxwell Hobbs <jmax@interport.net> writes:

John> What sort of compression used with a .tgz file and where can I
John> find a program to extract them.

You need GNUtar ang GNUzip, both available at the common atari
sites. Then you can uncompress foo.tgz (which ist short for
foo.tar.gz) by

tar xzf foo.tgz

hth
Stefan

--
Stefan Bodewig stefan@Marvin.fkphy.uni-duesseldorf.de

Abteilung f"ur Werkstoffwissenschaft
Heinrich-Heine-Universit"at D"usseldorf

2927. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3u56p2$rct@btmpjg.god.bel.alcatel.be>
Source record: 25250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3u412u$gu8@gti.gti.net>, azog@gti.gti.net (azog) writes:
| Chris Gray (cgra@se.bel.alcatel.be) wrote:

| : > And how pray tell does one achive virtual memory on a Falcon?

| : Using Outside or VRAM. I have VRAM and I have to admit it doesn't work
| : all that brilliantly with MiNT. Anyway I failed to get Chimera to run
| : with VRAM, sh crashed during X initialisation. (Remind me to find out
|
: what causes sh to be run and see if it wouldn't be possible to use init;
| : that should save on RAM).

| I am greatly interested in any virtual RAM system for the Falcon. I assume
| these are commercial products? Where can I get info from (and hopefully
| a dealer in the USA!)

The stock answer to such questions is "try Toad", so I won't repeat it
here. :) SFAIK VRAM is no longer supported (just my luck), but Outside
is still available.

| Regarding your X crashing, just INIT=xinit or INIT=startx. Then you don't
| need sh. Altho, sh probably doesn't take up that much memory. Only
| problem with this is you cannot get OUT of X. You can shutdown the
| server, and depending on the state of things, the machine will crash
| or standard TOS will start.

I already have INIT=xinit, but xinit is calling sh ... if I run top
using xvt -e /bin/top, I see two copies of sh running: one is a child
of xinit, the other of xvt. That sort of thing is fine if you have vm,
but a cruel waste of RAM if you don't. (BTW each sh is about 80KB, so
I agree that it's not such a big deal in practice).

| btw: I have 16mb of RAM, and outside of sluggishness, Chimera/X/etc
| all work fine...

Lucky bastard.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2928. gcc stuff for TAF X distribution

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3u577r$rct@btmpjg.god.bel.alcatel.be>
Source record: 25251

I'd like to try compiling some x clients, in particular xc. So what do
I need? I reckon:
gcc261b
gmake
olbxxx
some kind of X library.

If anyone can be more specific I'd be very grateful ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2929. Re: .tgz files?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: stefan@Marvin.fkphy.uni-duesseldorf.de
Message-ID: <ytn3ehyzcj.fsf@Marvin.fkphy.uni-duesseldorf.de>
Source record: 25387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> "Eric" == Eric March <diehl@bonk.io.org> writes:

Eric> .tgz files are TARed, and then GNU-Zipped. You will need two
Eric> programs. First is DETAR.TTP to De-TAR the archive, and then
Eric> you'll need GZIP. You can uncompres these files online on a
Eric> Unix shell account by typing:

Eric> tar -xvf filename.tgz

Eric> Then, to Gnu-UnZIP them, type:

Eric> gunzip filename.gz

This won't work. You have to 'gunzip' it first and the 'detar' it. Or
you might get the GNU version of tar and do both in one using tar's z
switch (see my previous post).

Bye
Stefan

--
Stefan Bodewig stefan@Marvin.fkphy.uni-duesseldorf.de

Abteilung f"ur Werkstoffwissenschaft
Heinrich-Heine-Universit"at D"usseldorf

2930. Games On HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3u5sie$on3@news1.svc>
Source record: 25388

Is it possible to copy entire game disks to your ST Hardrive (like Ultima IV, for example) that do not
specifically have hard drive install programs? It's really no fun to have a ton of hard drive space, and still
need to play the things off disk....<sigh>

--Steve Lugovsky

2931. AHDI 6

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: eluag@leeds.ac.uk
Message-ID: <eluag.3.00104E98@leeds.ac.uk>
Source record: 25389

Darn!

I've waited so long for access to this service, then on my first posting I
forgot to cross-post here.

Never mind. Suffice it to say that I am looking for a UK supplier of
AHDI ver.6.
I won't bother repeating the dull details (no hoary old hard disk problems
just a polite request for some info).

If you must, you can check my first post in comp.sys.atari.st .

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician eluag@leeds.ac.uk

2932. FS:Atari sequencer/librarian DR.T's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-14 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u71k3$gtp@ccnet3.ccnet.com>
Source record: 25390

[Article crossposted from rec.music.makers.marketplace]
[Author was falcon]
[Posted on 14 Jul 1995 17:18:42 -0700]

[Article crossposted from alt.music.midi]
[Author was falcon]
[Posted on 14 Jul 1995 17:15:28 -0700]

Subject: FS:DR.T's KCS 4.0 SEQUENCER+XOR EDITOR/LIBRARIAN
Newsgroups: alt.music.midi
Summary:
Keywords: XOR,SEQUENCER,MIDI,LIBRA,EDIT

SELLING MY SEQUENCE PROGRAM FOR ATARI

SELLING XOR EDITOR LIBRARIAN ALSO (DOES NOT NEED KEY DISK)

KCS 4.0 /LEVEL II =40.00

XOR 50.00

ALL REGISTRATION RIGHTS WILL BE RELINQUISHED TO YOU

GREG REYES
21 COMMODORE CT
PITTSBURG,CA 94565
510-427-1075

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selah @ccnet.com
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selah @ccnet.com
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selah @ccnet.com
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2933. MintNet Setup HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3u7atq$9s6$1@mhade.production.compuserve.com>
Source record: 25252
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When I try to ping my TT on the net address I gave it, it says "Network unreachable".
I try to add my machine to it's own routing table and I get "Network unreachable". I can ping to the Loopback port 127.0.0.1 fine, but cannot ping 100.0.0.1.

Next, when I connect to the Net, I get in OK, but I cannot FTP/TELNET/PING anything other than my own system (Which mysteriously gains the ability to ping itself at 100.0.0.1, even though no data is going over the modem to CIS.) However, attempting to ping compuserve fails. Attempting to ping umich fails. Data goes out over the modem, but no data ever comes back. What am I doing wrong?

2934. Re: Games On HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3u7m16$b9f@sphinx.Gsu.EDU>
Source record: 25253

spn@hitec.com wrote:
: Is it possible to copy entire game disks to your ST Hardrive (like Ultima IV, for example) that do not
: specifically have hard drive install programs? It's really no fun to have a ton of hard drive space, and still
: need to play the things off disk....<sigh>

It depends... Physically copy-protected games don't generally allow themselves to be copied to HDD at all. Some unprotected don't either, unless one uses some trick, like "divert" program which tricks the games to think they're run from floppy even when they use hard disk. Unfortunately, most games developers haven't trusted ST-owners' honesty very much, or simply just haven't cared a damn. Therefore, Ultima IV doesn't work from HDD. Ultima V just might, with some imagination, and Ultima VI certainly does, and works even on Falcon without sorcery!

I strongly dislike the attitude of most major games publishers toward Atari world, even when they still bothered to develop for us. For far too many firms in the business, business is _everything_ - and making customers happy comes only second, if at all. That's not the way it works. People remember how they were treated...

I'll, for one, probably buy a PC for games machine, in the future. But will I support firms that abandoned Atari ST and Falcon without explanations, or even good reasons, by buying their games..? That will be a very good question! Why should we? They didn't care how we felt, after finding ourselves without many games - so why should we care, if piracy or whatever spoils their business..? I believe that good business respects customers. A business not doing that, just isn't worth supporting, no matter how many millions of copies some EA sells...

Software business stinks, unfortunately. People can't seem to make money without doing very unpleasant things to some other people. People like us. That's a good reason for ALL of us to support those good developers we have: games houses like Silmarils, makers of "Towers", ... You know, who make good job, and seem to care! Support them: register games, buy games, show them we appreciate their work =-) !!

TH

2935. Re: Floppy Drive for Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: DJCHENG@phobos.oit.umass.edu
Message-ID: <3u8vg3$38i@nic.umass.edu>
Source record: 25254

HenryC936 (henryc936@aol.com) wrote:
: I would like to hook a Disk drive to my Portfolio. I have the Serial
: interface. Any suggestions on what kind of dirve can be used.

: Regards,

Look in the newsgroup comp.sys.atari.st (no .tech) and there is
a rather long posting of Portfolio information. I believe it is the only
portfolio posting, so just skim through the headings until you get to it.
Sorry, I don't remember the exact heading.
You'll have to page through to the middle of the document, but
there is some information on hooking up a 1.44 MB drive to your portfolio.
The unit is very small, and you can leave it attached to your portfolio.

--Daniel

: E-Mail: henry_criss@maclair.sccsi.com/henryC936@aol.com
:
: """
: AMERICAN DATA RESOURCES
: _/_/ _/_/_/ _/_/_/ Henry Criss, Jr.
: _/ _/ _/ _/ _/ _/ @ Home....
: _/_/_/ _/ _/ _/_/_/ 1832 Oriole
: _/ _/ _/_/_/ _/ _/ League City, TX
: """
: INFORMATION INVESTIGATION SECURITY
: """

2936. Atari Related Web Page

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: Mark Nias <markn@daneel.demon.co.uk>
Message-ID: <805831884.6102@daneel.demon.co.uk>
Source record: 25255

Yo Atariphiles!

Want to know more about Atari and Atari Products?

Then check out this web page!

http://www.cs.bham.ac.uk/~iks/atari

BTW it is under construction and have Netscape 1.1 handy for best effect:)

EMail me with comments!

BFN

mark

The Atari Library: http://www.cs.bham.ac.uk/~iks/atari/

Mark Nias E-Mail: markn@jsb.co.uk or
markn@daneel.demon.co.uk
486DX33 8/420 - Mac LC630 20/350 - Atari TT030 12/540 - Atari STe 4/212
Apple Newton - Atari Lynx - Atari Jaguar - Atari VCS2600/7800

2937. 520ST system for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: rglen@aol.com
Message-ID: <3u93fk$fs9@newsbf02.news.aol.com>
Source record: 25256

```
Selling all my Atari equipment. Its all in good condition.

Atari 520ST ................$30.00
Single sided floppy....$15.00
Double sided floppy..$15.00
B/W monitor..............$50.00
Color monitor............$60.00
```

2938. Re: 520ST system for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <74377-805835697@mindlink.bc.ca>
Source record: 25257

Please tell us where you would be shipping this stuff from, ie. where do you live?

BVM.

2939. Re: MIDI Software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3u95s5$5p@status.gen.nz>
Source record: 25258

William E. Bailey (wbailey@curly.cc.emory.edu) wrote:
: I'm looking to purchase basic MIDI software for a 1040ST. Any
: recommendations?

Why not try Cubase Lite?
This ia an entry level sequencer with pro features! and it is listed in
the TOAD catalog for only US$109!
One of the great things about it is that you have the graphical editing
and it also has a dedicated score editor. It has everything you are
likely to need to get started. Works on 1meg and mono screen.

cheers

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------
-Makeatape at Createatape in the Freezer at Kumeu in the Country----------

2940. Re: [Q] Linux: why does it need co-processor.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <66152.rmcmahon@eagle.ais.net>
Source record: 25259

On Wed, 12 Jul 1995 08:13:35 GMT,
Jaap Henk Hoepman <jhh@cwi.nl> wrote:

>Does anybody out here know why the 680x0 Linux kernel requires that a floating
>point processor is installed? I was surprised when I read this in the system
>requirments docs, as I would not expect the kernel to use floating
>point heavily, if at all. In fact, I have no clue what it is needed for.
>Anyway, I know a lot of people that happily use Linux (on their TT or their
>DOS-boxes), but I'm stuck with this Falcon _without_ a FPU. Is there any
>chance that, in the foreseeable future, a version of 680x0 Linux comes out
>that does _not_ require an FPU. Or should I buy a FPU (which is a bit silly,
>as I hardly do any math).
>
>
>
>
>--
>Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924076 | "Yes, we've eaten up the silver
>CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
>URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave
>
>

68882 was my first upgrade... would recommend it... not that expensive
either...

Rory McMahon
rmcmahon@eagle.ais.net
Atari Signal BBS - USA
708-232-7614
708-232-4932

2941. Re: DOS util to read ST floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3u99ik$fjl@cxc1.cl.msu.edu>
Source record: 25260

kfoley@cnserv.dungeon.com (Karl Foley) writes:

>>The DOS box can't read Atari floppies, but the Atari can handle MSDOS formatte>>DSDD
disks just fine. Just use the MSDOS option on any of the many Atari
>>utilites tha format disks (I would NOT receommend CD-FORMAT though, as it
>>doesn't appear to be checking its work as it goes along), or alternately,
>>format a DSDD disk on your PC and use your Atari to transfer the files to that

>I find that the DOS 6.2 PC's at work work fine with disks formatted in a TOS
>1.62 Atari STe...

You are right so long as the floppy was formatted in an ST which had
TOS >= v1.04 (a.k.a. "Rainbow TOS")

For those who don't have the luxury or time to copy all their files to
another disk after having formatted that disk on another machine, just
FTP yourself over to Atari Archive and look for ST2DOS. It's a program
for the DOS machine (can put it in the DOS subdirectory...) that will
re-write the critical stuff on the disk, thereby making the disk now
compatible with BOTH platforms.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2942. Re: MintNet Setup HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <805835902snz@xciv.demon.co.uk>
Source record: 25261
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3u7atq$9s6$1@mhade.production.compuserve.com>
73437.3162@CompuServe.COM "David D. Hagood" writes:

> When I try to ping my TT on the net address I gave it, it says "Network
> unreachable".
> I try to add my machine to it's own routing table and I get "Network
> unreachable". I can ping to the Loopback port 127.0.0.1 fine, but cannot ping
> 100.0.0.1.
>
> Next, when I connect to the Net, I get in OK, but I cannot FTP/TELNET/PING
> anything
> other than my own system (Which mysteriously gains the ability to ping itself at>
100.0.0.1, even though no data is going over the modem to CIS.) However,
> attempting to ping
> compuserve fails. Attempting to ping umich fails. Data goes out over the modem,
> but no data ever comes back. What am I doing wrong?

Have you added a default route?

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

2943. Re: STe Battery Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-15 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3u9d1t$pqf@hasle.oslonett.no>
Source record: 25262

John Hart Sherlock (johnsher@gaia.apana.org.au) wrote:
: Can someone please advise me how and where to wire in a battery to backup
: the internal clock so i dont have to resent everytime. Yes i do know there
: are cartridges that can do this, but, i dont want to use a cartridge.
: Space is no problem as i use a tower case.

I've installed an internal battery backed clock in my STe called the "Mega clock". It's from Germany, not sure who's made it.
I don't think just installing a battery will do- there's an electronic circuit involved here, and as far as I understand it this circuit "copies" the time/date information into the ST's clock when powered up.
Can anyone verify this?

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

2944. Re: AHDI 6

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3uald8$ilh@golem.wcc.govt.nz>
Source record: 25263

In article <eluag.3.00104E98@leeds.ac.uk>, eluag@leeds.ac.uk (A. Gilmour) writes:
>Darn!
>

>
>Never mind. Suffice it to say that I am looking for a UK supplier of
> AHDI ver.6.
>I won't bother repeating the dull details (no hoary old hard disk problems
>just a polite request for some info).

Its on most Sites, but the problem is one part HDX is 5.03c and the other
AHDI is 6.05, their are reports of 6.061, but from what I have read on GEnie
that this is a Hacked version of AHDI 6.05..

May be Julian can clear this up as he is the AHDI expert....

So grab HDX 5.03 and you will find AHDI 6.05 inside....

Well this is what I have read...

But if you need Real HD software get ICD Pro utils....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2945. MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3u9rvc$f8e$1@mhafm.production.compuserve.com>
Source record: 25264
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

OK, so I have the TAF distribution (nominally) installed. I have edited my chat script so that I can call Compuserve's PPP server and get connected. HOWEVER, any time I try to do ANYTHING over the network, NOTHING happens. I see DATA going out to the modem. I DO NOT see DATA coming back. I can use the CIS PPP server with the KA9Q package, so I know it works. IFCONF on PPP0 shows that compuserve is connected. ISTATS shows that 4 of the received packets were dropped due to bad checksums.

INFERENCE: Once I have connected the PPP link, CIS does not like any of the packets I am sending, and is not replying.

Since I cannot get Chimera to work until I solve this problem, I am SOL. SOMEBODY, HELP ME! I know people have this working, so it must be something simple. Could somebody who is using CIS send my their config files so I can get this to work?

73437.3162@compuserve.com
david.hagood@nwis.com
david.hagood@ifrsys.com

2946. FS: Atari ST MIDI software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: mercury30@aol.com
Message-ID: <3ubb44$2ar@newsbf02.news.aol.com>
Source record: 25265

For Sale: Band In A Box with styles & song disks, Top-of-the-line MIDI sequencer, and a beginners sequencer. $50 shipped to you. A great MIDI package!
Email Mercury30@aol.com

2947. Falcon SCSI HD utils needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3uail2$bbr@news.cc.utah.edu>
Source record: 25266

Hello Atari users,
I need to know what packages contain a disk defragmentation
program for Falcon SCSI hard drives. If there is something available in
PD or Shareware, where can I find it via FTP ?
Thanks,
:) Paul.Luscher@m.cc.utah.edu

Het leven is een eigenaardige verzameling van alles buitengewoon!

2948. Re: MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3ubhjr$2gf$1@mhade.production.compuserve.com>
Source record: 25267
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Well, I figured out my problem. The trick is to set the PPP options so that the PPP daemon will set the local IP address as well as the IP address of the end point of the link. Failure to to that will cause the link to be one-way.

Now, can someone tell me:
1) Where can I get TIN, the newsreader for the ST
2) Are there any replacement serial port devices for the TT that support direct setting of the serial port to baud rates above 19.2K?
3) Is the TAF distribution of the Chimera brouser set up with the correct URL's? I cannot seem to get it to go online, even though I can now FTP.
4) Has anyone done an X server that simply translates the X commands into GEM AES/VDI calls? This would allow X applications to co-exist with GEM, allow X to benefit from enhanced res boards, speedups from NVDI, etc. Having to choose between X or GEM sucks!
5) Does anyone know how to mount a file system under the NFS system? I have seen that certain sites allow AFS access to their files, and I assume (possably incorrectly) that NFS and AFS are related.

2949. Re: MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <805930844snz@xciv.demon.co.uk>
Source record: 25268
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ubhjr$2gf$1@mhade.production.compuserve.com>
73437.3162@CompuServe.COM "David D. Hagood" writes:

> Now, can someone tell me:
> 1) Where can I get TIN, the newsreader for the ST

I don't know how easily it will compile on the Atari but tin can be found at
ftp.demon.co.uk:/pub/unix/news/tin IIRC. Perhaps there is a hacked source
around that will compile easily for the Atari..

> 5) Does anyone know how to mount a file system under the NFS system? I have

You have an /etc/exports for directories that are exported on your system, I
can't remember the syntax, 'man exports' perhaps. :-)

When you want to mount you do for example:

mount nfs_server:/exported_dir /mount_point

Make sure you have created a directory on your system to mount onto, eg.
/mount_point in this case.

As I said, you should be able to work this out by looking at the man pages,
ie. 'man mount'.

> seen that certain sites allow AFS access to their files, and I assume
> (possably incorrectly) that NFS and AFS are related.

AFS is Andrew File System, an enhanced version of NFS (Network File System)
developed at Carnegie Melon (sp?) University. I think most of the
enhancements were centered around security.

And yes, you can NFS mount src.doc.ic.ac.uk

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

2950. FS:ATARI WIRELESS MOUSE~~~~~

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3uc6j6$7bb@ccnet3.ccnet.com>
Source record: 25269

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 16 Jul 1995 16:14:27 -0700]

SORRY THE LAST POSTING FAIED...
SELLING MY PRACTICAL SOLUTIONS WIRELESS MOUSE
280 DPI
EXCELLENT SHAPE
25.00 AND YOU PAY SHIPPING

GREG REYES
21 COMMODORE CT.
PITTSBURG,CALIFORNIA
94565
510-427-1075
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
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=======
+++++
~~~
selah @ccnet.com

2951. Is There Any Video Software for 1040 ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-16 00:00:00 UTC
From: a027832t@bcfreenet.seflin.lib.fl.us
Message-ID: <3uab1f$qar@bcfreenet.seflin.lib.fl.us>
Source record: 25270

Is there any...ANY... kind of software for the 1040 ST that can be used
for video production (such as genlock, CG, editing, etc.).

Any info would be most gratefully appreciated. Thanks.

2952. Re: STe Battery Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FGRAEFBZUP@zaphot.augusta.de>
Source record: 25271

In <3u9d1t$pqf@hasle.oslonett.no> Hallvard Tangeraas wrote:

>I've installed an internal battery backed clock in my STe called the "Mega
>clock". It's from Germany, not sure who's made it.
>I don't think just installing a battery will do- there's an electronic
>circuit involved here, and as far as I understand it this circuit "copies"
>the time/date information into the ST's clock when powered up.
>Can anyone verify this?

If you are talking about the piece wich has to put into one of the OS-ROM-
sockets ... sorry, no!

The 'mega clock' (i use it also in my STE) _is_ the _same clock_ as the
one in the Mega ST(!). It contains an RTC plus a small address decoder.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2953. Re: STe Battery Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ucv11$1um@golem.wcc.govt.nz>
Source record: 25272

In article <3u5pal$9or@gaia.apana.org.au>, johnsher@gaia.apana.org.au (John Hart Sherlock) writes:
>Can someone please advise me how and where to wire in a battery to backup
>the internal clock so i dont have to resent everytime. Yes i do know there
>are cartridges that can do this, but, i dont want to use a cartridge.
>Space is no problem as i use a tower case.

The only Simple one that I have seen is the Keyboard one, but they seemed to have dried up, keeps the Keyboard on, this has a clock in it, but I don't know how good it is in keeping time.....

The only otheres are the HD ones...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2954. Re: Falcon SCSI HD utils needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ud2ni$2ra@golem.wcc.govt.nz>
Source record: 25273

In article <3uail2$bbr@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
>
> Hello Atari users,
> I need to know what packages contain a disk defragmentation
>program for Falcon SCSI hard drives. If there is something available in
>PD or Shareware, where can I find it via FTP ?

Yes log onto ftp.cnam.fr and dnload ZORG.......

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2955. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: john derbyshire <john@acmenet.demon.co.uk>
Message-ID: <806007631snz@acmenet.demon.co.uk>
Source record: 25274
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <DBLKu5.A6x@crash.cts.com>
richcsst@crash.cts.com "Richard John Kelsch" writes:

> While this newsgroup is only for Atari systems....

Ooops someone can't read the heading at the top of the screen, this is
an amiga group
>
> I still can help. Call Seagate's toll free support line to ask. Give
> them your drive info and all will be well. The number is not in my head,
> but calling 1-800-555-1212 for information on Seagate's toll-free number
> should help. I think the number is 1-800-SEAGATE but I'm not sure.
>
> Rich
>
> P.S. Asking PC computer questions in an Atari newsgroup can be dangerous!!

So can talking about atari's in an amiga group

--
john derbyshire

Old computer gear wanted working or not (cheap/free) can collect or pay pastage
The stickyest situation since sticky the stick insect got stuck on a sticky bun

Email Work johnd@maxoncs.mhs.compuserve.com
Home john@acmenet.demon.co.uk

2956. FS: Cubase V3.1 and extra midi port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3udhfk$bji@hpg30a.csc.cuhk.hk>
Source record: 25275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale.

Cubase Atari V3.1 with dongle and manuals, plus extra midi port thru
modem port and clock.

Please make offer.
--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk===========

2957. Re: Debugging C++ programs **HELP!!!**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950717134247.19304B-100000@bull.mimuw.edu.pl>
Source record: 25276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 12 Jul 1995, Art Twarecki wrote:

> In article <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>,
> Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
> >I succesfuly configured gcc 2.6.3, so I can compile and link C and C++
> >programs properly. Thats great. But I was be able to debug C++ programs
> >compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C
> >programs. While I try to debug C++ (compiled with 2.6.3) I've got a
> >message:
> >
> >Reading in symbols for test.cc... invalid member type dataformat, at
> >symtab pos 16.
> >
> >Does it mean that I WILL NOT be able to debug any C++ (compiled with
> >2.6.3)???? I would like to use new C++ feauters like exceptions
> >available at 2.6.3 (and with some bugs removed). I have many good ideas
> >to write good C++ programs... Maybe someone have any idea.
> >
> >*** ANY HELP WILL BE APPRECIATED ***
> >
> >HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!
> >
> >Simon.
> >
> >8'-((((((((
>
> Simon,
>
> What is your system config? Is your GCC setup under TOS, MiNT or Linux?

All my problems I have either under TOS and MiNT.

> If you have an '030 machine and are not developing for GEM, I'd strongly
> suggest setting up Linux (I have no probs debugging c++ progs compiled
> under GCC 2.6.3).

Very funny...

Of course I need the gcc 2.6.3 to use with GEM, otherwise I have linux instaled and have no problems with debuggnig C/C++ programs under it (Is there anone, who has???). As I see there is no many gus programming in very useful C++ and/or **GREAT** GEM++ library. That's pity.

For a moment I fix my problem something like 'manually' but it works. Exactly the problem is that in gcc 2.6.x there is new builtin type bool

and the mentioned problems with gdb are caused by new non-standard
symbols generated in this occasion by gcc or maybe sym-linker. If there
is ANYONE (I doubt...) intrested, I can send him my own little utility
witch fix the sym file, so I CAN AGAIN DEBUG MY C++(gcc2.6.3 syntax)
PROGRAMS WITH gdb 3.6pl4 UNDER MiNT!!!!!!

Anyway if there is ANYONE developing for GEM with gcc 2.6.3 please

*** A N S W E R ***

> Art

thx for any help.

Simon.

2958. Re: MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3udo5prtf1@mhade.production.compuserve.com>
Source record: 25277
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

OK, I have the NFS driver installed on my machine. However, I do not have
the MOUNT program, so I cannot mount volumes. Also, while I have plenty of MAN
pages, I don't have the MAN program itself! Any ideas on where to get them?
Also, I think there my already be a version of TRN or TIN for the ST, does anyone know
where they are?

2959. Need ACSI cable for Supra Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: mherzig@indiana.edu
Message-ID: <mherzig-1707950851290001@xyplex4-1-12.ucs.indiana.edu>
Source record: 25278

My SUPRA 52MB harddrive is in need of a ACSI cable replacement. It's DB19 going into the computer (ST) and has a 20pin connector inside the drive assembly. No luck at Toad no luck at ICD. Any ideas?

Also have two non-working SM124s. One needs a new flyback transformer. The other blows its main fuse but don't know what's wrong. Anyone wants those (free - you pay shipping).

Please reply Email mherzig@indiana.edu

Thanks

2960. Falcon in TT case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: DJCHENG@phobos.oit.umass.edu
Message-ID: <3uegcd$o36@nic.umass.edu>
Source record: 25279

Can the Falcon motherboard be placed (with some modification) in
a TT or MegaSTE case? If it can, why didn't Atari do so? I really
don't want to spend $199 for Desktopper, and I can get a TT case for
a cheap price from someone.

--Daniel

: -Brian

2961. BEST MIDI Package

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3ueifi$otf@news1.svc>
Source record: 25280

Im in the market for the BEST MIDI package I can find for my ST, comparable to Digital Performer on the
Mac Platform. If anyone could point me in the right direction I would greatly appreciate it. Thanks!

--Steve Lugovsky

2962. Need a proper mouse!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-17 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3uek6g$nkc@hasle.oslonett.no>
Source record: 25281

It seems almost *impossible* to find a proper mouse for the Atari
St these days! I finally ordered one from the UK, but got a crappy one
instead- it looks bad and the mouse pointer keeps drifting on it's own all
the time. Aren't there any *good* **HIGH quality** mice around, not cheapo
"Made in China" mice etc.?
I tried to find the Naksha or the Logitech, but neither is in production
any longer I've been told, the same goes for the Golden image. maybe my
trusty old original Atari mouse was better...

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

2963. Re: Help me add Seagate drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ugstj$njq@nic-nac.CSU.net>
Source record: 25282
Cross-posted to:
comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

> > While this newsgroup is only for Atari systems....

> Ooops someone can't read the heading at the top of the screen, this is
> an amiga group

Ooops.. someone can't read the heading at the top of the screen ;)
This post was threaded to:

Newsgroups: comp.sys.ibm.pc.hardware.storage,comp.sys.arch.storage,
comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

:)

-bill! (from c.s.a.8bit)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

2964. Signal Generator Prg using audio outs...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-18 00:00:00 UTC
From: dac@pyrtech.mis.pyramid.com
Message-ID: <3uft5h$g1k@pyrtech.mis.pyramid.com>
Source record: 25283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Folks,
Just wondering if anyone has written seen or know how I may be
able to get my Ste to give me some 'basic' mono signals out of the audio outs.
I'm trying to get the box to emulate an Audio signal generator. For the most
part I only really need a 'nice' 1k test tone but If someone has something
a bit more elaborate I'd be interested in getting a copy.

Any help/info appreciated.

Cheers,
David

2965. Re: .tgz files?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-18 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3ufr0b$pet@btmpjg.god.bel.alcatel.be>
Source record: 25284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There's something about this thread which seems to addle people's
brains ...
tar (tape archiver) takes a bunch of files and wraps them all up
as one file, with a directory hidden inside.
gzip (GNU zip) takes one file and compresses it, producing one
(smaller) file as a result.
Both feel most comfortably at home in a unix environment, but can be
persuaded to run under TOS or DOS or similar. tar will quite happily
handle files with long, mixed-case filenames, which is one reason why
the pair are so often used for MiNT stuff.

To unpack a .tgz archive, it first has to be ungzipped (gunzipped):
gzip -dcf archive.tgz
Rename the resulting file archive.tar, and de-tar it:
tar xvf archive.tar

If you are running under MiNT and both gzip and tar are in the $PATH,
you can telescope this into
tar xvzf archive.tgz
which tells tar to invoke gzip to pre-process the file.

The parameters given are for GNU tar and gzip (if I've got them right).
Look for TAR1112 and either GZIP or GUNZIP on your local friendly ftp
site, or use the ones bundled in the TAF distribution.

One last point: it's OK to gunzip into an 8+3 upper-case filesystem,
because this step only produces one file and you can call it what you
like ... but when you de-tar this, do it on you minix partition so that
names like /usr/lib/X/app-defaults don't get munged. Of course no one
would be so stupid, but still I did it once ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2966. Re: WWW graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-18 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3ugmir$29s@studioweb.com>
Source record: 25285

Well unless someone can advise me differently, if you have an ST with
4 megs of ram then that will still not be enough to view a web
page using chimera if the said web page has a sizeable .gif or whatever.

Falcon with plenty of ram should be ok i think.

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
___/___/_//_/_//_/ /_/ /_/___/___/_//_/

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

2967. Problem with SETUID - Can anyone help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-18 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806054100snz@birnie.demon.co.uk>
Source record: 25286

I seem to have a problem with SETUID, SETREUID, etc in my MiNT
setup. I am working on installing smail, using sendmail as the
smtp daemon. Whenever i try mailing to anyone other than root
the daemon fails with "setreuid failure (real uid=0, eff uid=0),
invalid function call", or something like that.

sendmail is mode 6755, as is login getty init and any other
chap i think may have a hand in this.

Similarly i cannot su to any other user unless i am root, even
if i am in the same group as root (0).

Any help would be greatly appreciated - I am lost.

Another problem (maybe related) is that when i log out or try
to login a second time, the system hangs after displaying
the login message and prompt. I am using mint 1.12, mintos 1.4.1,
on a 1040stfm, 4MB, tos 1.4.

Any ideas?
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

2968. Falcon in TT case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-18 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_c6fb14_Lars.Reynold@midinet.ct.se>
Source record: 25287

Daniel J Cheng wrote in a message to All:

DJC> From: DJCHENG@phobos.oit.umass.edu (Daniel J Cheng)

DJC> Can the Falcon motherboard be placed (with some
DJC> modification) in a TT or MegaSTE case? If it can, why
DJC> didn't Atari do so? I really don't want to spend $199 for
DJC> Desktopper, and I can get a TT case for a cheap price from
DJC> someone.

Yes, it does fit, even if you have to carve a little on the TT case! I've done
it myself!

/Lars

2969. Re: MintNet Setup HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3ujf6namv2@mhadf.production.compuserve.com>
Source record: 25191
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I mangaged to get things running better:
1) DO NOT USE A HARDCODED IP ADDRESS! Tell PPPD to set both the local
and remote IP addresses from what the remote host tells it.
2) Tell PPPD to add a default route when it makes the link.

I can now do FTP/PING, now if I can just figure out why Chimera doesn't find a
any URL's....

2970. Re: Problem with SETUID - Can anyone help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: Vidar Larsen <Vidar.Larsen@lillehammer.it.telenor.no>
Message-ID: <3ui9r3$266@nntp.nta.no>
Source record: 25192

ali@birnie.demon.co.uk (Alasdair Campbell) wrote:
> [..setuid..]
>
>Another problem (maybe related) is that when i log out or try
>to login a second time, the system hangs after displaying
>the login message and prompt. I am using mint 1.12, mintos 1.4.1,
>on a 1040stfm, 4MB, tos 1.4.

The hanging is due to a bug in 1.12, and is not related to your
setuid problem. Patch: get FreeMiNT, current version.

--
Vidar Larsen - sommervikar systemutvikling
Telenor IT, Lillehammer - tlf.: 61 26 84 80

2971. Re: ICD AdSCSI+ clock problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: hallvart@sinsen.oslonett.no
Message-ID: <3ujnv9$q6h@sinsen.oslonett.no>
Source record: 25193
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John 'john..' Tuffen (jat5@york.ac.uk) wrote:
: Hello,
: I've got a problem with the real-time clock on my AdSCSI+ host
: adaptor... My ST just won't recognise it - 'IDCHECK.PRG' skips over the
: SCSI address of the RTC with the message 'skipped by IDCHECK' (or
: something).

: It did work once! Honest!!

: Has anyone any ideas?

The battery to keep the time is too old?

hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

2972. Re: Problem with SETUID - Can anyone help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: Stephan Haslbeck <haslbecs@informatik.tu-muenchen.de>
Message-ID: <Pine.HPP.3.91.950719112637.23995B-100000@hphalle4a.informatik.tu-muenchen.de>
Source record: 25194

On Tue, 18 Jul 1995, Alasdair Campbell wrote:

> the daemon fails with "setreuid failure (real uid=0, eff uid=0),
> invalid function call", or something like that.

Did you compile it yourself? Maybe it's an old library version that does
not know the new calls.

> sendmail is mode 6755, as is login getty init and any other

This is ok, I think.

> Similarly i cannot su to any other user unless i am root, even
> if i am in the same group as root (0).

su should also have mode 4755 and owner root. If this is so, it should
work. Being in the same group as root is not enough because group 0 is
not treated specially like user 0.

> Another problem (maybe related) is that when i log out or try
> to login a second time, the system hangs after displaying
> the login message and prompt.

Do you use the original MiNT 1.12? If not, try FreeMiNT. There are some
errors of the original version corrected.

Ciao,
Stephan

Stephan Haslbeck
Student of Computer Science, Technical University of Munich

std mail: Agricolastr. 61, D-80686 Muenchen
email: haslbecs@informatik.tu-muenchen.de

Es gibt keine Probleme, nur Loesungen.

2973. Re: ICD AdSCSI+ clock problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <3uk1kq$2le@oban.cc.ic.ac.uk>
Source record: 25195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <3uivut$69i@mailer.york.ac.uk>, John 'john..' Tuffen (jat5@york.ac.uk) wrote:
>Hello,
> I've got a problem with the real-time clock on my AdSCSI+ host
>adaptor... My ST just won't recognise it - 'IDCHECK.PRG' skips over the
>SCSI address of the RTC with the message 'skipped by IDCHECK' (or
>something).

I believe this is normal behaviour for IDCHECK. (You can set which addresses
to skip, somewhere in one of the config programs.)

If your clock isn't working (i.e. not returning the correct time), it's
probably a battery problem. Try replacing it.

-- Robert Mellish (YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`What is the MATTER with you people! This is SICK!' - [YS]

2974. Re: BEST MIDI Package

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ujr4q$me2@status.gen.nz>
Source record: 25196

spn@hitec.com wrote:
: Im in the market for the BEST MIDI package I can find for my ST, comparable to Digital Performer on the
: Mac Platform.

Emajic Logic is probably the very best and is well respected as the giant of giants or close, features galore including a virtual patch system, but Cubase is considered to be up at the top also and many swear by it. Logic took on some of the graphical side that Cubase has had for years. Logic is listed in the TOAD catalog for only US$349. That is half the price of what it cost in New Zealand. I would think that you wouldn't go wrong with either these packages, but I don't know the Mac sequencer you mention, to give you a totally informed opinion. There are web pages for Steinberg and Emajic. Maybe someone will post them up, I can't find them right now.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------
-Makeatape at Createatape in the Freezer at Kumeu in the Country----------

2975. Toshiba CD 3601 + Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FGTUDEAFUP@zumdick.rhein-main.de>
Source record: 25197

Has anyone encountered this peculiar problem ?

I have hooked up a Toshiba-CD 3601-B to my Falcon like this:

```
TermPower-Off TermPower-On
Falcon-------->CD-ROM-------->Conner
ID:2 : ID:0
: |
no term _ Terminator
```

Now the funny thing is, that when I copy using Kobold
complete hierarchies it works fine. I can tree check
both directories on the CD and the HD and its okay.
(So if there were errors and Kobold would ignore them,
they can't be random)

But when I copy even a small folder using the desktop, I get
"read errors" on some files (not always the same).

Anyone has any idea (no matter how far out), what the
problem might be ?

Nat!

------------------"Bang that bit that doesn't bang"---------------

The future's looking brighter / (with) every beer that I pour in me

David Lee Roth

2976. Atari Lynx

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: Ben.Bonsall@adlib.centron.com
Message-ID: <2a62bd36@adlib.centron.com>
Source record: 25198

Read a message on the 'ad-lib' atari suport board in
comp.sys.atari.st.tech, and you said at the bottom you had a Lynx. Now,
do you have a text file containing lynx cheats dated AFTER 30 may 1993?
if you have, do you think you couls send me a copy?
You will probably have to split it into messages if you do, as i dont
have a copy of eeuncode.

Thanx in advance,

Ben Bonsall
Ben.Bonsall@Adlib.centron.com

2977. amendum

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: Ben.Bonsall@adlib.centron.com
Message-ID: <2a62bd37@adlib.centron.com>
Source record: 25199

```
err, sorry, i can do uuencode. Also ship and b2a and mime.
Funny old world, init.

Ben Bonsall
```

2978. megafile44 case and rll drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.67.000FFA0E@cfcsc.dnd.ca>
Source record: 25200

Hi:
I have a megafile case (used to hold my syquest, but i moved it to a tower case) with power supply and I have a 40 MB RLL drive from an old PC. The pins on the adapter board appear to be 50 pin, the RLL seems to be 52-54 pin. Is there anyway that I can hook up the RLL to the adapter board(from Atari) that is in the megafile44 case? I used to have a 20 MFM drive hooked up through an ICD (I think) adapter board on my STe, and if I still had it I could look at it and see how it was done, but I don't have (obviously :^) so I have to ask here. Any help appreciated.
thanks.merci
-ken

2979. Re: Falcon in TT case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DBxtAI.D6r@cix.compulink.co.uk>
Source record: 25288

In message <3uegcd$o36@nic.umass.edu>, DJCHENG@phobos.oit.umass.edu said:
> Can the Falcon motherboard be placed (with some modification) in a
> TT or MegaSTE case? If it can, why didn't Atari do so? I really

I think you'll find the Falcon motherboard is too big. Atari probably used the STE style case as they must be significantly cheaper than the multipart MSTE/TT case.

:-(

Roland.

@CiX

2980. ICD AdSCSI+ clock problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3uivut$69i@mailer.york.ac.uk>
Source record: 25289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I've got a problem with the real-time clock on my AdSCSI+ host
adaptor... My ST just won't recognise it - 'IDCHECK.PRG' skips over the
SCSI address of the RTC with the message 'skipped by IDCHECK' (or
something).

It did work once! Honest!!

Has anyone any ideas?

Thanks,

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2981. Re: MIDI Software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-19 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3uj9r8$412@studioweb.com>
Source record: 25290

Personally, If you want plenty of power under the hood, I suggest you
go for NOTATOR SL V3.xx then again its competition is no slouch either
CUBASE 3.xx

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

2982. Re: ICD AdSCSI+ clock problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DC0I2K.w0@comp.lancs.ac.uk>
Source record: 25201
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3uivut$69i@mailer.york.ac.uk> jat5@york.ac.uk (John 'john..' Tuffen) writes:
> I've got a problem with the real-time clock on my AdSCSI+ host
>adaptor... My ST just won't recognise it - 'IDCHECK.PRG' skips over the
>SCSI address of the RTC with the message 'skipped by IDCHECK' (or
>something).

There'll be a file on your disk (forgotten the name) which will tell
idcheck to skip the address, also one of the ICD proggies should allow
you to set which devices are skipped and which aren't (i.e. it edits the
file for you.. wow). Been a while since I used ICD stuff but I think
that's right..

Neil
(nab@comp.lancs.ac.uk)

2983. Re: ICD AdSCSI+ clock problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3ulaog$qqp@mailer.york.ac.uk>
Source record: 25202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mr R. Mellish (rm03@ic.ac.uk) wrote:
: in article <3uivut$69i@mailer.york.ac.uk>, John 'john..' Tuffen (jat5@york.ac.uk) wrote:
: >Hello,
: > I've got a problem with the real-time clock on my AdSCSI+ host
: >adaptor... My ST just won't recognise it - 'IDCHECK.PRG' skips over the
: >SCSI address of the RTC with the message 'skipped by IDCHECK' (or
: >something).

: I believe this is normal behaviour for IDCHECK. (You can set which addresses
: to skip, somewhere in one of the config programs.)

Yeah, but it used to say 'ICD REAL-TIME CLOCK' rather than 'skipped...'

: If your clock isn't working (i.e. not returning the correct time), it's
: probably a battery problem. Try replacing it.

Well, I put a voltmeter across the battery (in circuit) and it read
3volts, so I guess that that's OK...

Any other tips? (Is it possible that the clock is giving out an invalid
time/date that the ST won't accept?

I dunno.....!

I suppose that I'd better try a new battery anyway.....

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

2984. Re: Chimera trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: Kai-Ming Mei <mei_k_m@inch.com>
Message-ID: <3ulof3$onu@worm.inch.com>
Source record: 25203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

please inform me of where I can get this softwhere and do I need to compilie it first? Also I would like to know if you do set up chimera properly what did you need to do to make it work, and last where can I get my copy of the kit? Did you already have mint running? thankyou

2985. Reading MS DOS hard disk.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3ulpj4$960@hpg30a.csc.cuhk.hk>
Source record: 25204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sometimes ago, I read that the maximum size is 32 meg.
But just today, someone told me that a patched AHDI 6.061 can reconized
size upto 2 gig.

Does anyone have more info? Where to get this?
Many thanks.
--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk==========

2986. Brand new NVDI 3.02 with registration form for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3ulpmm$960@hpg30a.csc.cuhk.hk>
Source record: 25205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
I am asking for USD 50 cash, not cheque. Please reply by email.
--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk==========
```

2987. Re: ICD AdSCSI+ clock problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3ulkespua1@mhadf.production.compuserve.com>
Source record: 25206
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You might have set the "Skip SCSI ID's at boot" option in the driver. Go into the setup program (ICDBOOT.PRG) and tell it to check that ID (usually, 6). Then reboot and retry.

2988. Chimera trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3ukuou$hoi@agate.berkeley.edu>
Source record: 25207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just downloaded the Chimera Web Browser/Mint(TAF) package and have installed easily without any problems. Everything - including FTP, TELNET, etc - works just fine, except for Chimera. I have 8megs of RAM, so I doubt that is a problem. When I click on a hypertext, I get "Can't load document." error -- on any and all links or hypertexts. I must not have set one of the addresses correctly, but I can't figure out what... Like already mentioned, PPP, etc, everything else works fine.

Please lend me some tips. Thank you.

Tae

2989. Any Hawaii Atari repair people?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: tiger88@sirius.pixi.com
Message-ID: <3umi90$291@rigel.pixi.com>
Source record: 25208

I have an Atari 1040ST that isn't working. Does anyone know of a repair service in Hawaii that can repair this? Please e-mail with suggestions. Mahalo (thank you)

2990. PC reading ST Disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3ultoj$5ik@news1.svc>
Source record: 25209

OK, is there a software program that will enable a PC to read ST 360k diskettes? Reason I ask, is that my
brother is waaaayy out there in another part of the country and I would really like to get some of my old
files back off the disks, and unfortunately he does not want to relinquish them..lots o' good ST memories
<g>

--Steve

2991. Re: PC reading ST Disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: "Paul Delia"
Message-ID: <3umq2i$o6r@newsflash.hol.gr>
Source record: 25210

spn@hitec.com wrote:
>OK, is there a software program that will enable a PC to read ST 360k diskettes? Reason I ask, is that my
>brother is waaaayy out there in another part of the country and I would really like to get some of my old
>files back off the disks, and unfortunately he does not want to relinquish them..lots o' good ST memories
><g>
>
> --Steve
>
If you want to back them up you can use CopyQM by SYDEX (Blind Mode), but
if you want to read them as DOS disks, it's a little tricky.
Try to edit boot sector of the original diskette (or better of a CopyQM
backed up one) with a good disk/hex editor (I prefer Norton's DiskEditor)
and change 3 first bytes to EB 50 90.This is a jump to boot sequence of
a standard DOS diskette.Of course you must first oblige your floppy disk
controller to accept any size of diskette.(I use FDREAD.EXE for this job
but there are also other similar utilities).In this way MAYBE DOS will
read these lovely ancient disks.(In fact it worked with some of mine
oldies.)Please be warned that you'll have no chance to read COPY
PROTECTED disks (mostly games), because format parameters does not
correspond to standard ones!

Regards
Paul

2992. Falcon in a tower? anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3un9kp$frk@ccnet3.ccnet.com>
Source record: 25211

has anyone put a falcon in a tower?
if so what size and make of tower?
where can i buy this tower?
thank you.

--

```
^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
```
selah @ccnet.com

2993. Re: Toshiba CD 3601 + Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FGUUFEAFUP@zumdick.rhein-main.de>
Source record: 25212

I managed to fix this problem on my own. If anyone has run
into the same problem, email me.

Nat!

------------------"Bang that bit that doesn't bang"---------------

The future's looking brighter / (with) every beer that I pour in me

David Lee Roth

2994. FS:DR'Ts KCS SEQUENCER+XOR EDITOR~LIBRAR

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3univv$nai@ccnet3.ccnet.com>
Source record: 25213

```
Subject: FS:DR.T's KCS 4.0 SEQUENCER+XOR EDITOR/LIBRARIAN
Newsgroups: alt.music.midi
Summary:
Keywords: XOR,SEQUENCER,MIDI,LIBRA,EDIT

SELLING MY SEQUENCE PROGRAM FOR ATARI

SELLING XOR EDITOR LIBRARIAN ALSO (DOES NOT NEED KEY DISK)

KCS 4.0 =40.00

XOR =40.00

ALL REGISTRATION RIGHTS WILL BE RELINQUISHED TO YOU

GREG REYES
21 COMMODORE CT
PITTSBURG,CA 94565
510-427-1075

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com
```

2995. Re: megafile44 case and rll drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-20 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.69.000A0669@cfcsc.dnd.ca>
Source record: 25214

I also have Adaptec and ICD boards. The ICD board is SCSI so not suitable, but could I use the Adaptec? It has the power supply plug on it, something I've never seen on an ICD board. Any help appreciated.
thanks.merci
-ken

2996. Does Atari's 4megTT fastram bd suport burst mode?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: Kai-Ming Mei <mei_k_m@inch.com>
Message-ID: <3uolcr$465@worm.inch.com>
Source record: 25215

see subject.

2997. Re: TAF Upgrade Path? What's the Plan?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3uojomenu1@mhadf.production.compuserve.com>
Source record: 25216

Since you have Chimera running, maybe you can help me. I have the MiNTNet stuff up and running, but Chimera cannot find any URL's. Do you have any words of wisdom?

2998. FS: 1040STf Computer System

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: "Info. Sys. Professionals" <isp@teleport.com>
Message-ID: <3uougo$a5r@maureen.teleport.com>
Source record: 25217

COMPLETE COMPUTER SYSTEM FOR SALE!

Atari 1040STf -- 1MB RAM, Internal Floppy Drive, Mouse
Atari SC1224 Color Monitor w/ Speaker -- LIKE NEW! WORKS GREAT!
Star NX-10 Printer -- with extra ribbons, paper & labels
Printer Stand -- adjustable, fits many printers
1200 Baud Modem -- with power supply & manual
Power supply & cable for external floppy drive (ext. floppy not included)
External clock with software
ICD SCSI Plus hard drive card (hard drive not included)
Extra Mouse
Joystick
Includes all cables, disk boxes, & extra blank floppies

LOTS of software -- almost 200 floppiesï¿½ worth -- such as:

Word Writer ST (word processor)
Data Manager ST (database)
Swift Calc (spreadsheet)
Interlink (telecommunications/modem software)
Degas (drawing)
Dungeon Master (game)
GFA Basic (programming)
Lattice C (programming)
and LOTS more!

Great student computer! $350 OBO, you pay shipping (I have original ST
box to ship CPU in).
Please respond via email! Thanx!

2999. Re: MiNT dislikes BlowUP?! Please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <3uocon$che@wn1.sci.kun.nl>
Source record: 25218

In <3tmdr8$992@whitbeck.ncl.ac.uk> "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>In article <3tb90a$act@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>|> Hello,
>|>
>|> I ran into the same problem over and over again when trying to run
>|> MiNT _without_ MultiTOS. I tracked it down to having BlowUP
>|> installed. The symptoms are: about one `normal' screen-size down to
>|> the right of the mouse pointer (640 pixels to the right and 480 pixels
>|> down, that is) there appears some kind of `ghost' pointer. When this
>|> pointer touches the lower screen boundary, the system crashes. :-(

>Use the FalconScreen driver instead of BlowUp - I believe it works ok
>with the same hardware (I use it without anyway). There are no problems
>with MiNT at all (works with & without multiTOS and also works with
>MiNT-X11R5 to give 880*640 mono X Windows).

Where can I find that FalconScreen driver? I tried a.a., but didn't
find it.

Oh, and I understand that Craig has lost Internet connection for a
while, so anybody else, feel free to answer!

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3000. MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: n.popovic@magnet.at
Message-ID: <294776767.862201@magnet.at>
Source record: 25219

I need some info on following questions - thanks !

With built-in MIDI in-out, low price and CUBASE Atari ST machines are really best buy products for home composing (and more) but only while you are playing with MIDI signals.
What is missing here is digital voice input for vocals. This ability you can get by buying Falcon with DSP,FDI,SCSI A-HD, digital mixer (like Yamaha ..01) and orig. CUBASE software.
All together (with DAT) is SOME money but still the cheapest Prof. system for CD post production or so...
Since I saw a demonstration of Mac working as MIDI sequencer AND recording vocals directly on HD within the same software. I came to this question:

!. Which Mac do I need/which OS-(7,7.5?)/hardware additions-MIDI-interface/A,A/V-HD /RAM?, or something more?

2. What is the name of Mac software vs. Atari's CUBASE-or what is the best/most popular Mac software and is it better than CUBASE?

3.If it is possible to use Mac as a digit. mix. with dig. input for vocals and direct disk rec. with good editor is the quality of rec. vocals high enough (is sampl.rate 44,1 ?) to go on DAT or does it need studio finishing?

4. Does it practically mean that I need ONLY MAC with some h/W add. as a basis?

5. Can I use Mac as a sampler?

6. Should I buy Mac or Atari ?!?

THANKS !!!

3001. Re: STe Battery Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: mjw@crosfield.co.uk
Message-ID: <1995Jul21.120036.1500@crosfield.co.uk>
Source record: 25220

In article <3ucv11$1um@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>In article <3u5pal$9or@gaia.apana.org.au>, johnsher@gaia.apana.org.au (John Hart Sherlock) writes:
>>Can someone please advise me how and where to wire in a battery to backup
>>the internal clock so i dont have to resent everytime. Yes i do know there
>>are cartridges that can do this, but, i dont want to use a cartridge.
>>Space is no problem as i use a tower case.
>
>The only Simple one that I have seen is the Keyboard one, but they seemed
>to have dried up, keeps the Keyboard on, this has a clock in it, but I don't
>know how good it is in keeping time.....
>
>The only otheres are the HD ones...

The keyboard ones do work but I found that the battery would run out after
a few days as it works by keeping the keyboard processor running.

There is another neat option which I have on my old ST. DALLAS semiconductor
make clock chips which fit UNDER an EPROM. On the old ST's you could just
pop one of the DS1216 chips under one of the eproms and have a small bit of
start up code which takes the time from the battery backed up clock chip and
loads it into the system time. The code would also let you set the time
in the first place.

On the STe you have 1M eproms so you would need a different clock chip but I
am sure that Dallas make one. I still have a few of the 256K Eprom clock chips
and the boot up source and exicuitable if that would be any good.

The clock chip has been very reliable and a nice feature.

Regards
Mike Wilsher

--
o o o o o o o . . _____ _____=======_T_______
o _____ |Mike Wilsher | |Email: |
.][__n_n_|DD[====___ |Crosfield Electronics | |mjw@crosfield.co.uk|
>(________|__|_[_______]_|01442-230000__ext 5062|_|Direct 01442 345062|

3002. RE:Is There Any Video Software for 1040 ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: "Tom Swift"
Message-ID: <DC2Ewz.5KK@cee.hw.ac.uk>
Source record: 25221

In article <3uab1f$qar@bcfreenet.seflin.lib.fl.us> a027832t@bcfreenet.seflin.lib.fl.us (John Cotter) writes:
>Is there any...ANY... kind of software for the 1040 ST that can be used
>for video production (such as genlock, CG, editing, etc.).
>
>Any info would be most gratefully appreciated. Thanks.

I have seen reviews of genlockers (hardware ones) in various ST mags.
I can't remember much about them though. I think they were little boxes
that you pluged your ST and a video player into and it placed the ST
picture over the video picture (or the other way round). I can have a
look in my magazine collection this weekend.

Also I have a VideoMaster cartridge from Hisoft. You stick it in your ST
and plug a video into it and it grabs pictures for you in black and white.
There is also a colour add on for it.

Tom Swift
phxts@phyfs1.phy.hw.ac.uk

3003. Re: Need a proper mouse!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DC2DIy.4wG@comp.lancs.ac.uk>
Source record: 25222

In article <3uek6g$nkc@hasle.oslonett.no> hallvart@oslonett.no
(Hallvard Tangeraas) writes:

>the time. Aren't there any *good* **HIGH quality** mice around, not cheapo
>"Made in China" mice etc.?

I'd be interested in finding out actually, I still use my original
atari mouse, and find it better than any replacement I've ever had a go
on...

>I tried to find the Naksha or the Logitech, but neither is in production
>any longer I've been told, the same goes for the Golden image. maybe my
>trusty old original Atari mouse was better...

Well, I'd use your trust old Atari mouse then, but as I said if
anyone knows of an affordable replacement, which is actually worth
having, could they post here, or mail me...

Thanks in advance,

Neil
(nab@comp.lancs.ac.uk)

3004. ext2 to msdos

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: d92jk@efd.lth.se
Message-ID: <3uo7ab$a3u@nic.lth.se>
Source record: 25223

I have made a couple of ext2 partion in Linux. Now I want to change one back to a msdos one. How can I do this without having to clear the whole harddrive?

Johan

3005. FS: Atari systems/software in Canada

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <3uotik$138@tribune.usask.ca>
Source record: 25224

Please email for more info. Thanks.

3006. monitor mod.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2057rcain@nest.demon.co.uk>
Source record: 25225

I have just got hold of a Microvitec CUB monitor, model 1431MS. It is set up for TTL ATM but, from the looks of the PCB, I guess it should not be too difficult to change it to analogue for an ST.

Has anyone ever done this mod? Any suggestions?

Roger
rcain@nest.demon.co.uk

--

3007. Re: megafile44 case and rll drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3upou5$nd9@golem.wcc.govt.nz>
Source record: 25226

In article <macdonald.67.000FFA0E@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
>Hi:
>I have a megafile case (used to hold my syquest, but i moved it to a tower
>case) with power supply and I have a 40 MB RLL drive from an old PC. The pins
>on the adapter board appear to be 50 pin, the RLL seems to be 52-54 pin. Is

The host adapter in the Mega file is SCSI, so you will need a SCSI to RLL
adapter, these are no longer made, but some people on the net might
have one for sale...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3008. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3uq324$4s3@usenet.INS.CWRU.Edu>
Source record: 25227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

```
BBS that have a Falcon 030 section
==========================
Version : 0.06
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank﷽s the people who have contributed to this list).

```
Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Tot
al Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1
```

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZ
one
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256
1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N
-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:

This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-mail : fg024@Cleveland.freenet.edu
Falcon 4/270 Fpu Vga Joypad (68030, Blitter @ 16 Mhz 56001 @ 32 MHz)

3009. [Q] Fast RS232 port Hardware Mod? And RTS/CTS Bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3upkc7$mdq@status.gen.nz>
Source record: 25228

I understand that there is a hardware modification which can be made to STs to allow the RS232 port to operate at over 19k2. Where can I find information on carrying out this modification? Will the modification work on STe computers?

Does the STe TOS 1.62/1.06 have the RTS/CTS flow control bug fixed? If not, where can I find software to patch this bug?

Your help is appreciated.

Mario Becroft (mbecroft@iconz.co.nz)

3010. Atari TT Still Available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: msmith@aol.com
Message-ID: <3usep4$shm@newsbf02.news.aol.com>
Source record: 25229

Does anyone know if the Atari TT or Falcon is available new from any dealers? If so, what is the current price?

One additional question. Are any new Atari computers forthcoming.

Thanks in advance,
Mark

3011. 55<`E5!7"(5.`%2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: daniel@lust.demon.co.uk
Message-ID: <806423976_OASIS_@lust.demon.co.uk>
Source record: 25230

Dear Nobody,

You sad, frustrated, racist morons. Always blaming your own failures on other people and on so-called minorities. What is America if not a cluster of minorities?

There's no place for your obsolete ideas on the net or in the world.

Piss off!!

–

LUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTL
U a message from: U
S daniel@lust.demon.co.uk S
TLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUSTLUST

3012. Re: 55<`E5!7"(5.`

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <74876-806435406@mindlink.bc.ca>
Source record: 25231

You should talk to your Doctor about getting some PROZAC, you will feel a lot better after a while!

3013. Re: TAF Upgrade Path? What's the Plan?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: Phil Bacheler <philb@gate.net>
Message-ID: <3urnii$2aq4@news.gate.net>
Source record: 25232

Well, so far I've seen quite a few say that they had had no problems getting started with the TAF disks, but I still can't get it to run Chimera, or in the cli said out of memory with 4Meg Machine.. What does MintNet consist of, as I want to make sure that I'm at least that far along

3014. Re: MiNT dislikes BlowUP?! Please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3urvvj$g2a@nyheter.chalmers.se>
Source record: 25233

In article <3tteah$r9k@sunsystem5.informatik.tu-muenchen.de>,
Georg Acher <acher@informatik.tu-muenchen.de> wrote:
>
>In article <3tb90a$act@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>|> I ran into the same problem over and over again when trying to run
>|> MiNT _without_ MultiTOS. I tracked it down to having BlowUP
...
>|> So, does anybody have a BlowUP + MiNT setup that _works_? I have
>|> FreeMiNT 1.12h4 (latest, I guess) on a Falcon with TOS 4.02.
...
>I have Mint (1.12h or something like that) running with BlowUP, but there is
>a trick: BlowUP has to be booted _before_ Mint, and you have to write an tiny

I run MiNT (various versions, but FreeMiNT 1.12h4 and the 1.12 released
by Atari are two of them) and BlowUP together without problems. At least
none that are related to the screen, I should say.
MiNT is run from the AUTO folder and then BlowUP from the mint.cnf with
an 'exec'! (1008x608@4bit, TOS 4.01)

I'm beginning to think that there's some magic involved here...

>program (I can mail it to you on request) that sets up a BlowUP-resolution
>(Mint X11 in 1024*768 :-)). So everything works fine.

I think the original poster was talking about running under GEM, so no
special programs should be required.
Once I figure out why 'sh' crashes under Outside, I'd be very interested
in that program of yours, though.
Some programs insist on crashing, seemingly without any reason, when
Outside is used together with MiNT. :-(

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3015. QUESTION Re:19"monitor for falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3uspr7$70e@ccnet3.ccnet.com>
Source record: 25234

```
From ccnet.com!ccnet.com!not-for-mail Sat Jul 22 23:03:00 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (falcon)
Newsgroups: comp.sys.atari.st
Subject: QUESTION Re:19"monitor for falcon
Date: 22 Jul 1995 23:01:00 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 21
Message-ID: <3usois$60q@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

has anyone ever used a 19" monitor on a falcon?
is there any 19" that support both color and mono?
please let me know..

does a Moniterm work on a falcon?
can the falcon be modified to make it work?

how about the atari tt194 (i think this is the model number of this)
anyone know how much they go for and if they will work?

thank you

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com
```

3016. 520STfm memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: Callum.Lerwick@f47.n282.z1.fidonet.org
Message-ID: <7ea_9507230106@flight.org>
Source record: 25235

I have a 520STfm sitting here, and I am planning to upgrade it to 1mb.
(revision E motherboard, has an unfilled bank of RAM) I have a bunch of RAM
chips pulled from an old PC that are the correct type, and I know what kind of
resistors I have to put in, all I need to know is what type of
capasitors I have to put in. Help me out.

* (QW|{ 2.6 *
---------------------------- -//- ----------------------------
Internet: Callum.Lerwick@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------------------------- -//- ----------------------------

3017. PC mouse for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3uquvt$fif@sinsen.oslonett.no>
Source record: 25236

I got an article from someone on the net where it said that it was
possible to use mice made for MSDOS type machines:

|> don't know if this has been asked before, but what would be
|>involved in making a little black box that would allow you to plug
|>a PC serial mouse into the ST mouseport?

|| This can already be easily done, with no hardware adapter needed.

|| A standard MicroSoft compatible serial mouse can be used in the
|| regular ST mousport, but it needs a software driver.

Anyone know anything about this? I have a mousedriver already, but it
only works with mice connected to the serial (RS232) port, and as I
have an STe I only have a single serial port (which is obviously used
for a modem since I'm able to write/send this).
Are there other ways to connect a serial mouse to an ST?

>A standard PC *bus mouse* can be used with no software drivers
>needed, but some slight modifications to the wiring of the connector
>are needed.

Hmmmm.... Haven't heard about those. They're not used very much for PCs
are they? I haven't seen any in computer shops anyway.

I'd really like to use a standard serial mouse with my STe (since it
seems almost impossible to get a proper Atari replacement nowadays).
So I'll take any information out there regarding the subject and
hopefully be able to use one with my STe.
Thanks.

Hallvard

--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

3018. re: [q] fast rs232 port hardware mod? and rts/cts bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-22 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2056rcain@nest.demon.co.uk>
Source record: 25237

On 22 Jul 95 Mario wrote:
MB> I understand that there is a hardware modification which can be made
MB> to STs to allow the RS232 port to operate at over 19k2. Where can I
MB> find information on carrying out this modification? Will the
MB> modification work on STe computers?

There is a very simple mod. involving a switch and 4040 chip which set the DTE speed to 39K4. It was described in ST Applications Issue 40 page 35, if you can get hold of it. I think it has been written down in other places - try your local BBS text files.

Yes, it works on STFM, Mega and STe.

MB> Does the STe TOS 1.62/1.06 have the RTS/CTS flow control bug fixed?
MB> If not, where can I find software to patch this bug?

Errm... if you are going to run at 38k4 DTE you need HSMODEM06.

Roger
rcain@nest.demon.co.uk

--

3019. Re: 55<`E5!7"(5.`%2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806493046snz@birnie.demon.co.uk>
Source record: 25238

In article <iI3A1kqAAzges@ajanlanam.com> carl@ajanlanam.com "carl" writes:

>
>
> **********
> * *
> * FREE MONEY!!! *
> * *
> **********
>
>
>
>
> CAN BE YOURS! If you are an 80-IQ welfare mother producing illegitimate
> offspring at 9-month intervals starting at the age of 13.

F*** ME. We need a netspace GeeenPeace!. Keep your crap at home or dispose
of it in a way that does not offend others.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3020. Looking for john? southern.co.nz?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FGXSCEUUUp@stingray.manawatu.gen.nz>
Source record: 25239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

I'm trying to locate a guy who lives in New Zealand that offered to help me
set up NOS 0.42 a while ago so that I could use PPP.

I lost the address, but think it's something like:
john@southern.co.nz

If anyone knows this person - could you please let me have his address?
And ofcourse, if it's John reading this - please mail me...

Thanks,
Richard.

PS. Sorry to all of you that this e-mail doesn't apply to - I'm just trying
to understand the NOS thing.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3021. Re: MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <3ussf9$p9i@apopi.u-strasbg.fr>
Source record: 25240

In article <294776767.862201@magnet.at> Nenad Popovic,
n.popovic@magnet.at writes:
>6. Should I buy Mac or Atari ?!?
>
>
>
>THANKS !!!
No question About It get A falcon it's really agreat Machine

Tsk

3022. Lattice & MiNT libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3utrti$2r5@news.mdata.fi>
Source record: 25291

To: The one maintaining MiNT libraries for Lattice.

This is message is to the one maintaining MiNT libraries for
Lattice C.

The following errors come when using mintlibs (PL 46):

I compiled just a basic program that used no functions at
all, just the C defined keywords, and the linker returned
the following error:
Undefined symbols
__CXOVF

When some header file uses the sys/types.h file (like ext.h)
the following errors come with the compiler:
typedef __clock_t clock_t;
^
\headers\sys\types.h 86 Error 72: external item attribute mismatch
{ fd_set;
^
\headers\sys\types.h 116 Error 72: external item attribute mismatch

If I try to use getcookie call from cookie.h, the linker reports
the error:
Undefined symbols
_getcookie

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.41a *

3023. Re: MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: n90photo@aol.com
Message-ID: <3uu2r1$995@newsbf02.news.aol.com>
Source record: 25292

I have had both. I started with a 1040, had a Mega STe4, and finally went over to MAc when the last dealer in town went belly up.
The mac environment, with the System 7.5 is FAR superior to the Atari , if for nothing else in terms of available and new software from MAJOR companies.
I stuck with Atari for as long as I could. After owning the Mac, I do'nt know why I never started here to begin with.

3024. Re: 520STfm memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806500050snz@birnie.demon.co.uk>
Source record: 25293

In article <7ea_9507230106@flight.org>
Callum.Lerwick@f47.n282.z1.fidonet.org "Callum Lerwick" writes:

> I have a 520STfm sitting here, and I am planning to upgrade it to 1mb.
> (revision E motherboard, has an unfilled bank of RAM) I have a bunch of RAM
> chips pulled from an old PC that are the correct type, and I know what kind of
> resistors I have to put in, all I need to know is what type of
> capasitors I have to put in. Help me out.

You will need 1 x 33 ohm resistor (R73) for RAS1
2 x 68 ohm " (R71 & R72) for CAS1H and CAS1L
16 x .22 mfd capacitors across each chip.
Use quarter or sixth watt 11r 5 0.000000or the resistors.
Disc ceramics for the capacitors. All are pennies from maplins.
Use a tiny soldering iron (15W) with a pencil bit (if you havent got
one get one - it will come in handy).
Switch on and you will have 1 Meg.
Good luck.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3025. MAN Pages Sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806530662snz@birnie.demon.co.uk>
Source record: 25294

I am looking for the man pages for flock and lockf.
Also syslogd. Anyone know where I can lay hands on them or any
other pertinent info?

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3026. Re: MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <3uufcm$d09@newsbf02.news.aol.com>
Source record: 25295

I currently use an Atari Mega ST4 for MIDI stuff in my home studio, running Emagic's Logic 2.01. It works great, but ...

I also have a PowerMac 6100/60, which i'm on now. After getting OSC's Deck II 2.2 hard disk recording package for this thing, i'm ready to cross-grade my Atari Logic package to Logic Audio Mac v2.5 (which has been optimized a bit for the PowerPC in the PowerMacs). It's amazing!

My Atari has served me well for things MIDI, and i'm sure after I move completely over to the PowerMac and get rid of the ST, it will serve someone else well. It really was a great system for it's time, but that was a while ago, and it's being eclipsed by the new stuff.

Now, I don't know about the Falcon. I've never seen/heard one. I was debating between the Falcon and this PowerMac, I chose the PowerMac because I feel it has all the features important to me, and this 60MHz PowerPC is _way_ faster than a 16MHz 68030 ...

|| | |||
|| | ||| JMZorko

3027. FS:st software NEODESK,WARP,ETC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3uufnh$6b9@ccnet3.ccnet.com>
Source record: 25296

SELLING MY SOFTWARE SINCE IM GOING TO FALCON LAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL

--

```
^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
```
selah @ccnet.com

3028. Re: MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: n90photo@aol.com
Message-ID: <3uui09$do8@newsbf02.news.aol.com>
Source record: 25297

Plus, you have to think about this simple question:
What company will be coming out with upgrades, new stuff, and customenr
support in 5 years? Atari or Apple?
That question was a major one in my decision as well. Face it, the
Trammiels had their day.

3029. Re: [Q] Fast RS232 port Hardware Mod? And RTS/CTS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3012ca644f7c608@discworld.oche.de>
Source record: 25298

Mario Becroft (mbecroft@iconz.co.nz) wrote:

MB>I understand that there is a hardware modification which can be made to
MB>STs to allow the RS232 port to operate at over 19k2. Where can I find
MB>information on carrying out this modification? Will the modification work
MB>on STe computers?

It will. The easiest thing to do is to use a divider (I think :4 is needed)
and create a fixed clock which you feed to TxCLK and RxCLK on the MFP68901.
Doing so, you get a port running at a fixed rate of eg. 38400 bps, regardless
what your software thinks it is. If you add a switch, you can turn it off
easily.

There should be a more concise doc on this somewhere ... maybe on ftp.cs.uni-
berlin.de - don't ask me about more details, I have nothing more written down
here.

MB>Does the STe TOS 1.62/1.06 have the RTS/CTS flow control bug fixed? If
MB>not, where can I find software to patch this bug?

Use HSMODEM (HSMODA06), Harun Scheutzow's greatly improved RS232 routines.
Besides fixing RTS/CTS and other bugs, they will enable you to use 38400
bps with a stock 8MHz ST.

HSMODEM should be on the cs ftp server in berlin, too.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
"Dock-a-loodle-fod!"
-- Dyslexic roosters are a sad sight (Terry Pratchett, Reaper Man)

3030. MiNT PPP problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: boik@cix.compulink.co.uk
Message-ID: <DC6wvK.58F@cix.compulink.co.uk>
Source record: 25299

Hi! I wonder if any of you learned types out there might be able to help me with the above problem?

I've recently installed the TAF MiNT distribution (great work boys!) and evrything works fine, except for one key area. I can't seem to get a complete Internet connection using pppd. I've modified the chatfile, and on the syslog I can see a connection being made, and userid and password being accepted. I get a PPP0 connected to modem2 (its a falcon), but after a minute or so I get....

IPCP timeout sending config request

Chimera and FTP are unable to talk to the outside world! I have used this account with PPP on a PC using Trumpet Winsock, and everything works fine. The first few lines of the winsock .ini file are:

IP=xxx.xxx.xxx.xxx
netmask=0.0.0.0
gateway=0.0.0.0
dns=yyy.yyy.yyy.yyy zzz.zzz.zzz.zzz

(where x,y and z are real ip addresses!). I guess it must be an IP addressing problem or a pppd options problem, but can anyone with a working system advise? I'm afraid I'm a bit of a novice where PPP is concerned. What should go in the various host.* and resolv.conf files? Sorry if it's something dumb I've done!

TIA

Graham Burst - boik@cix.compulink.co.uk

3031. Re: Reading MS DOS hard disk.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FGXBBCURUP@dksoft.ping.dk>
Source record: 25300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3ulpj4$960@hpg30a.csc.cuhk.hk> Malcolm wrote:

>Sometimes ago, I read that the maximum size is 32 meg.
>But just today, someone told me that a patched AHDI 6.061 can reconized
>size upto 2 gig.
>
>Does anyone have more info? Where to get this?
>Many thanks.
>--

I'm very interested in this as well. Please keep us informed.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3032. Re: Toshiba CD 3601 + Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FGXBBCUUUP@dksoft.ping.dk>
Source record: 25301

In <FGTUDEAFUP@zumdick.rhein-main.de> Nat! wrote:

>Has anyone encountered this peculiar problem ?
>
>I have hooked up a Toshiba-CD 3601-B to my Falcon like this:
>
> TermPower-Off TermPower-On
>Falcon-------->CD-ROM-------->Conner
> ID:2 : ID:0
> : |
> no term _ Terminator
>
>Now the funny thing is, that when I copy using Kobold
>complete hierarchies it works fine. I can tree check
>both directories on the CD and the HD and its okay.
>(So if there were errors and Kobold would ignore them,
>they can't be random)
>
>But when I copy even a small folder using the desktop, I get
>"read errors" on some files (not always the same).
>
>Anyone has any idea (no matter how far out), what the
>problem might be ?
>

Could be _the_ Falcon hard disk problem. But i suggest you try terminate
your CD ROM drive as well as the harddrive. (Yes, you heard me right,
terminate both devices).

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3033. re: 520stfm memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2061rcain@nest.demon.co.uk>
Source record: 25302

On 23 Jul 95 Callum wrote:
CL> I have a 520STfm sitting here, and I am planning to upgrade it to
CL> 1mb. (revision E motherboard, has an unfilled bank of RAM) I have a
CL> bunch of RAM chips pulled from an old PC that are the correct type,
CL> and I know what kind of
CL> resistors I have to put in, all I need to know is what type of
CL> capasitors I have to put in. Help me out.

Not critical, 0.1microfarad, 12v WKG will do fine.

Roger
rcain@nest.demon.co.uk

--

3034. Re: Problem with SETUID - Can anyone help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz7n58fsxl.fsf@issan.informatik.uni-dortmund.de>
Source record: 25303

In article <806268230snz@birnie.demon.co.uk>, ali@birnie.demon.co.uk (Alasdair Campbell) writes:

|> And while I'm on the subject of file systems, I cannot "mv" any files
|> between partitions. This too causes a nice crash. I have to cp & rm.
|> Help please.

Increase the stack size of mv, to about 10K. When moving between
different devices it allocates a buffer of 8K on the stack.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3035. Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806568000snz@birnie.demon.co.uk>
Source record: 25304
Cross-posted to: comp.sys.atari.st.tech,demon.ip.support.atari

I have noticed that when my modem (US Robotics Sportster 28.8) connects at 28800, the thruput is much lower than when it connects at say 26400 or 24000. When i say much slower I mean about about 1 Kb/Sec as opposed to 2.3 - 2.7Kb/sec. I think this has something to to with symbol rates and S register settings, but I am out of my depth with these new-fangled modems. In MY day, modems were the size of a large shoebox and you were king comms if you could get 4 terminals doing 9600 on a 4 wire dedicated circuit. Ah, how times change. Any help/suggestions would be gratefully received.

Obviously I have the CD4040 mod and HSMODEM06.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3036. CD-Rom to Atari Mega/st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: haxton_k@kosmos.wcc.govt.nz
Message-ID: <3uusor$n4p@golem.wcc.govt.nz>
Source record: 25305

I have an Atari Mega2 with an ICD internal (micro host adaptor) SCSI adaptor
and I would like to attatch a CD drive. Two questions.
1/ Any comments about the PROCOM range of 2Xspeed drives and use on an Atari
2/ Can I daisy chain the SCSI signal from the back of the micro host onto the
CD drive, orwould I still need another SCSI adaptor of some sort. I have a second
MICRO Host adaptor if that could be used?

Thanks for any help.

Kerry

3037. Trouble recompiling MinT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jul24.160413.2065@cathy.ijs.si>
Source record: 25306
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I hope somebody can help me.
I am trying to compile freemint (1.12 h4), and I have been unable to compile
it with GCC. I used GCC 2.3.3 (I also tried with 2.5.8 with the same problem).
I used the libraries pl 46, and linker from utlbin38.

No matter what I try, I get several undefined symbols in the link phase.
This is weird because I was able to compile the source with other compilers and
they did not complain about those symbols (but MinTs compiled with other
compilers had other problems I won't get into).

Can anybody tell me what I need to define the symbols missing below?
Thank you very much.

Make Utility Copyright © 1992 HiSoft
All Rights Reserved - Version 1.40

```
gcc-atariST version 2.3.3 Patchlevel 1
I:\GCC\GCC-ld.ttp -v -G -o mint.prg I:\LIB\LIB\crt0.o bios.o xbios.o console.o
dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o mem.o proc.o signal.
o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o tosfs.o debug.o rendez.o uni
fs.o shmfs.o fasttext.o welcome.o nalloc2.o memprot.o realloc.o update.o context
.o intr.o syscall.o quickzer.o quickmov.o cpu.o -liio16 -lgnu16
`gcc-ld' linker Patchlevel 36 for GNU, Atari ST version (Jul 1 1993 20:18:43)
dosmem.o: Undefined symbol _set_mmu referenced from text
dosmem.o: Undefined symbol _set_mmu referenced from text
main.o: Undefined symbol _setstack referenced from text
main.o: Undefined symbol _save_mmu referenced from text
main.o: Undefined symbol _restr_mmu referenced from text
mem.o: Undefined symbol _cpush referenced from text
procfs.o: Undefined symbol _cpush referenced from text
debug.o: Undefined symbol _restr_mmu referenced from text
debug.o: Undefined symbol _restr_mmu referenced from text
memprot.o: Undefined symbol _cpush referenced from text
memprot.o: Undefined symbol _set_mmu referenced from text --
```

```
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
```

3038. Multiboard and Graphic Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: shardie@cs.strath.ac.uk
Message-ID: <3v03m5$s5v@dunlop.cs.strath.ac.uk>
Source record: 25307

Has any one out there got anything on the MultiBoard and its Graphic Card from System Solutions as Atari World hasn't reviewed it yet. I heard that the graphic card is 24-bit.

Thanks, Simon.

3039. Re: Atari TT Still Available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: nbrazil@ix.netcom.com
Message-ID: <3v06co$duj@ixnews2.ix.netcom.com>
Source record: 25308

In <3usep4$shm@newsbf02.news.aol.com> msmith@aol.com (MSmith) writes:
>
>Does anyone know if the Atari TT or Falcon is available new from any
>dealers? If so, what is the current price?
>
>One additional question. Are any new Atari computers forthcoming.
>
>Thanks in advance,
>Mark

I don't think so but if you're in Southern California I've got a TT030 with both color and 19" mono monitors, a Mega 4 w/SH205HD and both monitors all for sale. Make me an offer. I'm verging on desparate due to a pending debt. I'd be thrilled to get $800 for the lot.

I think Atari decided the video game business was easier. Its a mass market with less problems of being taken seriously. If the general public, particularly in the US, is incapable of recognizing a machine with the Atari badge as other than a toy then they might as well take advantage of it.

3040. Re: 520STfm memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: davef@impala.inmos.co.uk
Message-ID: <3v06pg$r98@lion.inmos.co.uk>
Source record: 25309

In article <7ea_9507230106@flight.org>, Callum.Lerwick@f47.n282.z1.fidonet.org (Callum Lerwick) writes:
|> I have a 520STfm sitting here, and I am planning to upgrade it to 1mb.
|> (revision E motherboard, has an unfilled bank of RAM) I have a bunch of RAM
|> chips pulled from an old PC that are the correct type, and I know what kind of
|> resistors I have to put in, all I need to know is what type of
|> capasitors I have to put in. Help me out.
|>

You need 0.1uF caps. They usually have '104' marked on the body which means
10 followed by 4 '0's in picoFarads i.e. 100000pF which is 0.1uF.
I would guess that the value is not too critical. 0.1uF is a general size for
memory-chip decoupling. Disk ceramic or tantalums should be fine. Watch the
polarity if using tantalums.

+--------------------------(Dave Foy)------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@bristol.st.com |
+----------------------(+44 454 616616 X526)-------------------------+

3041. Memory-Mapped I/O hack

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: jwasinge@slate.Mines.Colorado.EDU
Message-ID: <3v0jkb$160i@slate.Mines.Colorado.EDU>
Source record: 25310

I would like to add extra memory-mapped IO chips to my ST. My goal is to add an extra MFP 68901 or Yamaha sound chip (for some digital I/O lines) and a A/D converter(w/ analog multiplexer) chip. I hope to be able to control several motors and read several real-world sensors with this project.

I can obtain most of the Address/Data and some of the control lines I need from the ROM cart. port. The rest of the lines I can extend from the CPU itself or from other points on the mother board.

I have a question though about the ST's "MMU" and Glue chips. I know that the Glue chip decodes the 68k address bus and generates appropriate chip select signals. I can add logic on my project board to decode a presently unused section of the memory map and generate my own chip select signals. So, my first question is: What are safe regions of the memory map to use for this???

My other main question is about the Bus or Address Errors that the MMU chip (I think that this is correct) generates if it sees an illegal memory operation. Is the MMU hardwired to reject any memory I/O to addresses which were not part of the original Atari design ??? Or does it just signal errors for I/O outside of the 4M limit or word/long I/O to odd addresses? If I build decode logic that selects a perip. chip's register in an unused portion of the ST memory map will the MMU (or Glue) generate a Bus or Address Error? If so, does anyone know of another way to add extra memory-mapped I/O chips to the ST h/w?

BTW, if anyone has done something like this I would be very interested in hearing about your modification.

Thanks!
John Wasinger
jwasinge@slate.mines.colorado.edu

PS: email replies are appreciated, since I sometimes do not log in before my news program "expires" articles more than a few days old.

3042. Re: MiNT Problems. (Was Problem with SETUID - Can anyone help?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806611208snz@birnie.demon.co.uk>
Source record: 25311

```
In article <vyz7n58fsxl.fsf@issan.informatik.uni-dortmund.de>
schwab@issan.informatik.uni-dortmund.de "Andreas Schwab" writes:
>
> |> And while I'm on the subject of file systems, I cannot "mv" any files
> |> between partitions. This too causes a nice crash. I have to cp & rm.
> |> Help please.
>
> Increase the stack size of mv, to about 10K. When moving between
> different devices it allocates a buffer of 8K on the stack.
>
As simple as that. Excellent, that did the job fine. The stack size
was 0. Thanks a lot.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.
```

3043. Re: MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: n90photo@aol.com
Message-ID: <3v0jet$rpd@newsbf02.news.aol.com>
Source record: 25312

Perhaps you can solve both problems:
There is a new program out of Germany that allows you to run Atari TOS on a Mac. If you buy a powermac, you will have an Atari running at 66 mhtz or faster.
Of course, I got a letter today that said this thread was not "TECHNICAL" so perhaps you can't use this information. Th emoderator doesn't like NON TECHNICAL messages..

3044. Re: Atari TT Still Available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: n90photo@aol.com
Message-ID: <3v0jf7$rpl@newsbf02.news.aol.com>
Source record: 25313

I read that Atari will no longer make computers. RIP. However, the Falcon is being made in Germany by some company, and is being imported by TOAD computers.
Perhaps this will help.

3045. MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_1440555_Lars.Reynold@midinet.ct.se>
Source record: 25314

N90PHOTO wrote in a message to All:

N> From: n90photo@aol.com (N90PHOTO)

N> I have had both. I started with a 1040, had a Mega STe4, and
N> finally went over to MAc when the last dealer in town went
N> belly up.
N> The mac environment, with the System 7.5 is FAR superior to
N> the Atari , if for nothing else in terms of available and
N> new software from MAJOR companies.
N> I stuck with Atari for as long as I could. After owning the
N> Mac, I do'nt know why I never started here to begin with.

I prefer using my PC but have a Falcon for HD recording. I don't understand that you compare Atari and Mac. We're in 1995. When Apple had Mac models like Plus and SE30 (maybe LC20) it was fair to compare. If I had the money (I've spent them all on Falcon and utilities!), then I would buy a Mac size "grande". But as I started out this quote. I rather stick with OS/2 if I'm -not- using MIDI/Audio :)

/Lars

3046. Re: Problem with SETUID - Can anyone help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3v0qrl$ima@irzr17.inf.tu-dresden.de>
Source record: 25315

In article <806265318snz@birnie.demon.co.uk>,
Alasdair Campbell <ali@birnie.demon.co.uk> wrote:

> Yup, that did the trick OK. Ive got FreeMint 1.12 PL4, I dont know
> if this is the current version. But it seems to have it's own bunch
> of problems. For instance, it does not seem to know about file
> locking and the job I am working on fails with being unable to create
> mail spool files. The regular MiNT 1.12 has no such problems.

This is a known bug in FreeMiNT 1.12.4. Try this patch:

```
Index: mint/dosfile.c
diff -u mint/dosfile.c:1.27 mint/dosfile.c:1.28
--- mint/dosfile.c:1.27 Sun Jun 11 13:39:50 1995
+++ mint/dosfile.c Thu Jun 15 22:28:53 1995
@@ -1155,6 +1155,8 @@
return 0;
case FSTAT:
return (*f->fc.fs->getxattr)(&f->fc, (XATTR *)arg);
+ case F_GETOPENS:
+ return get_opens (&f->fc, (struct listopens *)arg);
case F_SETLK:
case F_SETLKW:
/* make sure that the file was opened with appropriate permissions */
@@ -1167,8 +1169,6 @@
return EACCDN;
}
/* fall through to device ioctl */
- case F_GETOPENS:
- return get_opens (&f->fc, (struct listopens *)arg);
default:
TRACE(("Fcntl mode %x: calling ioctl",cmd));
if (is_terminal(f)) {
```

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

3047. ibm hard disc

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2068rcain@nest.demon.co.uk>
Source record: 25316

I have an IBM WDS 3160 hard disc extracted from a PS/2 Model 80 (I believe). It is supposed to be a SCSI-2 device of 160Mb formatted capacity. Because it was custom made for a particular machine there are very few jumpers for user control - just a block for SCSI ID. There is another jumper block (J6) but I have been told these are for "engineer use only".

It spins and is a dinky fast disc I'd like to use on my ST/ADSCI+ config.

Here is the prob.:

Fomatters and editors won't touch it - generally give "Unable to read/write".

I have used the ICD SCSI.PRG to investigate further.

TEST UNIT READY - OK
START UNIT/STOP UNIT - OK
INQUIRY - send Vendor ID=IBM, Product ID=KZ-P
REQ. SENSE - seems generally OK but tends to send additional sense byte $20 (Invalid command op. code)

All other commands (and I particularly need MODE SENSE, MODE SELECT and FORMAT!) send Return code of 2 with sense code $20.

I am confused and hair-tearing! Why does some of the SCSI command set work and the rest not?

Has anyone ever met this device or, more generally, anyone know what is the real problem behind this behaviour?

Roger
rcain@nest.demon.co.uk

--

3048. Re: megafile44 case and rll drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-24 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.71.000D66EC@cfcsc.dnd.ca>
Source record: 25317

>From: macdonald@cfcsc.dnd.ca (Ken Macdonald)
>I also have Adaptec and ICD boards. The ICD board is SCSI so not suitable,
but >could I use the Adaptec? It has the power supply plug on it, something
I've >never seen on an ICD board. Any help appreciated.
>thanks.merci
>-ken

Problem solved, am now up and running. thanks.merci to all those who e-mailed
me.
VVPPT
-ken

3049. Gemulator & Saving Neochrome Files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: Ward@LSM.NRL.NAVY.MIL
Message-ID: <3v2ucg$sml@data.interserv.net>
Source record: 25318

I have a number of files, including NEOCHROME files, made on
a MEGA ST. I would like to archive these, so that I can view them on
a DOS or MSWindows system. Can someone suggest the best way
of doing this. Is the Gemulator program a possibility? Where can I
get it?

Keith B. Ward

3050. Re: Homebrew TT Ram ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2507951650590001@47.85.0.99>
Source record: 25319

In article <DC9nsv.7ID@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) wrote:

> Hi All,
>
> I have a PAK board in my ST and was wandering about a Fast Ram board,
> but the price of these does seem a bit high.
>
> What I was thinking was is it just a case of making the Ram appear in
> the memory map at the correct location (01000000h) and allowing the
> TOS 3.06 on the board to detect it up automatically on boot up?
>
> I have 4 1Meg simms to use (From my previous RAM expansion board) and
> the necessary Flat_memory_map to DRAM address decoder should be easy
> and cheap to build up.
>
> Whilst I am on the subject does anyone know of an easy way of
> generating the column and row strobe signals from the 68030's single
> address strobe?
>
> Has anyone else thought about (or done) anything like this?
>

I am assuming the PAK already uses the ST memory & has no memory of it's own.
The easiest way is to use one of the memory controller IC's (nationals
8422a springs to mind) which will take care of all this + refresh.

Or, you could use some counters & make it simpler/cheaper.

The big problem might be ensuring it looks like genuine TT Fastram & I
don't really know how this is done.

I assume the TT has some sort of memory controller, that manages the
memory from 4 meg upwards. Maybe one the the TT owners could comment.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3051. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950725094354.15831B-100000@nic.cerf.net>
Source record: 25320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

Hi,

There's also the SOARing STAR BBS here in the USA:

916 661 1538 14.4K, and 500-something megs on-line (not all
Falcon). This BBS belongs to Steve Kipker of STeve's Software.

Ben Allfree
shadow@iris.yolo.com

3052. Re: Homebrew TT Ram ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.806693743@YE>
Source record: 25321

gigxr01@nt.com (Gerry O'Rourke) writes:

>In article <DC9nsv.7ID@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) wrote:

>> Hi All,
>>
>> I have a PAK board in my ST and was wandering about a Fast Ram board,
>> but the price of these does seem a bit high.
>>
>> What I was thinking was is it just a case of making the Ram appear in
>> the memory map at the correct location (01000000h) and allowing the
>> TOS 3.06 on the board to detect it up automatically on boot up?
>>
>> I have 4 1Meg simms to use (From my previous RAM expansion board) and
>> the necessary Flat_memory_map to DRAM address decoder should be easy
>> and cheap to build up.
>>
>> Whilst I am on the subject does anyone know of an easy way of
>> generating the column and row strobe signals from the 68030's single
>> address strobe?
>>
>> Has anyone else thought about (or done) anything like this?
>>

>I am assuming the PAK already uses the ST memory & has no memory of it's own.
>The easiest way is to use one of the memory controller IC's (nationals
>8422a springs to mind) which will take care of all this + refresh.

>Or, you could use some counters & make it simpler/cheaper.

>The big problem might be ensuring it looks like genuine TT Fastram & I
>don't really know how this is done.

>I assume the TT has some sort of memory controller, that manages the
>memory from 4 meg upwards. Maybe one the the TT owners could comment.

The TTram controller on the atari 4MB TTram board (TTFMCU U100) is an 84 pin
I/C the same I/C is used on the 4/16MB TTram board (ST-4115 Part Number
C300869-001). The 2/8Mb STram board uses the same 144 pin I/C as on the
TT motherboard (MCU U206) (ST-4133-E Part Number C301225-001).

All are custom MMU for atari, The GE Soft TTram board uses the small Xlinix
I/Cs so it should be possible.

regards dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3053. ROMS and Natural languages

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <423330153fa5@m18.herts.ac.uk>
Source record: 25322
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I know about the cookie jar ones from Rainbow TOS)..

the ox_conf variable in the os_base as pointed out in the Atari User documentation says that will do it, but that comes out with a value of 255 (which as I understand can't be right..)

The programme profile comes up with the same result..

Alex Nicholls

3054. Transformer spec?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: s5skm@csc.liv.ac.uk
Message-ID: <DCA1zK.LpH@csc.liv.ac.uk>
Source record: 25323

Hi

I'm posting on a freind's behalf - he's just bought a 1040ST (I think!) with a distinct lack of power. As far as we can see the problem is the mains transformer but before going any further we need to know the basic spec of it. Can anyone help, or is it a special jobbie that Atari will charge us the earth to replace?

Thanx in advance

Steve

3055. Re: Memory-Mapped I/O hack

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2507951004220001@47.85.0.99>
Source record: 25324

In article <3v0jkb$160i@slate.Mines.Colorado.EDU>,
jwasinge@slate.Mines.Colorado.EDU (Wasinger) wrote:

> I would like to add extra memory-mapped IO chips to my ST. My goal is
> to add an extra MFP 68901 or Yamaha sound chip (for some digital
^^^^^^^^^^

I think this has already been done, try nic.funet.fi for a file that adds
extra serial ports.

I/O
> lines) and a A/D converter(w/ analog multiplexer) chip. I hope to be
> able to control several motors and read several real-world sensors with
> this project.
>
> I can obtain most of the Address/Data and some of the control lines I
> need from the ROM cart. port. The rest of the lines I can extend from
> the CPU itself or from other points on the mother board.
>
> I have a question though about the ST's "MMU" and Glue chips. I know
> that the Glue chip decodes the 68k address bus and generates appropriate
> chip select signals. I can add logic on my project board to decode
> a presently unused section of the memory map and generate my own chip
> select signals. So, my first question is: What are safe regions of the
> memory map to use for this???

There is a text file on a.a.u.e that gives a nearly complete map of the
ST's memory I think it's called hardware.txt.
>
> My other main question is about the Bus or Address Errors that the MMU
> chip (I think that this is correct) generates if it sees an illegal
> memory operation. Is the MMU hardwired to reject any memory I/O to
> addresses which were not part of the original Atari design ??? Or does
> it just signal errors for I/O outside of the 4M limit or word/long I/O
> to odd addresses? If I build decode logic that selects a perip. chip's
> register in an unused portion of the ST memory map will the MMU (or Glue)
> generate a Bus or Address Error? If so, does anyone know of another
> way to add extra memory-mapped I/O chips to the ST h/w?

AFAIR it's the Glue that decodes the I/O & generates Bus errors.

> BTW, if anyone has done something like this I would be very interested
> in hearing about your modification.

Again, there is a file on a.a.u.e which gives detals on how to add TOS
2.06 to an STFM & it shows how to decode signals for chip select,etc.

AFAIR, a guy called Ted Rossin (who may have left the Atari scene) developed a way to put I/O devices above the 4 meg limit. Maybe somebody knows where he can be contacted or if he might be persuaded to post the files.

AFAIK the DTACK signal is monitored by the Glue; during a data transfer, if it does not get DTACK asserted within a certain amount of bus cycles, it generates an error.

The DTACK signal is inputted to the M68000 & is a wired OR bus, so if your extra hardware is addressed & selected correctly, it must be able to generate the DTACK signal. This should be enough to get above the 4 meg limit.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3056. Re: MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: n90photo@aol.com
Message-ID: <3v385n$ig3@newsbf02.news.aol.com>
Source record: 25325

The reason was, someone was asking whether to buy an Atari Falcon or a Mac. I merely answered..

3057. Homebrew TT Ram ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <DC9nsv.7ID@bri.hp.com>
Source record: 25326

Hi All,

I have a PAK board in my ST and was wandering about a Fast Ram board, but the price of these does seem a bit high.

What I was thinking was is it just a case of making the Ram appear in the memory map at the correct location (01000000h) and allowing the TOS 3.06 on the board to detect it up automatically on boot up?

I have 4 1Meg simms to use (From my previous RAM expansion board) and the necessary Flat_memory_map to DRAM address decoder should be easy and cheap to build up.

Whilst I am on the subject does anyone know of an easy way of generating the column and row strobe signals from the 68030's single address strobe?

Has anyone else thought about (or done) anything like this?

Cheers,

Beric..

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily shared by my employers.

3058. fix tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <3v4d35$6jq@flame.lerc.nasa.gov>
Source record: 25327

I have a Mega ST with a tweety board installed. There's something wrong with the installation because there's no sound coming out of the speaker of my mono monitor. (Is it supposed to?) I don't think it's completely dead because I can still hear a very faint click as I type when all the kids have gone to bed. I didn't do the installation, so I don't know how to fix it. Does anyone here have a Tweety board instruction that you can send me to help me fix the sound?

clarence
--

Clarence T. Chang NASA Lewis Research Center
phone: 216-433-8561 fax -3000 Cleveland, OH 44135
email: fsctc@flame.lerc.nasa.gov Aerothermochemistry Branch, IFMD, Aero
---

3059. Serial mouse mod for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3v3o9j$514@sinsen.oslonett.no>
Source record: 25328

Is it possible to modify a serial (PC) mouse for use with the ST,
using the regular mouse port?
I mean, by doing some modifications to the electronics/wiring
inside the mouse.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

3060. jumpers in STe- what are they for?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3v3odd$52k@sinsen.oslonett.no>
Source record: 25329

What are the 8 jumpers in my STe (ner the ROM chips) for?
I know one is for getting "high density format" in TOS 2.06
(I've already connected this one). What about the rest.
The "dipswitch" CPX detects the one I've connected, even though
it's not a MegaSTE as it was meant for.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

3061. WANTED!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-25 00:00:00 UTC
From: glupien@cyber1.servtech.com
Message-ID: <3v2m2m$sn1@murphy.servtech.com>
Source record: 25330

Wanted:

Dungeon Master (the game) for the 520/1040/MegaST and
Chaos Strikes Back (the game) for the same.

also

A WORKING host adaptor (preferably the one that goes into the supra
drives) for the ST with software and cables. Either that or a whole hard
disk, supra etc. Size does not matter as long as the disk has an Atari to
SCSI and SCSI to MFM or RLL adaptor and SOFTWARE and CABLE.

Name your fair price!

Send replies to glupien@cyber1.servtech.com

Thanks!
Gordon Lupien

3062. WANTED: ST Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: Tom Duffey <duffeyt@lablink.ple.af.mil>
Message-ID: <3v67ar$9sf@fg1.plk.af.mil>
Source record: 25141

Anybody have an old (working) ST hard drive lying around that they would like to sell? I'm in California. Please reply to my E-mail address.

Thanks!

Tom Duffey
duffeyt@lablink.ple.af.mil

3063. Re: ROMS and Natural languages

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3v51q7$ifb@percy.cs.bham.ac.uk>
Source record: 25331
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:
>Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I
>know about the cookie jar ones from Rainbow TOS)..
>
>the ox_conf variable in the os_base as pointed out in the Atari User
>documentation says that will do it, but that comes out with a value of
>255 (which as I understand can't be right..)
>
>The programme profile comes up with the same result..

There is a special value which means 'support all languages' which I
understand is used in the Falcon ROMs.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3064. Philips Monitor Inputs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: P.R.Davies@bradford.ac.uk
Message-ID: <3v43v4$cut@columbia.acc.brad.ac.uk>
Source record: 25332

Does anyone have the pin-ins to a Philips CM8833 mk 1 or 2 to hand?

It's a 9 pin d socket as far as I know.

TIA

Paul.

3065. Re: CD-Rom to Atari Mega/st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <9507267741@microserve.com>
Source record: 25333

Kerry,

>Any comments PROCOM range of 2Xspeed drives and use on an Atari

Unless you are doing real-time stuff, a 2x drive should be plenty fast. I myself have a 3x drive and it is plenty fast for anything I have done yet.

>Can I daisy chain the SCSI signal from the back of the micro host onto the
>CD drive,

Nope, the Micro was made to drive one SCSI device only.

>would I still need another SCSI adaptor of some sort.

Yes. Would you might look into is ICD's Link II, which is a small SCSI interface that can plug into the back of your CD-Drive (depending on what connectors it has in the back).

>I have a second MICRO Host adaptor if that could be used?

Nope, sorry. :-

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

3066. Re: MiNT Problems. (Was Problem with SETUID - Can anyone help?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806743466snz@birnie.demon.co.uk>
Source record: 25334

In article <3v0qrl$ima@irzr17.inf.tu-dresden.de>
hohmuth@inf.tu-dresden.de "Michael Hohmuth" writes:
> > Ive got FreeMint 1.12 PL4, I dont know
> > of problems. For instance, it does not seem to know about file
> > locking and the job I am working on fails with being unable to create
>
> This is a known bug in FreeMiNT 1.12.4. Try this patch:

The patch worked fine. Thanks MH. There is, however, one problem
remaining with "flock". In order to lock an existing file it _must_
be opened O_RDWR. This means that files with mode 440, the norm in
my case, cannot be locked. Is this a feature with hairy legs and
antennae ;-), or can we expect a patch for that too -it's no big
shakes, I can easily work round it.
BTW, what is "lockf"? I have no man pages for these calls.
FreeMiNT 1.12.4 is looking good now.
Regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3067. CD-Rom to Atari Mega/st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <d16_9507270401@nisc.fidonet.org>
Source record: 25335

In a message of 23 Jul 95 21:24:43, Haxton_k@kosmos.Wcc.Govt.Nz wrote:
H> I have an Atari Mega2 with an ICD internal (micro host adaptor) SCSI
H> adaptor and I would like to attatch a CD drive. Two questions.
H>
H> 1/ Any comments about the PROCOM range of 2Xspeed drives and use on an
H> Atari
-
No, but if it's SCSI-2 then there should be no problems.
-
H> 2/ Can I daisy chain the SCSI signal from the back of the micro host onto
H> the CD drive,...
-
Yes! A simple ribbon cable with one connector for the Micro adaptor, and
two for the drives will do ya just fine. I moved my old Mega into a small
PC case and have a Quantum HD and an NEC CD-ROM hooked up to my Micro.
-

3068. Falcon in TT case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_16d69e5_Lars.Reynold@midinet.ct.se>
Source record: 25336

michael grove wrote in a message to All:

mg> From: michael grove <mgrove@owens.ridgecrest.ca.us>

mg> rgivan@cix.compulink.co.uk ("Roland Givan") wrote:
>In message <3uegcd$o36@nic.umass.edu>, DJCHENG@phobos.oit.umass.edu
mg> said:
> > Can the Falcon motherboard be placed (with some modification) in a
> > TT or MegaSTE case? If it can, why didn't Atari do so? I really
>
>I think you'll find the Falcon motherboard is too big. Atari probably
mg> used
>the STE style case as they must be significantly cheaper than the
mg> multipart
>MSTE/TT case.
>
>:-(
>
>Roland.
>
>@CiX
>
mg> I had asked Brad at BEST Electronics the same question and
mg> he had the same answer. He didn,t think it would fit.
mg> (Sure would look nice, though).
mg>
mg> Mike :)

IT FIT!!! I've done built one myself. You have to cut of the plastic pins int
the TT case. Then some surgery for the MIDI, and female joystick ports. No
problem at all if you're handy!

/Lars

3069. TT accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: Dave Brook <Dave@mbha.demon.co.uk>
Message-ID: <806747652snz@mbha.demon.co.uk>
Source record: 25337

I am considering buying an accelerator for the trust TT. Anyone out there know what the options are? I heard the Cattamaran had some problems but I don't know the details.

Any thoughts anyone?

---
dave

- Wizzo -

3070. Re: Gemulator & Saving Neochrome Files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCAr7r.Eq@cix.compulink.co.uk>
Source record: 25338

In message <3v2ucg$sml@data.interserv.net>, Ward@LSM.NRL.NAVY.MIL said:
> I have a number of files, including NEOCHROME files, made on a MEGA
> ST. I would like to archive these, so that I can view them on a DOS
> or MSWindows system. Can someone suggest the best way of doing this.
> Is the Gemulator program a possibility? Where can I get it?

I'm fairly sure the Gemulator will do what you want (assuming Neochrome
is compatible with it). Also you may well find a Gemulator a useful bit
of kit to have (I'd buy one if I didn't have a TT as well as my PC).

However your best bet is probably to convert the NEO files to GIF or
TIFF using an Atari package - and then use PC software to access them on
the PC. There is no problem with transfering them across - as the PC should
be able to read write Atari 720K disks. Alternatively format disks to 720k
on the PC, and the Atari almost certainly will have no problems with them.

:-)

Roland.

@CiX

3071. Re: MAN Pages Sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DCBuuE.GEG@comp.lancs.ac.uk>
Source record: 25339

In article <806530662snz@birnie.demon.co.uk> ali@birnie.demon.co.uk
writes:
>I am looking for the man pages for flock and lockf.
>Also syslogd. Anyone know where I can lay hands on them or any
>other pertinent info?

For what system... I mean we've got man pages here, but they're for
the Sun's running 4.1.3 or whatever it's called..

Neil
(nab@comp.lancs.ac.uk)

3072. Re: MAC vs. ATARI ADVICE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <4e2_9507261525@flight.org>
Source record: 25340

> Perhaps you can solve both problems:
> There is a new program out of Germany that allows you to run Atari TOS on
> a Mac. If you buy a powermac, you will have an Atari running at 66 mhtz or
> faster.
> Of course, I got a letter today that said this thread was not "TECHNICAL"
> so perhaps you can't use this information. Th emoderator doesn't like NON
> TECHNICAL messages..

Not quite, MagiCMac currently doesn't have MIDI support. It would be really
kewl if it did...

---
* Kivi (unregistered) 1.41 *
--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------

3073. Re: ROMS and Natural languages

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3v7tk7$ntv@inca01.inca.co.nz>
Source record: 25142
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
> Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I
> know about the cookie jar ones from Rainbow TOS)..

> the ox_conf variable in the os_base as pointed out in the Atari User
> documentation says that will do it, but that comes out with a value of
> 255 (which as I understand can't be right..)

> The programme profile comes up with the same result..

The value in the os_conf byte in the OS header needs to be interpreted as
two separate values : the top seven bits give the country number, whereas
the bottom bit gives the PAL/NTSC flag.

As such, the value 255 says : country is 127, PAL.

Country 127 means "All countries/languages supported". The only TOS
version(s) with this info in it are TOS 4.x in the Falcon.

Previous versions of TOS are country/language dependent.

3074. GEMulator Question...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: glupien@cyber1.servtech.com
Message-ID: <3v87dh$no2@murphy.servtech.com>
Source record: 25143

Has anyone purchased the GEMulator? Supposedly it emulateds ST and STe machines and uses TOS 3.09 or something under Windows 95 or Windows with 32bit extensions. If anyone has:

How well does it emulate? Do you get all resolutions? How about sound?
Does it use the floppy drives of your PC to read Atari disks diretly? Does it use your hard disk? What cand't it use?
Can it use all of your system memory or does it have it's own memory on board?
Is it an actual ST type machine on a card or is it software emulation with a little bit of assist?

How fast does it run and is the speed dependent on the processor in your P?

I'm thinking of getting one and I would like to hear about it first... THANKS!

- Gordon Lupien

3075. RGB monitor on a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: leo@ahwau.ahold.nl
Message-ID: <DCDx98.35w@ahwau.ahold.nl>
Source record: 25144

Hi,

I was wondering if it is possible to use an RGB monitor on the TT to display TT-HIGH mode. Has anybody done this? The monitor should be able to display the resolution. The doc's talk about 1024*9xx. It's just that I have no idea how to connect the balanced output.

Leo.

3076. ATARI 520ST/midi - NEED HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: edjey@aol.com
Message-ID: <3v8iab$4p4@newsbf02.news.aol.com>
Source record: 25145

Hi all:

I'm trying to hook up my OLLLLDDD Atari 520ST (with 1MB) to my Mac via midi only ... bought the Atari in '85 - it's a great little computer AND I wrote quite a bit of music using the PRO 24.3 software... I got most of it transferred even though timing's not perfect AND I forgot how I did it ...exactly...ARRGGHH... but I'm trying again and here's the problem...

The SF354 floppy disk drive seems to work... ie. I load the Language disk in it.. I get the Desktop up ok.. HOWEVER, it's slow and the red light seems to stay on a long time (ie. the busy signal) ... I may have messed up when I ejected the disk anyway and tried other floppies... The error message I got even from the first was/is:

"? Drive A: is not responding, Please check the disk drive, and insert a disk. If it is a hard disk, check it's connections"... I've checked power supplies, connections, etc. all appear to be in order... is it just some stupid thing I did.. or ... SIGH.... is it the drive itself ? If you think it's the drive.. do you think I could get it fixed somehow ?? SIGH again...

I'd really appreciate your input on this.. thank you..

Edjey

3077. Re: MAC vs. ATARI ADVICE NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3v8tgc$17e@news.rim.or.jp>
Source record: 25146

In article <294776767.862201@magnet.at>,
Nenad Popovic <n.popovic@magnet.at> wrote:
>
>5. Can I use Mac as a sampler?

Yes. Digidesign makes one called Sample Cell which plugs into NU-BUS.
It is just amazing, together with editting softwares. This is what
Falcon lucks.
>
>6. Should I buy Mac or Atari ?!?

I am using both for MIDI and HD recording. Both machines has good points
and bad points. I prefer Ataris for MIDI sequencing, for it's groovy timing.
For heavy HD recording stuff, get a fast mac. If you have enough money
to spend.

Regards,

Takashi

3078. RE: Is There Any Video Software for 1040 ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: dlang@cln.etc.bc.ca
Message-ID: <1995Jul27.024628.17670@news.etc.bc.ca>
Source record: 25147

In a previous article, Tom Swift () says:

>In article <3uab1f$qar@bcfreenet.seflin.lib.fl.us> a027832t@bcfreenet.seflin.lib.fl.us
(John Cotter) writes:
>>Is there any...ANY... kind of software for the 1040 ST that can be used
>>for video production (such as genlock, CG, editing, etc.).
>>
>>Any info would be most gratefully appreciated. Thanks.
>
>I have seen reviews of genlockers (hardware ones) in various ST mags.
>I can't remember much about them though. I think they were little boxes
>that you pluged your ST and a video player into and it placed the ST
>picture over the video picture (or the other way round). I can have a
>look in my magazine collection this weekend.
>
>Also I have a VideoMaster cartridge from Hisoft. You stick it in your ST
>and plug a video into it and it grabs pictures for you in black and white.
>There is also a colour add on for it.
>
>Tom Swift
>phxts@phyfs1.phy.hw.ac.uk
>
>

I found a program on an Atari ST User mag cover disk, called Video Supreme. The ad goes something like this, "Using Video Supreme, you can add...text and graphics sequences as well as digitised sound samples..." It's a self-extracting archive file (it's a demo, by the way). I haven't played around with it, but it might be what you're looking for. If that sounds interesting, send me e-mail and I can send it to you as an attachment. You have to somehow connect the ST and a TV. I can read up and send you a review if that sounds interesting.

Good luck!

Dustin
dlang@cln.etc.bc.ca

3079. Re: Philips Monitor Inputs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_3017c640_Jesper.Kock@kockens.ct.se>
Source record: 25148

Hello android Davies! The 26.07.95 you talked about "Philips Monitor Inputs",and my reply is:

>
> Does anyone have the pin-ins to a Philips CM8833 mk 1 or 2 to hand?
>
> It's a 9 pin d socket as far as I know.
>

It is indeed. And here are the pins:

```
Pin TTL RGB Analog RGB
---- ------- ----------
1 Ground Ground
2 Ground Ground
3 Red Red
4 Green Green
5 Blue Blue
6 Intensity Fast Blanking
7 Not Used Composite Sync
8 H. Sync H. Sync
9 V.Sync V.Sync
```

There you are :-)

Grtz from Sweden:

```
_____________________________________________________________________
/______ | .___ . \
|( ST ) jesper.kock@kockens.ct.se | // //| |
| |____| | || || | To boldly go |
|< oo > WiZZard on -*-Kockens BBS-*-| || || /\_ were no Atari |
| |\__/| | _/|| ||\_ /| has gone before |
| \____/ ATARI ONLY +46-46-250256 ||_/ |_| \_|/ |
\_____________________________________|_____________________________/
```

3080. Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <c36_9507280106@flight.org>
Source record: 25149

> I have noticed that when my modem (US Robotics Sportster 28.8)
> connects at 28800, the thruput is much lower than when it connects
> at say 26400 or 24000. When i say much slower I mean about about
> 1 Kb/Sec as opposed to 2.3 - 2.7Kb/sec. I think this has something
> to to with symbol rates and S register settings, but I am out of
> my depth with these new-fangled modems. In MY day, modems were
> the size of a large shoebox and you were king comms if you could
> get 4 terminals doing 9600 on a 4 wire dedicated circuit. Ah, how
> times change. Any help/suggestions would be gratefully received.
>
> Obviously I have the CD4040 mod and HSMODEM06.

Give an "AT&V" command to your modem, and post the results. One of our modem
gurus will hopefully be able to help you...

---
* Kivi (unregistered) 1.41 *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3081. Re: MAN Pages Sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806871878snz@birnie.demon.co.uk>
Source record: 25150

In article <DCBuuE.GEG@comp.lancs.ac.uk>
nab@comp.lancs.ac.uk "Mr N A Barnes" writes:

> >I am looking for the man pages for flock and lockf.
> >Also syslogd. Anyone know where I can lay hands on them or any
> >other pertinent info?
>
> For what system... I mean we've got man pages here, but they're for
> the Sun's running 4.1.3 or whatever it's called..

Specifically for MiNT on Atari, but am I missing something?? Are not
Un*x type man pages just man pages which explain what the calls do
and how to invoke them? I thought that the whole idea was that Un*x
stuff did much the same whether it was run on a Cray or a ZX81.
Anyway a noble chap called Adian has fired me down the Sun ones
which explain fine what I needed to know (or most of it). These Sun pages
look mighty like the Mint ones I have here in format and in content.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3082. Re: CD-Rom to Atari Mega/st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-27 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3v901p$5t7@news.xs4all.nl>
Source record: 25151

haxton_k@kosmos.wcc.govt.nz writes:

>I have an Atari Mega2 with an ICD internal (micro host adaptor) SCSI adaptor
>and I would like to attatch a CD drive. Two questions.
>1/ Any comments about the PROCOM range of 2Xspeed drives and use on an Atari
>2/ Can I daisy chain the SCSI signal from the back of the micro host onto the
>CD drive, orwould I still need another SCSI adaptor of some sort. I have a second
>MICRO Host adaptor if that could be used?

You could try to daisy-chain the SCSI out from the ICD to the CDROM. I've
never tried this as it involves a lot more soldering than I can
justifiably do. It would be too expensive. But IIRC you *cannot*
daisy-chain the DMA cable to 2 hostadapters (not to this type, ICD Micro)
The problem, however, is that this (older) hostadapter probably won't
recognize the CD-ROM drive. Most hostadapters have this problem, though.
I tried to connect an Apple CD-300 through an ICD ADSCSI and couldn't get
it working OK. Be advised that the ICD micro is somewhat limited: for
instance it will only recognize SCSI ID's 0-3. Maybe there are other
problems with it too. Remember that it was conceived for *one* internal
drive...

Maarten van den Berg
email: maberg@xs4all.nl

>Thanks for any help.

>Kerry

3083. Chimera on an STFM!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806919656snz@birnie.demon.co.uk>
Source record: 25152

I have managed to get the TAF package running on my 1040 (4Meg)
but cant get into the command shell (no KB response).
On bootup I notice a little message in german saying it can't find
an IKBD routine. What is this fellow looking for, where can I find
one and what should I do with it when I have found it. Don't answer
that, Soldier!!

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3084. Re: Falcon in TT case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DCF790.9Js@ridgecrest.ca.us>
Source record: 25153

lars.reynold@midinet.ct.se (Lars Reynold) wrote:
>michael grove wrote in a message to All:
>
> mg> From: michael grove <mgrove@owens.ridgecrest.ca.us>
>
> mg> rgivan@cix.compulink.co.uk ("Roland Givan") wrote:
>>In message <3uegcd$o36@nic.umass.edu>, DJCHENG@phobos.oit.umass.edu
> mg> said:
>> > Can the Falcon motherboard be placed (with some modification) in a
>> > TT or MegaSTE case? If it can, why didn't Atari do so? I really
>>
>>I think you'll find the Falcon motherboard is too big. Atari probably

> mg> used
>>the STE style case as they must be significantly cheaper than the
> mg> multipart
>>MSTE/TT case.
>>
>>:-(
>>
>>Roland.
>>
>>@CiX
>>
> mg> I had asked Brad at BEST Electronics the same question and
> mg> he had the same answer. He didn,t think it would fit.
> mg> (Sure would look nice, though).
> mg>
> mg> Mike :)
>
>IT FIT!!! I've done built one myself. You have to cut of the plastic
pins int
>the TT case. Then some surgery for the MIDI, and female joystick ports.
No
>problem at all if you're handy!
>
> /Lars
>

Great! It's gotta cost than a Falcon Rack. Did you use the TT keyboard
or an adapter. I just order Keyboard Gizmo from Chro-Magic. Hope it
performs as stated.

Cheers

Mike

3085. Wizz says no Cuda

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DCF7u6.9xx@ridgecrest.ca.us>
Source record: 25154

I talked to Steve Cohen of Wizztronics on 7/26. He stated that the Barracuda 040 is now on the back-burner:(. However, he did say that they will be releasing an 030 card simular to the 'Cuda in 12 weeks.
There are a lot of technical details, and I would have trouble getting them all correct. To be short, 48Mhz, accerlerated video, 32 bit memory, room for fast ram (no extra card needed) and Video Funnel port. Mabey someone with more knowledge on the subject might follow-up on this post.

Mike

3086. 4 Meg in an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: glupien@cyber1.servtech.com
Message-ID: <3vakqa$4a1@murphy.servtech.com>
Source record: 25155

Is it possible to upgrade a 520ST to 4 Megabytes?If so, does anyone have the instructions around or just a brief summary? I have gotten it to 1 meg thehard way already...

- Gordon Lupien

3087. ICD Link...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: glupien@cyber1.servtech.com
Message-ID: <3vakto$4a1@murphy.servtech.com>
Source record: 25156

Is this the host adaptor I want to get to run MFM drives off of an Adaptec SCSI to MFM board?

Thanks... Gordon Lupien

3088. 1.44 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: glupien@cyber1.servtech.com
Message-ID: <3val12$4a1@murphy.servtech.com>
Source record: 25157

Can you use an IBM compatible 1.44 floppy as an Atari ST drive? if so, is it possible to use all 1.44 meg in any way>?

thanks! Gordon Lupien

3089. GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3vb0u9$q41@percy.cs.bham.ac.uk>
Source record: 25158

Does anyone know where to get information about writing GDOS (Speedo 5 or NVDI) drivers? Compo say there is no such information :-(

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3090. Re: 1.44 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3vbd7l$ebk@sinsen.oslonett.no>
Source record: 25159

gordon lupien jr (glupien@cyber1.servtech.com) wrote:

: Can you use an IBM compatible 1.44 floppy as an Atari ST drive? if so, is
: it possible to use all 1.44 meg in any way>?

: thanks! Gordon Lupien

Yes, but a few conditions have to be met. I'm working on the whole thing
and when I'm done I'll be documenting it with text and images for
uploading on the net. I'm already using a SONY HD drisk drive successfully
as a 720K drive now, I'm working on the electronic circuits though...
Stay tuned...

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

3091. ATARI 520ST/midi - NEED H

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <e89_9507281526@flight.org>
Source record: 25160

> I'm trying to hook up my OLLLLDDD Atari 520ST (with 1MB) to my Mac via
> midi only ... bought the Atari in '85 - it's a great little computer AND I
> wrote quite a bit of music using the PRO 24.3 software... I got most of it
> transferred even though timing's not perfect AND I forgot how I did it
> ...exactly...ARRGGHH... but I'm trying again and here's the problem...
>
> The SF354 floppy disk drive seems to work... ie. I load the Language disk
> in it.. I get the Desktop up ok.. HOWEVER, it's slow and the red light
> seems to stay on a long time (ie. the busy signal) ... I may have messed
> up when I ejected the disk anyway and tried other floppies... The error
> message I got even from the first was/is:

1) When you finally get the desktop, is there any drive icons on the desktop?
2) Have you tried booting from any other disks? Your Language disk might be
messed...
3) You have* upgraded it to boot from ROM, havent you? ;)
4) Try totally unplugging the drive from the computer, and tell us what
happens.

---
* Kivi (unregistered) 1.41 *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3092. Nullmodem: ST->Apple][; how?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3vbeio$fas@sinsen.oslonett.no>
Source record: 25161

Anyone know how to nullmodem an ST to an Apple][+?
I need to transfer Apple][software (which I've downloaded
via FTP on the net) from my STe to my][+. I'm planning
to use a nullmodem cable, but I'm not sure of the connections.
I see from an old issue of "St Format" how it's done, but I
have my suspicions that it might be wrong. Anyone tried this?

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

3093. BINKLEY/IOS/LED..HELP !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221110@empyr.dircon.co.uk>
Source record: 25162

Hi, My sysop tells me that I can now become a point off his BBS.
He runs a 486 PC, and I'm on my ST.

I've got hold of BinkleyTerm, IOSmail and LED (and a German shell program
that's in German <believe it or not !>

I've also tried reading EZFIDO, the 'idiots guide to binkley etc'.

Excuse me a minute...ARGHHHHHHHH !!!! That's better ! :-)

Are these guys serious ?!?! Have you SEEN these programs ? Talk about
needing a Masters Degree in Astrophysics !!

So...are there any geniuses (geni-ii ?) out there who have Masters Degrees
in setting someone up as a point ?

PLEEEEEASE help me ! There is NO WAY I will be able to wrap my brains
around this without help :-)

I haven't got the faintest idea of what I'm doing !

Help me Obi-Wan, you're my only hope :-)

Cheers,

Kev.

/// ReJoinDer v1.1f

+---+
| Kevan@empyr.dircon.co.uk |
| +------------------------+
| PGP Public Key available on request | No files >50k please ! |
+---+
VQWK 6.20 [Rev H - 04/04/94]

3094. RE: ICD BOOTER 6.5.5. PRO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221147@empyr.dircon.co.uk>
Source record: 25163

> In response to sheppard_r@kosmos.wcc.govt.nz's message:
> > Well I am using ICD booter 6.5.5 with drives as 5/80/80/80 megs with
> > TOS 1.4...
> >
> > To-day my E partition overflowed into my F partition, and stuffed up
> > the boot sector and the Fat tables..
> >
> > As Atari's HD utils also has this problem, is this a GEMTOS Problem
> > and not the Hard Disk software...??
> >
> > I managed to get my F partition back as I had saved this info with
> > CleanUp, but the BIG problems is that a lot of my Fat Tables are
> > stuffed, I will probably end up loosing some 30% of my F partition...
> >
> > Or was it the Application software that stuffed it all up..??
>
> Bad luck Roger. I haven't had this problem myself, thank God - I'm using
> HDDriver and make sure I've got lots of room on each partition at all
> times. I'm also not sure that AHDI has this problem in all versions - just
> the one that first came out for the Falcon IIRC.

Roger, I had the exact same problem with 6.5.5 My F: spilled into my G:.
I ran Cleanup and got some of my data back. It looks like there may be a
bug in 6.5.5. Sorry I can't help with a solution, I switched to ICDPRO
after that, and so far all is OK...fingers crossed !

Sorry about this, but I can't help quoting you from a message a few months
back...:-)..."Of course, you *have* got backups haven't you ?" ;-))))

Cheers,

Kev.

/// ReJoinDer v1.1f
VQWK 6.20 [Rev H - 04/04/94]

3095. Re: GEMulator Question...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.235.0009E151@ti.com>
Source record: 25164

In article <3v87dh$no2@murphy.servtech.com> glupien@cyber1.servtech.com (gordon lupien jr) writes:
>Has anyone purchased the GEMulator? Supposedly it emulateds ST and STe
>machines and uses TOS 3.09 or something under Windows 95 or Windows with
>32bit extensions. If anyone has:

I have both gemulator 3 & 4.

Gemulator 4 is the latest and emulate STE & ST, while Gemulator 3 only ST. I guess what you heard is Gemulator 4 which runs under windows with 32 bit extension or Win95 (possibly NT & Wrap/os2 but I read from someone that it run flaky on OS2). It uses tos 2.06 (ST/STE compatible tos only).

> How well does it emulate? Do you get all resolutions? How about
>sound?
> Does it use the floppy drives of your PC to read Atari disks
>diretly? Does it use your hard disk? What cand't it use?

I haven't tried it much, installed it, tried out the benchmark software on it. It was too slow for me so I am back on my ST :-). Didn't use it for anything at all.

As for Gemulator 3, it's faster (dialog redraws are almost as fast as ST on 486DX33), but it uses virtual HDD, which are large files on your HDD. I compiled some of my programs on using ver 3, and it was stable. Fast & stable, so it's much better than 4 (this is my opinion only, don't quote me!!).

With Gemulator 4, you get all ST resolution plus more (VGA 16 colours etc). And support stereo sound if you have a sound card in your PC.

Gemulator 4 uses HDD directly, access any drive that are connected to you system including CD drive and network drive (OK, I haven't tried network drive as I do not have a network at home).

> Can it use all of your system memory or does it have it's own memory
>on board?

Uses PC memory... both pysical and virtual (so you gets 14 Meg max)

> Is it an actual ST type machine on a card or is it software
>emulation with a little bit of assist?

It's software emulation but loads tos from ROM which are housed in a Gemulator board. Takes up 1 slot in your PC.

> How fast does it run and is the speed dependent on the processor in
>your P?

I run on a 486DX33... quickindex dialog are 60% with NVDI. Without, it's only 30%. Also my SVGA board is 32bit, so it is fast under normal windows but not so with Gemulator (dunno why). Pentium 90/120 will be much faster, so I may need to upgrade to a faster system for it (like any other win32 software, needs more horsepower & memory).

Currently, I plan to use the older ver 3, but when I get enough cash and upgrade to Pentium, then ver 4 should be good.

> I'm thinking of getting one and I would like to hear about
>it first... THANKS!

Have you tried http://www.halcyon.com/brasoft/ ? That's the Branch Always Software Home Page. Tell's you all about the capabilities and more.

HTH

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3096. TAF on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: fox@vulcan
Message-ID: <3v9ihf$e3o@filet.nrlssc.navy.mil>
Source record: 25165

I installed mint/x/etc from the TAF distribution and it
appears to work but I can't get the TT to book into
ST-high resolution... I remember reading in this group
long ago about some key combination at boot-up which
will chose a resolution but cannot find the message
or anything about this in either the TT manual or
the Atari compendium. Any hints?? Thanks!

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

3097. Printer Interface Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: fs817@cleveland.Freenet.Edu
Message-ID: <3v9jc6$rd3@usenet.INS.CWRU.Edu>
Source record: 25166

Hi,

I am seeking an interface card for an Okidata 20 to make it
compatible with my 1040ST. Can anyone help me find
the interface card that I seek?

Thanks in advance,

--Rich

3098. Re: Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: Dave Brook <Dave@mbha.demon.co.uk>
Message-ID: <806918029snz@mbha.demon.co.uk>
Source record: 25167

Grrrrrrrrrr :-(

I have a persistent problem using CoNnect and USR Courier. Particularly
when dialling overseas (European/American) boards, the display freezes
for some seconds. Sometimes the RZ light continues to flash so I suppose it
is a CoNnect problem not a line problem, also it doesn't happen with
Starcall (but CoNnect is a better program for me so I want to see if I can
fix it).

It seems to happen at all speeds (I have tried 9600,14400,28800), and
happens more frequently when the port buffer is set very low (eg 256 bytes).
Less when the buffer is set higher (eg 32k). Sometimes it freezes every 15
or 20 seconds Grrrrrrr! It does seem to be a setup problem...

I am using HSmodem4 with CoNnect set at port speed 38400.

Can anyone out there suggest what might be a solution? Thanks in advance...

--
dave

- Wizzo -

3099. Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: "M.Simons" <SBY3MS@RULSFB.LEIDENUNIV.NL>
Message-ID: <3va0sq$8ec@highway.LeidenUniv.nl>
Source record: 25168

My 2.5 Mb 1040 ST with HD and laserprinter is covered with a thick layer
of dust.
As a loyal Atari client, started with a 600XL and a tape recorder, I
had to switch to MsDos because of obvious reasons. Tramiel could have
done better.
On this matter, I'm lazy as I haven't searched any Atari stuff for 4-5
years......

Now I'm making plans to do some home automation projects. For MsDos-like
machines, the most fantastic and affordable I/O cards are available.

Does anyone know the use of such a card for Atari ? I would like at least
the following specs.:

- 32 or 64 input/output (1/0)
- some A/D (8 bit is sufficient)
- some D/A (" " " ")
- RTC on board ?

Has anyone experience with an ST running 365*24 hours a year?

Maybe one of you out there can help me ?

Regards,

Marco Simons

SBY3MS@RULSFB.LEIDENUNIV.NL

3100. Re: Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <806922968snz@birnie.demon.co.uk>
Source record: 25169

In article <c36_9507280106@flight.org>
CALLUM.LERWICK@f47.n282.z1.fidonet.org "CALLUM LERWICK" writes:

> > I have noticed that when my modem (US Robotics Sportster 28.8)
> > connects at 28800, the thruput is much lower than when it connects
> > at say 26400 or 24000. When i say much slower I mean about about
> > 1 Kb/Sec as opposed to 2.3 - 2.7Kb/sec. I think this has something
> > to to with symbol rates and S register settings, but I am out of
> > my depth with these new-fangled modems. In MY day, modems were
> > the size of a large shoebox and you were king comms if you could
> > get 4 terminals doing 9600 on a 4 wire dedicated circuit. Ah, how
> > times change. Any help/suggestions would be gratefully received.
> >
> > Obviously I have the CD4040 mod and HSMODEM06.
>
> Give an "AT&V" command to your modem, and post the results. One of our modem
> gurus will hopefully be able to help you...

at&v does nothing on robotics. I think this should do. I really would be
pleased if someone could crack this one for me. I can fire you up the tech
spec for the modem if it will be of any assistance.

Apologies to any other users if they think this posting too long and best
handled by email, but I thought others may find this discussion
of interest if they are experiencing similar problems.

```
--------------------
at&V

ERROR
at&v

ERROR

ati6

USRobotics Sportster 28800 V.34 Fax Link Diagnostics...

Chars sent 49 Chars Received 940
Chars lost 0
Octets sent 41 Octets Received 609
Blocks sent 11 Blocks Received 66
Blocks resent 0

Retrains Requested 0 Retrains Granted 0
Line Reversals 0 Blers ------> 259
Link Timeouts 0 Link Naks | 0
```

```
|
Data Compression V42BIS 2048/32 **NOTE--------|
Equalisation Long **BLOCKS in ERROR (A.C.)
Fallback Enabled
Protocol LAPM
Speed 28800/28800
Last Call 00:01:00

Disconnect Reason is DTR dropped
OK
ati11

USRobotics Sportster 28800 V.34 Fax Link Diagnostics...

Modulation V.34
Carrier Freq (Hz) 1959/3429
Symbol Rate 3429/0
Trellis Code
Nonlinear Encoding
Precoding
Shaping
Preemphasis (-dB)
Recv/Xmit Level (-dB) 4/15
Roundtrip Delay (msec)

OK
ati4

USRobotics Sportster 28800 V.34 Fax Settings...

B0 E1 F1 M1 Q0 V1 X4
SPEED=38400 PARITY=N WORDLEN=8
DIAL=HUNT OFF LINE

&A0 &B1 &C1 &D2 &H1 &I0 &K3 &M5
&N0 &R2 &S1 &T5 &Y1

S00=000 S01=000 S02=043 S03=013 S04=010 S05=008 S06=004 S07=060
S08=004 S09=006 S10=007 S11=070 S12=050 S13=000 S14=000 S15=000
S16=000 S17=000 S18=000 S19=000 S20=000 S21=010 S22=017 S23=019
S24=000 S25=005 S26=000 S27=001 S28=008 S29=020 S30=000 S31=000
S32=000 S33=000 S34=000 S35=000 S36=000 S37=000 S38=000 S39=012
S40=000 S41=000 S42=126 S43=200 S44=015 S45=000 S46=000 S47=000
S48=000 S49=000 S50=000 S51=000 S52=000 S53=000 S54=000 S55=000
S56=000 S57=000

LAST DIALLED #: 01813384848

OK

---------------------------------
This is all the information I could drag out of the little devil.
```

Regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3101. HOT ATARI !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221159@empyr.dircon.co.uk>
Source record: 25170

Ha ! and you thought I was revealing a new super ST or something ?

Sorry, just a query about my ST running hot !

I've recently upgraded to 4Mb using a Marpet XTRA-RAM deluxe board and 4 x 1Mb SIMMS. The heat coming from the power supply now is a bit worrying.

Are the original 2 x 512k banks of on-board DRAM still being powered, despite not being used ? If so, can I disconnect them to ease the load on the PSU ?

The only ports with nothing connected at the moment are the printer port and the cartridge ! Everything else is being used. (Part of my secret plan, to get *every* port in use on the ST :-)).

Anyway, I've heard that Atari PSUs are not the most robust of items, and wondered if fitting a small fan inside the case above the PSU would help, or would the extra current drawn defeat the object ?

In case the PSU dies suddenly in the next few days, what are the most common places for them to go ? I won't be able to ask here *after* it's gone ! :-)

Cheers,

Kev.

/// ReJoinDer v1.1H

+--+
| Kevan@empyr.dircon.co.uk |
| +------------------------+
| PGP Public Key available on request | No files >50k please ! |
+--+
VQWK 6.20 [Rev H - 04/04/94]

3102. harddisk multitracker

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: dudurini@athena.compulink.gr
Message-ID: <3vbtd9$77u@news.compulink.gr>
Source record: 25171

[No readable article body recovered]

3103. RE:ICD ADSCSI+ CLOCK PROB

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221234@empyr.dircon.co.uk>
Source record: 25172

> Hello,
> I've got a problem with the real-time clock on my AdSCSI+ host
> adaptor... My ST just won't recognise it - 'IDCHECK.PRG' skips over the
> SCSI address of the RTC with the message 'skipped by IDCHECK' (or
> something).
>
> It did work once! Honest!!
>
> Has anyone any ideas?

Yep, run HDUTIL.PRG (should have come with your ICD software), select CONFIG, then choose the ICDBOOT.SYS you are running (usually C:\ICDBOOT.SYS), then you should see at the bottom a row of SCSI ID's to be skipped. You will probably find that the RTC ID is selected to be skipped. Just reselect it and save. Incidentally, if you only have one drive, you can set it to skip ID's 1,2,3,4,5 and 7 (presuming your drive has ID 0 and the RTC is ID 6), and it will boot much faster as it will not bother trying to get a response from those ID's on startup.

Hope this helps.

/// ReJoinDer v1.1i

+---+
| Kevan@empyr.dircon.co.uk |
| +-------------------------+
| PGP Public Key available on request | No files >50k please ! |
+---+
VQWK 6.20 [Rev H - 04/04/94]

3104. FITTING BLITTER IN STFM ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221240@empyr.dircon.co.uk>
Source record: 25173

Hi, I have just acquired a Blitter chip, and would like to install it in my STFM (Rev D board, 4Mb RAM).

There is no socket on the board (yet !), but that is easily solved.

What I need to know is...do I have to do anything else apart from put a socket in and plug the chip in ? Are there any solder jumpers that need resetting or anything like that ?

Many thanks in advance,

Kev.

/// ReJoinDer v1.1i

+---+
| Kevan@empyr.dircon.co.uk |
| +------------------------+
| PGP Public Key available on request | No files >50k please ! |
+---+
VQWK 6.20 [Rev H - 04/04/94]

3105. POWER SUPPLY RUNNING HOT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221241@empyr.dircon.co.uk>
Source record: 25174

Hi, after recently bringing my STFM up to 4Mb, the power supply is getting very hot. I also intend to add a Blitter chip soon, and this will put even more load on it.

Can anyone tell me :

1) Are the two internal memory banks still drawing power, after connecting R60, R61, R71 and R72 to +5v as per the Marpet Xtra-Ram upgrade instructions ? If so, will it be OK for me to cut the tracks supplying power to them, or is there an easier way like snipping a couple of resistors ?

2) If I fitted a small fan, like a 486 processor cooling fan, would the extra current this would draw actually create more heat than the fan would dissipate anyway ? In other words, would it be a self defeating exercise?

3) I understand that ST power supplies are not particularly robust, and that when they go, it is usually in the same places every time. If my ST dies, I won't be able to ask this question later as I have no other machine to send mail with, so...where do they normally go bad ?

Many thanks in advance,

Cheers,

Kev.

/// ReJoinDer v1.1i

+---+
| Kevan@empyr.dircon.co.uk |
| +------------------------+
| PGP Public Key available on request | No files >50k please ! |
+---+
VQWK 6.20 [Rev H - 04/04/94]

3106. RODIME HD PROBLEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221242@empyr.dircon.co.uk>
Source record: 25175

Hi,

My Rodime RO3000T hard drive occasionally has a fit. It sounds very much like the heads are repeatedly parking or something like that. It makes a CLUNK,chk,CLUNK,chk,CLUNK noise and sometimes even turning it off and on again doesn't help.

I have also noticed that at other times it seems to be losing power to the drive motor as you can hear it spinning down and then kicking back in, then cutting out etc etc. I have had an oscilloscope on the power connector during both of these situations and there is no problem with the voltages going into the drive.

I know this one is a long shot, but...anyone have any ideas ?

Cheers,

Kev.

/// ReJoinDer v1.1i

+---+
| Kevan@empyr.dircon.co.uk |
| +------------------------+
| PGP Public Key available on request | No files >50k please ! |
+---+
VQWK 6.20 [Rev H - 04/04/94]

3107. BLITTER CHIP SOCKETS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07281995.221313@empyr.dircon.co.uk>
Source record: 25176

Hi.

Anyone know where I can get a Blitter chip socket ? I bought a 68 pin
PLCC socket, but when I tried to fit it, the pins didn't match the holes.
The one I got has the two rows of pins on each side - in line, one above
the other. The atari PCB has the rows staggered like this:

```
. . . . . .
. . . . . .
```

Any ideas ?

Cheers,

Kev.

/// ReJoinDer v1.1i

```
+-------------------------------------------------------------------+
| Kevan@empyr.dircon.co.uk |
| +------------------------+
| PGP Public Key available on request | No files >50k please ! |
+-------------------------------------------------------------------+
VQWK 6.20 [Rev H - 04/04/94]
```

3108. re: 4 meg in an st?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2108rcain@nest.demon.co.uk>
Source record: 25177

On 28 Jul 95 Gordon wrote:
GLJ> Is it possible to upgrade a 520ST to 4 Megabytes?If so, does anyone
GLJ> have the instructions around or just a brief summary? I have gotten
GLJ> it to 1 meg thehard way already...

If you have socketed video shifter and MMU the the Marpet Xtra RAM board is
the easiest way. Just plug in some second hand SIMMs!

Roger
rcain@nest.demon.co.uk

--

3109. re: chimera on an stfm!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2110rcain@nest.demon.co.uk>
Source record: 25178

On 28 Jul 95 Alasdair wrote:
AC> I have managed to get the TAF package running on my 1040 (4Meg)
AC> but cant get into the command shell (no KB response).
AC> On bootup I notice a little message in german saying it can't find
AC> an IKBD routine. What is this fellow looking for, where can I find
AC> one and what should I do with it when I have found it. Don't answer
AC> that, Soldier!!

Funny you should say that, Alasdair. I have exactly the same prob. and symptoms. When I asked about it the most common reply was that I must have installed it wrong or messed-up mint.cnf to exclude the line which execs ....\kbd. Well, I've re-installed twice and checked out mint.cnf and it still fails.

I guess our set-ups must be similar but a little out of the ordinary.

Do you have Magic? Which version? (mine is 2.01)

I ask because I found another prog. yesterday which is not at all happy with Magic 2.

Roger
rcain@nest.demon.co.uk

--

3110. Re: Transformer spec?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <301ba8a467f8f5@discworld.oche.de>
Source record: 25179

S.K. Mills (s5skm@csc.liv.ac.uk) wrote:

SKM>I'm posting on a freind's behalf - he's just bought a 1040ST (I think!) with
SKM>a distinct lack of power. As far as we can see the problem is the mains
SKM>transformer but before going any further we need to know the basic spec
SKM>of it. Can anyone help, or is it a special jobbie that Atari will charge us
SKM>the earth to replace?

The 1040s I know of have a switch-mode power supply. If those are dead, in
most cases the transformer is not the culprit. Often, the primary bridge
rectifier is dead, followed by bad primary transistors or bootstrap resistors.

If you do not even know what a SMPS is, then you should better not try fixing
it yourself - there are 320V DC on parts of the PCB, and if you fool around
with the regulator circuit, you can easily fry the attached computer.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3111. re: sluggish v34 modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2109rcain@nest.demon.co.uk>
Source record: 25180

On 28 Jul 95 Alasdair wrote:
AC> This is all the information I could drag out of the little devil.

Can't say I understood much in the diag. reports but I've a feeling that even though you connect at 28.8 this is prob a bit optimistic on line quality. All those "blers" you are getting probably represent re-tries which will really blag you average transfer rate.

You are up in the highlands somewhere, aren't you? Some of your BT wiring could be very antique.

If this is true then you may need to limit the modems max. DCE speed to something like 24k to avoid all those repeats. On a Zoltrix you would do ATN0 to switch off automode and set S37 to (errm .... lost the doc. but I think it is 18 or thereabouts!).

Roger
rcain@nest.demon.co.uk

--

3112. Re: MiNT Problems. (Was Problem with SETUID - Can anyone help?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-29 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3vdsjo$jj7@irzr17.inf.tu-dresden.de>
Source record: 25181

In article <806743466snz@birnie.demon.co.uk>,
Alasdair Campbell <ali@birnie.demon.co.uk> wrote:

> The patch worked fine. Thanks MH. There is, however, one problem
> remaining with "flock". In order to lock an existing file it _must_
> be opened O_RDWR. This means that files with mode 440, the norm in
> my case, cannot be locked. [...]

The MiNT library's flock() tries to apply a write lock to the file descriptor (it internally calls Fcntl(fd, {F_WRLCK}, F_SETLKW)), but MiNT won't allow write locks on files not opened for writing (and it is correct in doing so).

There is no easy way to circumvent this. I believe that the MiNT could be improved to call Fcntl(fd, {F_RDLOCK}, F_SETLKW) on flock(fd, LOCK_SH) and to call Fcntl(fd, {F_WRLCK}, F_SETLKW) on flock(fd, LOCK_EX); this is what the GNU C library does. (You could discuss this with the MiNT library maintainers at <mintlib@nasim.cube.net>.)

However, I don't know if this would fix your particular problem. You're probably best off using the library's fcntl() interface with a read lock in your application.

> BTW, what is "lockf"? I have no man pages for these calls.

Just another file locking interface, inherited from SystemV. This one internally also uses the Fcntl() system call in the same way flock() does (it also tries to apply write locks).

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

3113. Re: Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-29 00:00:00 UTC
From: rcb@bix.suba.com
Message-ID: <3ved8g$ds7@bix.suba.com>
Source record: 25182

CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:

>> I have noticed that when my modem (US Robotics Sportster 28.8)
>> connects at 28800, the thruput is much lower than when it connects
>> at say 26400 or 24000.

That sounds to me like characters are getting dropped and there are a lot of re-transmissions. If this is so, then you could probably (I don't have a Sportster 28.8, but I do have a Motorola Power 28.8) "lower" (lower is higher? :-)) your maximum connect rate to 26400 through some AT command. Otherwise, you're probably looking at having to upgrade your UART to something that can handle more.

Good luck ...
Roy
e-mail: rcb@bix.suba.com
Web: http://bix.suba.com/~rcb/

3114. Atari Programming Tools

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-29 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <3vd7d4$m1v@apopi.u-strasbg.fr>
Source record: 25183
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi

I de like 2 post and maintain a list of All Programming tools available
for the St line (ie
St, stf, stfm, ste, TT , MST, MSTe, Falcon, Medusa)

i Books

_Title
_Author
_Publisher
_Date of Edition
_ISBN
_Language
_Subject(s)
_Price

ii Develloping Tools

_ Name
_Author
_Latest version
_Publisher
_Status (ie commercial, Freeware etc ...)
_Type of Tool(ie Resource Editor, Assembler)
_Configuration needed to run the software
_Price

iii Adresses

PLEASE send in E-adresses and Snail Adresses of authors and Publishers.
Submit to :

Fg024@Cleveland.Freenet.edu
ch@valholl.u-strasbg.fr
Hirlimann Ludovic
8, rue de Londres
67610 La Wantzenau
France

3115. Re: HOT ATARI !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-29 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <3vdnm8$iuk@main.freenet.hamilton.on.ca>
Source record: 25184

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Anyway, I've heard that Atari PSUs are not the most robust of items, and
: wondered if fitting a small fan inside the case above the PSU would help,
: or would the extra current drawn defeat the object ?

: In case the PSU dies suddenly in the next few days, what are the most
: common places for them to go ? I won't be able to ask here *after* it's
: gone ! :-)
~^~^~^

3116. Vidi-ST 12

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-29 00:00:00 UTC
From: Neil.Halliday@adlib.centron.com
Message-ID: <2a62bd5d@adlib.centron.com>
Source record: 25185

Does anybody know how to access the hardware of Vidi-ST 12 to grab images? I have managed to get data input, but it is very unstable, and flickers a lot. If you know how to access the hardware, please get in touch.. I am looking to write a new version of a grabber.

cheers

3117. re: rodime hd problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2115rcain@nest.demon.co.uk>
Source record: 25186

On 29 Jul 95 Kevan wrote:
KW> My Rodime RO3000T hard drive occasionally has a fit. It sounds very
KW> much like the heads are repeatedly parking or something like that.
KW> It makes a CLUNK,chk,CLUNK,chk,CLUNK noise and sometimes even turning
KW> it off and on again doesn't help.
KW>
KW> I have also noticed that at other times it seems to be losing power
KW> to the drive motor as you can hear it spinning down and then kicking
KW> back in, then cutting out etc etc. I have had an oscilloscope on the
KW> power connector during both of these situations and there is no
KW> problem with the voltages going into the drive.

Could be just a dodgy power plug/socket - make sure they are well mated :)

OR the drive motor is on the way out. The noise you hear will be the heads parking when the controller detects the disc speed has dropped to a dangerous level (no Bernouilli effect).

Roger
rcain@nest.demon.co.uk

--

3118. BLITTER CHIP SOCKETS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-29 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07291995.201644@empyr.dircon.co.uk>
Source record: 25187

Can anyone suggest a source for a 68 pin PLCC socket (for the Blitter chip) ?

I bought one, but the pins do not line up with the holes on the Atari board :-(The one I got had the two rows of pins down each side, in line with each other like this : . . . . . .
. . . . . .

What I need is one that has offset pins like this : . . . . . .
. . . . . .

Can anyone help please ?

If I can't find the correct socket, I have a funny feeling I am going to try wiring up 68 wires to the pins on the socket I have, not a pleasant thought !

Cheers,

Kev.

Kevan@empyr.dircon.co.uk

/// ReJoinDer v1.1j

VQWK 6.20 [Rev H - 04/04/94]

3119. Re: FITTING BLITTER IN STFM ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807111128snz@birnie.demon.co.uk>
Source record: 25091

In article <07281995.221240@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Hi, I have just acquired a Blitter chip, and would like to install it in
> my STFM (Rev D board, 4Mb RAM).
>
> There is no socket on the board (yet !), but that is easily solved.
>
> What I need to know is...do I have to do anything else apart from put a
> socket in and plug the chip in ? Are there any solder jumpers that need
> resetting or anything like that ?

Close to the vacant socket area are two solder links W3 and W4. These
must be _unsoldered_ when you install your blitter.
You may have trouble getting the socket though. DON'T get the maplin
one, it won't fit, it has its pins opposed instead of staggered. Let
me know, please a) Where you got your socket, cos I need one too.
b) Where you tried, cos maybe I can help, but it means rumaging in
the attic.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3120. Transport Needed for USENET.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807116472snz@birnie.demon.co.uk>
Source record: 25092

I am trying to get STRN, the threaded newsreader working under MiNTNeT, but I don't know how to get the news articles from the service provider. I can't seem to find the information anywhere as to what i should use as a news transport between provider and newsreader.

Can anyone help with this (apparently) simple problem?

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3121. .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: dlang@cln.etc.bc.ca
Message-ID: <1995Jul30.055005.6818@news.etc.bc.ca>
Source record: 25093

Anyone know where I can get [ftp] a .GIF or .JPG viewer (or both :))?

Thanks

DUstin
dlang@cln.etc.bc.ca

3122. Re: Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807119310snz@birnie.demon.co.uk>
Source record: 25094

In article <3ved8g$ds7@bix.suba.com> rcb@bix.suba.com "Roy C. Bixler" writes:

> >> I have noticed that when my modem (US Robotics Sportster 28.8)
> >> connects at 28800, the thruput is much lower than when it connects
> >> at say 26400 or 24000.
> >
> That sounds to me like characters are getting dropped and there are a
> lot of re-transmissions. If this is so, then you could probably (I
> don't have a Sportster 28.8, but I do have a Motorola Power 28.8)
> "lower" (lower is higher? :-)) your maximum connect rate to 26400
> through some AT command. Otherwise, you're probably looking at having
> to upgrade your UART to something that can handle more.
>
Errors it certainly is, eg, this morning i retrieved a 200 K file and got
the following stats:

```
Chars Octets Blks Chars Octets Blks Blerrs
sent sent sent recd recd recd
---- ---- ---- ---- ---- ---- ----
10999 9034 2150 240062 235934 4095 765
```

at a thruput rate of 1.3K/sec. And that was UK xmission at 3 AM, so things
couldn't exactly have been buzzing with activity. Yes, I'm an insomniac.

I thought of limiting the connect rate but can't find an AT command to
do it, only set a specific rate. Then if the modem cant connect at that
rate it hangs up. I'll try reading the manual again. I knew where I stood
with my lovely supra 2400 box. It knew its place.

Has anyone got any modem test software, so that I can put someone else's
modem into remote loopback and see what happens? I am determined to get
to the bottom of this.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3123. re: sluggish v34 modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807140962snz@birnie.demon.co.uk>
Source record: 25095

In article <2109rcain@nest.demon.co.uk>
rcain@nest.demon.co.uk "Roger Cain" writes:

> On 28 Jul 95 Alasdair wrote:
> AC> This is all the information I could drag out of the little devil.
>
> Can't say I understood much in the diag. reports but I've a feeling that
> even though you connect at 28.8 this is prob a bit optimistic on line
> quality. All those "blers" you are getting probably represent re-tries
> which will really blag you average transfer rate.
>
> You are up in the highlands somewhere, aren't you? Some of your BT wiring
> could be very antique.
>
> If this is true then you may need to limit the modems max. DCE speed to
> something like 24k to avoid all those repeats. On a Zoltrix you would do
> ATN0 to switch off automode and set S37 to (errm .... lost the doc. but I
> think it is 18 or thereabouts!). ^--* I think s39 in my case(undocmntd)

I just sorted this problem out. It's really very simple. My new modem is
FAULTY. Sorry for shouting. I just downloaded the tech reference from
robotics and it tells me that the modem self-corrects any errors on
local analogue loopback tests. You have to specifically switch off
error correction before doing the tests and hey-presto, my modem
reports more than 255 errors/second just going from its own transmitter
to its own receiver! This is just at 28800. 26400 reports slightly
less errors, and 24000 is error free. This explains exactly what I
have been experiencing. My god, what is the point in having a
loopback test that corrects its own errors, I ask you. When error
correction is off, the modem will not even connect to itself at 28800.
Many thanks to all who have helped me find the source of this problem.

kind regards to all.
Thread over and out.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3124. Re: BLITTER CHIP SOCKETS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807139742snz@birnie.demon.co.uk>
Source record: 25096

In article <07291995.201644@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

>
>
> Can anyone suggest a source for a 68 pin PLCC socket (for the Blitter
> chip) ?
>

Guess our postings crossed in the post. Sorry I was too late to stop
you getting the wrong socket. See your earlier thread.

> If I can't find the correct socket, I have a funny feeling I am going to
> try wiring up 68 wires to the pins on the socket I have, not a pleasant
> thought !
>
Don't bother. It's a nightmare of a job, and you'll probably wind up
knackering the socket or motherboard or both. Believe me, I tried it.
I ended up desoldering a socket (no mean task in itself) from a
temporarily dead STF wot is now without an MMU (which is why I need a
socket too sometime).

Right, I've done my attic rummaging and found the catalogue I was
looking for.
Try: Cricklewood Electronics
40 Cricklewood Broadway
London NW2 3ET
Tel: 0181 452 0161 / 0181 450 0995
There part no was PLC68.
Now I got to tell you this catalogue is 3 years old, but I got the
correct PLCC there a few years ago. Let me know how you get on.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3125. Re: RODIME HD PROBLEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95073068851@microserve.com>
Source record: 25097

Yep, I have an idea. Do a backup and replace the sucker.

I had a Rodime that was doing that. Until one day it would not boot-up at all.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

3126. Re: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_301b9566_Jesper.Kock@kockens.ct.se>
Source record: 25098

```
> Has anyone experience with an ST running 365*24 hours a year?
>

My 1040 STE has run around the clock for 4 years now without any troubles at
all. So no worrys mate.

Grtz from Sweden:

_____________________________________________________________________
/______ | .___ . \
|( ST ) jesper.kock@kockens.ct.se | // //| |
| |____| | || || | To boldly go |
|< oo > WiZZard on -*-Kockens BBS-*-| || || /\_ were no Atari |
| |\__/| | _/|| ||\_ /| has gone before |
| \____/ ATARI ONLY +46-46-250256 ||_/ |_| \_|/ |
\_____________________________________|_____________________________/
```

3127. re: chimera on an stfm!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2125rcain@nest.demon.co.uk>
Source record: 25099

On 30 Jul 95 Alasdair wrote:
>> I guess our set-ups must be similar but a little out of the
>> ordinary.
>> Do you have Magic? Which version? (mine is 2.01)
>>
>> I ask because I found another prog. yesterday which is not at all
>> happy with Magic 2.
AC>
AC> No Magic in this humble abode. What is it BTW?

You must get one! It is primarily a multi-tasking OS but, in addition to this, it seems to speed up the ST by around 100%. I was quite amazed when I first installed it and now tend to run with it as standard.

AC> But I have found out
AC> what is causing the problem in my case. It is the fast loader
AC> module PINHEAD. Without it everything works fine, but S l o
AC> w booting.
AC> I shall investigate further any keep you posted.
AC> Can anyone tell me anything about the `fastload bit' in TOS 1.4?

Ther may be some clue here as my Magic is configured to 'fastload'. This feature is flagged by a bit in the program file header and causes the OS to load the program without zeroing the remainder of store. There are SOME progs. which assume that any store they grab will contain zeroes and these will often fall on their faces if 'fastloaded'.

Roger
rcain@nest.demon.co.uk

--

3128. Re: RGB monitor on a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCI8zE.5E9@cix.compulink.co.uk>
Source record: 25100

In message <DCDx98.35w@ahwau.ahold.nl>, leo@ahwau.ahold.nl said:
>
> I was wondering if it is possible to use an RGB monitor on the TT to
> display TT-HIGH mode. Has anybody done this? The monitor should be
> able to display the resolution. The doc's talk about 1024*9xx. It's
> just that I have no idea how to connect the balanced output.

I don't think its possible.

The TT-Hi output is ECL not RGB for starters. Also a standard RGB monitor could not cope with the high scan rates. Its all driven by a 120Mhz clock AFAIK.

It *might* be possible to get a decent SVGA monitor to do it via some sort of adaptor box. There is an Eizo monitor available with this built in.

:-(

Roland.

@CiX

3129. Re: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCI8zG.5F2@cix.compulink.co.uk>
Source record: 25101

In message <3va0sq$8ec@highway.LeidenUniv.nl>, SBY3MS@RULSFB.LEIDENUNIV.NL said:

> Does anyone know the use of such a card for Atari ? I would like at

There are such devices available though I don't have any details.

Its also possible to program the printer port for 8 I/O lines fairly easily.

:-)

Roland.

@CiX

3130. Re: MAN Pages Sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCI8zI.5Fs@cix.compulink.co.uk>
Source record: 25102

In message <806871878snz@birnie.demon.co.uk>, ali@birnie.demon.co.uk said:
> In article <DCBuuE.GEG@comp.lancs.ac.uk>
> nab@comp.lancs.ac.uk "Mr N A Barnes" writes:
> >
> > For what system... I mean we've got man pages here, but they're for
> > the Sun's running 4.1.3 or whatever it's called..
>
> Specifically for MiNT on Atari, but am I missing something?? Are not

No you are not missing anything. The chances are that the SUN pages will
tell you exactly what you want to know. Some UNIX manual pages are
misleading for MiNT (like fork()), but thats almost always due to
deficiencies in MiNT.

:-)

Roland.

@CiX

3131. Re: ICD Link...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCI8zJ.5GG@cix.compulink.co.uk>
Source record: 25103

In message <3vakto$4a1@murphy.servtech.com>, glupien@cyber1.servtech.com said:
>
> Is this the host adaptor I want to get to run MFM drives off of an
> Adaptec SCSI to MFM board?

The ICD Link is the converter between the ASCI/DMA port on the back of an Atari ST(E)/TT to a SCSI connector. If you have a MFM<->SCSI converter already then you should be able to do the following:

Atari ASCI/DMA -> ICD host adaptor (link) -> SCSItoMFM -> MFM drive

Hope that helps,

:-)

Roland.

@CiX

3132. Re: ICD BOOTER 6.5.5. PRO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: diehl@twitch.io.org
Message-ID: <3vf1uu$3nd@ionews.io.org>
Source record: 25188

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:

: Roger, I had the exact same problem with 6.5.5 My F: spilled into my G:.
: I ran Cleanup and got some of my data back. It looks like there may be a
: bug in 6.5.5. Sorry I can't help with a solution, I switched to ICDPRO
: after that, and so far all is OK...fingers crossed !

Then this bug has been there for a long time; I still use 6.0.8, and my E
drive has spilled over, but curiously enough it didn't screw up my F
drive, it screwed up G! Whatever the case, it seems that if I fill up
any partition at all, another partition is going to get totally screwed.
sigh

: Sorry about this, but I can't help quoting you from a message a few months
: back...:-)..."Of course, you *have* got backups haven't you ?" ;-))))

Backups? What's that? :-)

: Cheers,

: Kev.

: /// ReJoinDer v1.1f
: VQWK 6.20 [Rev H - 04/04/94]

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

3133. re: chimera on an stfm!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807109544snz@birnie.demon.co.uk>
Source record: 25189

In article <2110rcain@nest.demon.co.uk>
rcain@nest.demon.co.uk "Roger Cain" writes:
> symptoms. When I asked about it the most common reply was that I must have
> installed it wrong or messed-up mint.cnf to exclude the line which execs
> .....\kbd. Well, I've re-installed twice and checked out mint.cnf and it
> still fails.

What bull-sh*t!

>
> I guess our set-ups must be similar but a little out of the ordinary.
>
> Do you have Magic? Which version? (mine is 2.01)
>
> I ask because I found another prog. yesterday which is not at all happy
> with Magic 2.

No Magic in this humble abode. What is it BTW? But I have found out
what is causing the problem in my case. It is the fast loader module
PINHEAD. Without it everything works fine, but S l o w
booting.
I shall investigate further any keep you posted.
Can anyone tell me anything about the `fastload bit' in TOS 1.4?

regards to all Atarians.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3134. Re: MiNT Problems. (Was Problem with SETUID - Can anyone help?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-30 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807112210snz@birnie.demon.co.uk>
Source record: 25190

```
In article <3vdsjo$jj7@irzr17.inf.tu-dresden.de>
hohmuth@inf.tu-dresden.de "Michael Hohmuth" writes:
>
> There is no easy way to circumvent this. I believe that the MiNT
> could be improved to call Fcntl(fd, {F_RDLOCK}, F_SETLKW) on flock(fd,
> LOCK_SH) and to call Fcntl(fd, {F_WRLCK}, F_SETLKW) on flock(fd,
> LOCK_EX); this is what the GNU C library does. (You could discuss
> this with the MiNT library maintainers at <mintlib@nasim.cube.net>.)
>
> However, I don't know if this would fix your particular problem.
> You're probably best off using the library's fcntl() interface with a
> read lock in your application.
>
Hmmph. I think I'll stick an extra bit in my mode, and hope for the
best. It is unlikely that two processes will be accessing my files
at the same time.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.
```

3135. Re: 4 Meg in an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.237.00095ED7@ti.com>
Source record: 25104

In article <3vakqa$4a1@murphy.servtech.com> glupien@cyber1.servtech.com (gordon lupien jr) writes:

>Is it possible to upgrade a 520ST to 4 Megabytes?If so, does anyone have the
>instructions around or just a brief summary? I have gotten it to 1 meg
>thehard way already...

Yes... buy one of those 4 meg upgrade kit

ciao
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3136. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DCKAEL.2Kp@crash.cts.com>
Source record: 25105

dustin lang (dlang@cln.etc.bc.ca) wrote:

: Anyone know where I can get [ftp] a .GIF or .JPG viewer (or both :))?

For which Atari model?? For the Falcon, use the viewers within the
APEXMEDIA demo package.

Others, I would say the Speed Of Light and Gemview are good choices.

Rich

3137. NVRAM not working

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DCKAoE.6KI@crash.cts.com>
Source record: 25106

Hey, I have a weird problem with my Falcon. The NVRAM is NOT changeable at all. I have tried every possible NVRAM program to change its defaults and my Falcon still boots in High-rez ST mode on both SVGA and SC1224 monitors. Also, changing other settings such as language and time/date formats are ignored.

What's the deal?? Which chip has the NVRAM? Is it within the COMBEL, VIDEL, or SDMA chips? Is it the chip next to the GALs? I would like to repair or replace the faulty chip/part if possible.

On the off chance could the NVRAM be contained within the keyboard processor? If so, then my problem is solved as I am using a 1040 keyboard.

Thanks for any help,

Rich

3138. Help needed with sick Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3viohb$4cn@lyra.csx.cam.ac.uk>
Source record: 25107

I need some help with my Falcon.
The problem is that when I switch on the power, the Atari symbol either doesn't appear (in which case all I get is a blank screen) or it appears very slowly and corrupted (there are lots of pixels in random positions on the screen) and then just hangs.

I had this problem once before but it disappeared all by itself. However this time it hasn't.

I thought it might be
a) overheating (it's around 30degrees C) because it is much hotter than it has been before...
b) something wrong with the memory because I can't think of anything else it might be....

It isn't the hard disk, floppy, monitor or blowup as it does the same thing with or without these.
I have also had a look at the board and chips but nothing looks out of the ordinary.

I hope it isn't the memory because that is expensive! :(
If it is overheating, what can I do about it? Will a fan next to the machine help?

Thanks for any help,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3139. Want to sell ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: pearlmangj@aol.com
Message-ID: <3viusa$qbo@newsbf02.news.aol.com>
Source record: 25108

I didn't see any posts similar to this, so if this is the wrong place for my post, I apologize. (Where would be a better place to post this?)

I have a 1040ST with a color monitor and internal and external drives. I'd like to sell it.

Don't know whether any of you remember Antic and START magazines, but I bought the ST while a member of those editorial staffs. When I left Antic Publishing, I wasn't really able to use the ST much anymore. Everything's in fine condition.

Any ideas where to look for a buyer?

Thank you very much for any help.

Gregg Pearlman

3140. Re: ICD BOOTER 6.5.5. PRO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DCLCo5.7n1@ssbunews.ih.att.com>
Source record: 25109

In article <3vf1uu$3nd@ionews.io.org>, Eric March <diehl@twitch.io.org> wrote:
>Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
>
>: Roger, I had the exact same problem with 6.5.5 My F: spilled into my G:.
>: I ran Cleanup and got some of my data back. It looks like there may be a
>: bug in 6.5.5.

I think the bug is in TOS 4.00, 4.01, 4.02. I forget if it was fixed
in 4.03 or 4.04 but i think it has been fixed. I don't think its an
ICD bug from what I have heard on the net. Wayne

3141. RE: RODIME HD PROBLEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <07311995.213832@empyr.dircon.co.uk>
Source record: 25110

> Yep, I have an idea. Do a backup and replace the sucker.

> I had a Rodime that was doing that. Until one day it would not boot-up at all.

Mine seems to be behaving itself for the moment ! I have advertised for a replacement drive as I intend to replace it anyway. I'm getting sick and tired of the bad sectors that *NONE* of my HD Utility programs can find !

I run ICD Cleanup on it and you can see it stopping at the bad ones, getting a 'SENSE' message and after a few retries (obviously an internittent bad sector), decides that it can read it after all and doesn't mark it bad :-(

Anyway, I've had enough of the damn thing. I want a new(ish) one !

Cheers,

Kev.

P.S. I haven't got any backups ! I can't do it, no, never..... I will NEVER back up to over 100 floppy disks. I'd rather stick my head in a bucket of cow shit than have to sit here for years swapping floppies !!

/// ReJoinDer v1.1j

VQWK 6.20 [Rev H - 04/04/94]

3142. re: chimera on an stfm!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807212654snz@birnie.demon.co.uk>
Source record: 25111

In article <2125rcain@nest.demon.co.uk>
rcain@nest.demon.co.uk "Roger Cain" writes:
>
> Ther may be some clue here as my Magic is configured to 'fastload'. This
> feature is flagged by a bit in the program file header and causes the OS to
> load the program without zeroing the remainder of store. There are SOME
> progs. which assume that any store they grab will contain zeroes and these
> will often fall on their faces if 'fastloaded'.

Well, that is exacly what PINHEAD does. Does your Magic mushroom
have a facility whereby you can specify a list of programs which
must _not_ be fast-loaded. PINHEAD does. So how do I set this fastload
bit then, huh? There must be some utility that wil go thru all your
progs and set the bit. Then unset the ones that dont like it.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3143. Falcon in TT case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_1cda440_Lars.Reynold@midinet.ct.se>
Source record: 25112

michael grove wrote in a message to Lars Reynold:

> mg> I had asked Brad at BEST Electronics the same question and
> mg> he had the same answer. He didn,t think it would fit.
> mg> (Sure would look nice, though).
>
>IT FIT!!! I've done built one myself. You have to cut of the
>plastic pins int the TT case. Then some surgery for the MIDI,
>and female joystick ports. No problem at all if you're handy!

mg> Great! It's gotta cost than a Falcon Rack. Did you use the
mg> TT keyboard or an adapter. I just order Keyboard Gizmo from
mg> Chro-Magic. Hope it performs as stated.

I used a original TT keyboard, a MSTE keyboard and a Mega ST keyboard. No problems at all but you must know how to connect it correctly.

/Lars

3144. component 74LS11

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: fp270@fim.uni-erlangen.de
Message-ID: <3vj0hvFl9r@uni-erlangen.de>
Source record: 25113

- 1 -

Hello everybody !

I've got a question concerning my machine.

I've got a MEGA ST2 upgraded to 4mb.

I bought ot as it is second hand.

Now I removed the cover, because it started

quitting some time ago and I thought

of the old ATARI overheating problem.

Since I removed the cover it stopped quitting.

But as I removed the cover I discovered that

a component is missing which apparently had once

been part of the machine and was removed some time.

Since I know nothing of computer architecture

I don't know what this component does and why

it had been removed.

Maybe anybody could tell me?

I checked with a friend of mine who has also an

upgraded MEGA ST2, and in whose machine this

component is still present.

It is located at the front of the machine, it is the

second from left.

It's a seven pin component named 74LS11.

It houses three and-and circuits, as I learned from

an electronics catalogue.

If anybody has any information on that, please

respond directly to my e-mail adress.

Thanx a lot.

□**B00000000000000

}~ - 1 -

Hello everybody !

I've got a question concerning my machine.

I've got a MEGA ST2 upgraded to 4mb.

I bought ot as it is second hand.

Now I removed the cover, because it started

quitting some time ago and I thought

of the old ATARI overheating problem.

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a component is missing which apparently had once

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It is located at the front%#} of the machine, it is the

second from left.

It's a seven pin component named 74LS11.

It houses three and-and circuits, as I learned from

an electronics catalogue.

If anybody has any information on that, please

respond directly to my e-mail adress.

Thanx a lot.

--
Keep the fire burning !!! ^:^

```
\-/
Bye the Bye by Zeff'95
```

3145. Re: Help needed with sick Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3vjl4o$khb@blackice.winternet.com>
Source record: 25114

> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
> I need some help with my Falcon.
> The problem is that when I switch on the power, the Atari symbol either
> doesn't appear (in which case all I get is a blank screen) or it appears
> very slowly and corrupted (there are lots of pixels in random positions
> on the screen) and then just hangs.
>
> (SNIP)
>>>>
Sounds like the power supply has a loose connector where
it plugs into the main board. Check to see if the plug has been hot.

Rich Mier

3146. Hi-res monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: leigh.emmerson@zetnet.co.uk
Message-ID: <3vj4mj$uck@yell.zetnet.co.uk>
Source record: 25115

Hi,

Is there any way to connect a standard composite green monitor to an
ST monitor port so that is works in Hi-res mode?

I would think this would be very straight forward but this appears
not to be the case! Is this true?

Leigh Emmerson

3147. Re: Want to sell ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950731213226.16234E-100000@moose.erie.net>
Source record: 25116

On 31 Jul 1995, Pearlmangj wrote:

> I have a 1040ST with a color monitor and internal and external drives. I'd
> like to sell it.
>
> Any ideas where to look for a buyer?

Post a price here!!!!!!!

3148. Re: Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: rcb@bix.suba.com
Message-ID: <3vjnb4$v25@bix.suba.com>
Source record: 25117

```
>> I have noticed that when my modem (US Robotics Sportster 28.8)
>> connects at 28800, the thruput is much lower than when it connects
>> at say 26400 or 24000. When i say much slower I mean about about
>> 1 Kb/Sec as opposed to 2.3 - 2.7Kb/sec.

First, apologies for misattributing the quoted text in my first reply.

Second, I just had another thought on the problem. Do you have
hardware flow control enabled? If not, you might want to try enabling
it. You will need to set both the modem (with some AT command) and
the software for hardware (RTS/CTS) handshaking. The system on the
other end is probably already using it (I think it would be crazy not
to use it at 28.8K.)

Hope that or my previous response helps ...

--
Roy
e-mail: rcb@bix.suba.com
Web: http://bix.suba.com/~rcb/
"Keep it simple, but don't judge."
```

3149. Re: Sluggish V34 Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_301cb4f3_Tom.Thomason@fpc.ct.se>
Source record: 25118

On 28 Jul 95, Dave Brook shot this through the ether to All ...

DB> I am using HSmodem4 with CoNnect set at port speed 38400.

You might try starting out by DL'ing HSMOD6 which has a number of bug fixes.

ATB,
Tom

3150. 520STfm memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <5c3_9508010106@flight.org>
Source record: 25119

Hmmm, will it work if I just stick a wire in place of the three resistors? The local radio shack doesn't have the resistors I need...

---------- -//- ----------

Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

3151. Re: CD-Rom to Atari Mega/st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <70f_9508010501@nisc.fidonet.org>
Source record: 25120

In a message of 26 Jul 95 03:09:01, Jeffrey.Wisniewski@microserve.Co wrote:

J> >Can I daisy chain the SCSI signal from the back of the micro host onto
J> the
J> >CD drive,
J>
J> Nope, the Micro was made to drive one SCSI device only.
-
Incorrect. There may be room for only one drive in a Mega case, but you can
easily connect more than one drive if you have the room (I moved my old Mega
into a small PC case and am running a HD and a CD-ROM off my Micro.
-

3152. Falcon Accelerators- Help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-07-31 00:00:00 UTC
From: fluke@MCS.COM
Message-ID: <3vjmg4$243@Venus.mcs.com>
Source record: 25121

I have just spent several weeks recasing my Falcon in a tower case, so that I might have more room for drives, and a more "Manly" power supply for when/if I get an accelerator. I am courious to know the different models, and which ones people recommend.
One of the ones which I have heard about is the Barracuda, I think, which provides a 40 mhz 040(I think) and, more notably, the ability to expand memory in decent incriments.. 8 megs via 1 meg simms is what I am looking for, as it is a bit less insane than the atari 1,4,14 meg expansion limitation. Has anyone used these accelerators? Am I even thinking of the right one? What do you think of them? What are my other choices?

Thanks in advance,
Greg Linder
Fluke@mcs.com

3153. Re: NVRAM not working

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: nuuja@cc.Helsinki.FI
Message-ID: <3vjst2$e0l@oravannahka.Helsinki.FI>
Source record: 25122

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Hey, I have a weird problem with my Falcon. The NVRAM is NOT changeable
: at all. I have tried every possible NVRAM program to change its defaults
: and my Falcon still boots in High-rez ST mode on both SVGA and SC1224
: monitors. Also, changing other settings such as language and time/date
: formats are ignored.

There are two checksums located in the NVRAM. If the checksums are set incorrectly, the machine will boot up in default setup. The problem is that many of the older "bootconf" programs have difficulties with setting the right checksum values. The solution is to use a program to reset the NVRAM before using a "bootconf" program (whenever the problems occur). As far as I can remember, latest "bootconf" programs set the checksums correctly. Try one of these solutions. Both are available on the net. (Don't know about the filenames...)

: What's the deal?? Which chip has the NVRAM? Is it within the COMBEL,
: VIDEL, or SDMA chips? Is it the chip next to the GALs? I would like to
: repair or replace the faulty chip/part if possible.

It's in the clock chip (the big black monolith). You will not need to touch the chip (see above).

: On the off chance could the NVRAM be contained within the keyboard
: processor? If so, then my problem is solved as I am using a 1040 keyboard.

I'm also using an ST knezjebjoarg. It works just fine. Falcon and ST knezjes are technically equal (right?). So this should cause no problems. And (as just mentioned) the NVRAM is located in the clock chip.

: Thanks for any help,

: Rich

b goode,
LarryTee

3154. Re: Want to sell ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: pearlmangj@aol.com
Message-ID: <3vkc58$c4v@newsbf02.news.aol.com>
Source record: 25123

Forgive my naivete; I wouldn't have any idea what to charge. I know there's a sucker born every minute, and it might be me.

Maybe a disinterested party would tell me what he or she would pay for such a system if he or she were an interested party?

Gregg

3155. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3vkihoINNrrp@duncan.cs.utk.edu>
Source record: 25124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3156. Re: MiNT dislikes BlowUP?! Please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3vkon5$en6@btmpjg.god.bel.alcatel.be>
Source record: 25125

In article <3urvvj$g2a@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:

> Once I figure out why 'sh' crashes under Outside, I'd be very interested
> in that program of yours, though.

It crashes with VRAM too ... I solved the problem by getting another port of sh. The silly thing is, I can't remember where I found it ... :[.

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

3157. Identification unavailable (AHDI 6.061)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: WOESLE@rzmain.rz.uni-ulm.de
Message-ID: <3vl0me$oij@waage.rz.uni-ulm.de>
Source record: 25126

Hallo!
Kuerzlich habe ich mir AHDI 6.061 von einem FTP-Server besorgt. Nachdem ich den Treiber auf meiner Megafile 30 installiert hatte, dauerte der Bootvorgang eine Ewigkeit. Dabei erschienen nacheinander die Meldungen "UNIT 0 - IDENTIFICATION UNAVAILABLE" und "UNIT 1 - IDENTIFICATION UNAVAILABLE". Ausserdem wurde kein einziges der Autoordnerprogramme gestartet.
Ich hoffe, dass mir jemand helfen kann, dieses Problem zu loesen.
Vielen Dank im Voraus!

Meine Konfiguration:
Mega ST2, TOS 1.02, 2 Megafile 30 (unit 0 u. 1), bisheriger Treiber AHDI 3.0, MagiC 2.0.

Viele Gruesse
Berthold

3158. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DCMnKw.5sB@crash.cts.com>
Source record: 25127

Jabran Akhtar (jib@login.bigblue.no) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:
: : dustin lang (dlang@cln.etc.bc.ca) wrote:

: : : Anyone know where I can get [ftp] a .GIF or .JPG viewer (or both :))?

: : For which Atari model?? For the Falcon, use the viewers within the
: : APEXMEDIA demo package.

: : Others, I would say the Speed Of Light and Gemview are good choices.

: Photochrome isn't bad either for a non-Falcon machine . ....!

Uh...I'd like to see you view a .JPG file with Photochrome...it ain't
gonna happen. Now, you can convert it to Targa or RAW, but Pchrome
truncates the picture. However, converting it to a GIF file allows you
to scale it down. However, viewing it with its max possible Pchrome
colors is not possible (due to the image cropping).

Rich

3159. Re: NVRAM not working

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DCMo82.68x@crash.cts.com>
Source record: 25128

Lauri T Nuuja (nuuja@cc.Helsinki.FI) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:
: : Hey, I have a weird problem with my Falcon. The NVRAM is NOT changeable
: : at all. I have tried every possible NVRAM program to change its defaults
: : and my Falcon still boots in High-rez ST mode on both SVGA and SC1224
: : monitors. Also, changing other settings such as language and time/date
: : formats are ignored.

: There are two checksums located in the NVRAM. If the checksums are set
: incorrectly, the machine will boot up in default setup. The problem is that
: many of the older "bootconf" programs have difficulties with setting the right
: checksum values. The solution is to use a program to reset the NVRAM before
: using a "bootconf" program (whenever the problems occur). As far as I can
: remember, latest "bootconf" programs set the checksums correctly. Try one of
: these solutions. Both are available on the net. (Don't know about the
: filenames...)

Nope, I have tried resetting the NVRAM. Nothing changes, I try modifying
it after reseting it and still nothing changes.

: : On the off chance could the NVRAM be contained within the keyboard
: : processor? If so, then my problem is solved as I am using a 1040 keyboard.

: I'm also using an ST knezjebjoarg. It works just fine. Falcon and ST knezjes
: are technically equal (right?). So this should cause no problems. And
: (as just mentioned) the NVRAM is located in the clock chip.

What the heck is a "knezjebjoarg"??????? You know, a "keyboard" in the
English speaking world (including but not limited to the UK, USA, Canada,
Australia, New Zealand and parts of Africa) is called a "keyboard". I am
more than grateful for your suggestions on my dilema, but please, to
avoid confusion, explain in terms of the language the request was written
in 8-).

If it's some sort of internal Finnish joke, then please enlighten me so I
may giggle with the rest :-).

Thanks, so much,

Rich

3160. Switching int. floppy problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <3vl6tl$igb@sun4.bham.ac.uk>
Source record: 25129

I'm having a problem replacing my internal floppy drive.

I've got hold of a 720k drive, but TOS doesn't recognise its presence, despite the fact that the drive seems to spin on power-up as per the usual sequence. The two drives are as follows:

Old: Epson SMD 480 L
New: Epson SMD 380

The only obvious difference between the two drives is the the 380 has a set of pins with a single jump lead between two of them. I've tried a number of other positions for this, but invariably the drive doesn't even seem to power-up for any position ber the one it arrived in.

Any ideas? Solutions? All comments gratefully received.

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

3161. Re: Identification unavailable (AHDI 6.061)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: Claus Brod <clausb>
Message-ID: <3vlfud$qps@hpscit.sc.hp.com>
Source record: 25130

AHDI 6.061 tries to identify each drive on the ACSI bus by sending
the INQUIRE command. The Megafile 30 does not support this command,
so AHDI prints a warning message ("Identification unavailable").
While this may be confusing, it is not really a problem.

BTW, with your configuration, there's no real advantage in using
AHDI 6.061 rather than AHDI 3.0. Well, maybe the new version is a
little faster than the notoriously slow old versions, but I never
tested that. And if you need more speed in disk access, you should
rather update your TOS ROMs. TOS 1.02 is awful for any kind of
hard disk access.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>--

3162. Re: 520STfm memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807315396snz@birnie.demon.co.uk>
Source record: 25131

In article <5c3_9508010106@flight.org>
Callum.Lerwick@flight.org "Callum Lerwick" writes:

> Hmmm, will it work if I just stick a wire in place of the three resistors? The
> local radio shack doesn't have the resistors I need...
Eh? What sort of place is it?

Better you put them in. The Tr*m*l bros would not have wasted £0.06
per Atari without good reason.
Send me yr snail address and I will bung you up the ressies.

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3163. Mint-NET

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <L.J.Sak.1.301E3B1E@kub.nl>
Source record: 25132

Hi there!

I have a sort of simple question (if you know the answer that is B-)):

What do I need to setup Mintnet properly, so I can use it to call into
an Internet account properly?
i don't use MiNT normally, so any help would be appreciated
(ps. I have a runnable MiNT 1.08 and Minix partition)

btw: I tried but it just didn't work (am I studpid? <--no replies on this
grin))

Ludo Sak,
L.J.Sak@kub.nl
(Falcon 16/500 Fpu, VGA)

3164. TAF X11/Chimera: Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.807307554@news.cwi.nl>
Source record: 25133

I checked out the TAF X11 distribution, and yes, it is very good!
Apart from a few typical Atari flaws, it really works, and it is
not difficult to install (with some knowledge of UNIX).

Now I'm still stuck with a number of small problems, and I wonder
whether someone has fixed some of them before.

1. Warning: color name "black" is not defined. Many things appear
in white on white. Can this be fixed, other than by
explicitly setting colours to #000000?

2. A fixed serial connection at 115200bps does not work. Actually
HSmodem seems to blow serial port communication altogether.
I run the HSmodem drivers just before MiNT in the auto folder.
Even if I select 19200 (afwul for an X display connection...)
it refuses to communicate.

3. Keys don't repeat, even after 'xset -r on'. Don't tell me key
repeat is `not yet implemented'. Please.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3165. Floppy upgrade, 1040 STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3vmdru$5ru@blackice.winternet.com>
Source record: 25134

Is anyone familiar with upgrading STfm/STe's 720K floppy to
1.44???? I've read and gone over many articles and come up with my
own version of how to do it. I have a couple questions.
All of the upgrades I've seen use a 74x157 multiplexer.
Will it make any difference if I use a 74x158 (same as 74x157 except
the output is inverted). This would invert the polarity of the 8/16 MHz
output in respect to the main clock.
I plan to AND the HD signal from the floppy connector pin 2
with D0SEL and use the output (LOW) to select the 16 MHz clock thru
the 74x158. I need to know if D0SEL is active LOW or HIGH.
(Hopefully LOW). The Atari Schematics I'm using don't indicate any
active states of the signals.

Thanks in advance. Post here or EMail is fine.

Rich Mier rbmier@winternet.com

3166. RE: RODIME HD PROBLEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-01 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95080173918@microserve.com>
Source record: 25135

Kevan,

>I haven't got any backups ! I can't do it, no, never..... I will NEVER
>back up to over 100 floppy disks. I'd rather stick my head in a bucket of
>cow shit than have to sit here for years swapping floppies !!

Try backing up a 700-Meg drive. Not fun and I never did it, until I lost
400-Megs worth of stuff in 2 seconds. :-}

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

3167. Re: ICD BOOTER 6.5.5. PRO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <301fba186910914@discworld.oche.de>
Source record: 24991

-Booth,W.A. (trek@ihgp6z.ih.att.com) wrote:

B>I think the bug is in TOS 4.00, 4.01, 4.02. I forget if it was fixed
B>in 4.03 or 4.04 but i think it has been fixed. I don't think its an
B>ICD bug from what I have heard on the net. Wayne

There was a bug in some earlier versions of the falcon HDX when partitioning
disks - if you used that for partitioning your disk, you may garble your data
no matter what driver you are using now - and it may happen again if you fill
up the partition up to the limit.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
Granddad was superstitious about books. He thought that if you had enough
of them around, education leaked out, like radioactivity.
-- (Terry Pratchett, Johnny and the dead)

3168. Re: Hello OASIS users

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <807393462_OASIS_@yeadontt.demon.co.uk>
Source record: 24992

In article <3vo2v9$7lm@euas20.eua.ericsson.se>
konjagr@eua.ericsson.se (Jan-Olof Granlund) said:-

>In article @yeadontt.demon.co.uk, phil@yeadontt.demon.co.uk (Phil Yeadon) writes:
>>
>.
>>
>> If anybody has any comments regarding OASIS please feel free to contact
>> me at anytime, I am always glad to answer any questions.
>>
>
>I am using, or rather I am trying to use it. One question: After the
>Internet/Log-in and the NOS has done its thing, am I supposed to
>automagically return to the OASIS program, or what ?
>
>(Totally new on the Internet)
>
>/Jan-Olof
>
>
When you exit NOS (type exit at the NET prompt) you are returned to
OASIS which then unbatches any news you have received ready for reading.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========

3169. booting problem with AHDI 6.061

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: WOESLE@rzmain.rz.uni-ulm.de
Message-ID: <3vnvb6$e58@waage.rz.uni-ulm.de>
Source record: 24993

Hello,

recently I have updated AHDI 3.0 to AHDI 6.061 on my Megafile 30. With this driver booting takes more than a minute and I get the messages "UNIT 0 - IDENTIFICATION UNAVAILABLE" und "UNIT 1 - IDENTIFICATION UNAVAILABLE".

Additionally none of the AUTO-Folder programs was started.

I hope that anyone can help me to solve this problem.

Thanks in advance

My configuration: Mega ST2, TOS 1.02; 2 Megafile 30 (units 0 and 1); MagiC 2.0.

I hope that anyaone can help me to solve these problems.

Thanks in advance
Berthold

3170. Re: Atari TT Still Available

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: konjagr@eua.ericsson.se
Message-ID: <3vo2ht$7lm@euas20.eua.ericsson.se>
Source record: 24994

In article rpl@newsbf02.news.aol.com, n90photo@aol.com (N90PHOTO) writes:
> I read that Atari will no longer make computers. RIP. However, the Falcon
> is being made in Germany by some company, and is being imported by TOAD
> computers.
> Perhaps this will help.

Atari machines and it's OS's still live on in Germany. Last I heard was that
at least two companies make TT030's & Falcons. They have even enhanced
the TT030 machine putting mc68040 in them a.s.o.

/Jan-Olof

3171. Re: Hello OASIS users

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: konjagr@eua.ericsson.se
Message-ID: <3vo2v9$7lm@euas20.eua.ericsson.se>
Source record: 24995

In article @yeadontt.demon.co.uk, phil@yeadontt.demon.co.uk (Phil Yeadon) writes:
>
.
>
> If anybody has any comments regarding OASIS please feel free to contact
> me at anytime, I am always glad to answer any questions.
>

I am using, or rather I am trying to use it. One question: After the
Internet/Log-in and the NOS has done its thing, am I supposed to
automagically return to the OASIS program, or what ?

(Totally new on the Internet)

/Jan-Olof

3172. Sources to MSA wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <979@stork.ukc.ac.uk>
Source record: 25136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for the source to MSA, or docs describing the MSA
format.
Also many years ago, someone told me there was a hacked version
of ACOPY which could create a diskfile image of any disk, even
protected disks.
(The reason I want this info, is to write convertors for use with
STonX - the Atari ST emulator for Unix)

Griff
--

3173. Atari B\W monitor for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: rglen@aol.com
Message-ID: <3vn3tl$5o1@newsbf02.news.aol.com>
Source record: 25137

Atari black and white monitor for sale 60.00. Good condition.

3174. Migraph scanner for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: rglen@aol.com
Message-ID: <3vn3u0$5o5@newsbf02.news.aol.com>
Source record: 25138

```
Scanner for sale. Good condition . 40.00 plus shipping
```

3175. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FHCTAHAIUP@cabal.shnet.org>
Source record: 25139

In <3vjt27$47s@login.bigblue.no> Jabran Akhtar wrote:
>Richard John Kelsch (richcsst@crash.cts.com) wrote:
>: dustin lang (dlang@cln.etc.bc.ca) wrote:
>
>: : Anyone know where I can get [ftp] a .GIF or .JPG viewer (or both :))?
>
>: For which Atari model?? For the Falcon, use the viewers within the
>: APEXMEDIA demo package.
>
>: Others, I would say the Speed Of Light and Gemview are good choices.

Speed of Light 3.8 saw the trashcan icon faster than most other programs I
tested. Incompatible with my Crazy Dots HC, at least in HC mode.

>Photochrome isn't bad either for a non-Falcon machine . ....!

1st Guide or Gem-View seem most system compliant.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3176. Re: NVRAM not working

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-02 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FHCSFEURUP@warpcon.ersys.edmonton.ab.ca>
Source record: 25140

In <DCKAoE.6KI@crash.cts.com> Richard John Kelsch wrote:

>Hey, I have a weird problem with my Falcon. The NVRAM is NOT changeable
>at all. I have tried every possible NVRAM program to change its defaults
>and my Falcon still boots in High-rez ST mode on both SVGA and SC1224
>monitors. Also, changing other settings such as language and time/date
>formats are ignored.
>
>What's the deal?? Which chip has the NVRAM? Is it within the COMBEL,
>VIDEL, or SDMA chips? Is it the chip next to the GALs? I would like to
>repair or replace the faulty chip/part if possible.
>
>On the off chance could the NVRAM be contained within the keyboard
>processor? If so, then my problem is solved as I am using a 1040 keyboard.
>
>Thanks for any help,
>
>Rich
>
NVRAM is found in the clock chip. As for changing it, I use BootConf by
Uwe Seimet (I hope I spelled his name right!), and that works like a dream.

Leslie

3177. PLIP between Linux PC and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: bjb@praxis.co.uk
Message-ID: <3vq0n1$hlv@skolem.praxis.co.uk>
Source record: 24996

Has anyone compiled in MiNTnet compataible PLIP support to Linux for PCs? I know very little about PLIP and PC hardware so I can't do it myself but it would be really useful if I could use a PLIP connection between my Linux PC and my ST as that would free up the serial port on the PC (yes there's only one ;-) for mouse or modem, and give me much better transfer rates at the same time.

--
Ben --
--/// ---------------------These opinions are my own and not---------
--bjb @ praxis.co.uk ---------necessarily those of my employers.-----
--_/ --

3178. SLM804 producing black pages, please HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: zragr01@aixpanic.zdv.uni-tuebingen.de
Message-ID: <3vqjjj$gui@newsserv.zdv.uni-tuebingen.de>
Source record: 24997

Hi everybody!

I own a SLM804 Laser-Printer and it's doing a fine job for years, but
from one sheet of paper to another it started to drop tons of toner
on the sheets, and as result they're coming out almost black. :(
I cleaned the whole printer twice, but the problem remains. :(:(
I've no idea, where to look for the problem. The mechanics are working
fine, the paper is transported well, the printing mechanism is still
working (at the not-so-black-edges you can still see proper output),
so I guess it's no problem of the high-voltage or the electronics,
but WHAT CAN IT BE???
If anybody has an idea, a hint or a similar experience with HIS SLM804,
I'd be glad to hear from that person.

E-Mail: groeneveld@zdv.uni-tuebingen.de

Thanks in advance,

+ Heiko +

(Heiko A. Groeneveld, IAA & ZDV of University Tuebingen, Germany)

3179. What CD ROM drives can an STe use?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <3vql0m$di0@studioweb.com>
Source record: 24998

My friend bought Extendos Pro and then got a CD ROM drive at a swap meet.
Guess what.....:-(

The drive is properly terminated. He is using The Link 2.
The drive is a Media Vision CDR-H93MV. I personally think that the drive
is faulty. ICD PRO doesn't even see it as a SCSI device.

Ant ideas or is there an FAQ on the subject?
Thanks, Julian.

--

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\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

3180. inetd problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3vqv9h$80a@ccshst05.cs.uoguelph.ca>
Source record: 24999

After reasonably successfully moving my MintOS/MintNET setup up from my Mega to my TT, I tried running it, and everything appears to be working fine, except for one (hopefully) small problem: after inetd is run from the standard (i.e. unchanged) MintOS scripts, it (or I think it's inetd) says that /pipe/log is not found. I didn't have this problem before, and now that I do, the MintX server is unable to bind UNIX sockets, and won't run. I haven't tried out PPP yet, but if the problem is with inetd, it probably won't work either.

Any suggestions?

Thanks...

3181. New Falcon card.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: perck@colargol.idb.hist.no
Message-ID: <3vqu3c$mul@astfgl.idb.hist.no>
Source record: 25000

Wizztronics is about to release the Hawk!

It is a plug in module for the Falcon 030.

System specifications:
- Plug and play design for ease of installation
- 128kb level 2 cache (256 optinal).
- 32 bit system RAM, made for plug and play with the
stock Atari Ram board, Supports 4/14 MB ram card or
72 pin SIMM modules.
- 32 Bit system ROM
- 32 Bit TT compatible Fast RAM, up to 64 MB using
standard 32 bit SIMMs. This is an Option!

Video
- Enhanced video capabilities (like blow up hard II)
some available resoiutions are 448x512 true color,
896x512 256 color, 1280x968 in 16,4,2 color modes
- Video accelerator, 1 MB (2MB option)

Expandablity
- Like The Baracuda 040...

Performance Factor
- 100 % Compatible!
- 16 Mips at 48MHz (Falcon 030 3-4 Mips)
- 400-500% faster than a standard Falcon 030
- Enhanced DMA access.
- 1 wait state ROM.
- 0-2 wait state System ROM.
- 0 wait state TT Fast RAM.

Price:
MSRP 725.00 USD!

NICE.........:-))

3182. Re: Nameservers and MiNTNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3vrbss$gs3@gti.gti.net>
Source record: 25001
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

David D. Hagood (73437.3162@CompuServe.COM) wrote:
: I've been having some trouble with my MiNTNet installation. I cannot seem
: to get MiNTNet to use a nameserver to look up site names. If I manually enter
: them into the hosts list, it'll find them, but it cannot request the nameserver
: on the system I dial into to look them up. Anyone got any suggestions?

Do you have an /etc/resolv.conf file? I think the format is like:

domain domain.level
nameserver xx.xx.xx.xx

where the xx is the *IP* address(es) of your nameservers

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3183. SETUP won't run on my TAF mint etc disks, what's wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <807484266.29564@whatnext.demon.co.uk>
Source record: 25002

I recently downloaded the TAF disks from hensa and tried to install
(as 7 disks) onto a TT. (4+4 mem/120 hd)

On initial booting the fast modem routines load, followed by MH-MiNT,
mintnet, interfaces and Minix FS. The screen displays 'TURBO mode',
'Now booting MiNT' then the # sign. So far so good.

Trouble is, that's as far as I get. On typing 'setup f' and other
combinations I get 'path not found' and consequently haven't yet got
to install disks 2 to 5.

As far as I can see I've followed install.txt except I used stzip.prg
(not the .ttp) and I don't currently use a bootmanager. I haven't yet
got to the bit about editng the mint.cfg file...

Can anyone tell me what I'm doing wrong, or not doing etc.?
=======================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
=======================================

3184. Re: Hello OASIS users

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: fezzy@iinet.com.au
Message-ID: <3voqub$4ib@jazz.iinet.com.au>
Source record: 25003

Jan-Olof Granlund (konjagr@eua.ericsson.se) wrote:
: In article @yeadontt.demon.co.uk, phil@yeadontt.demon.co.uk (Phil Yeadon) writes:
: >
: .
: >
: > If anybody has any comments regarding OASIS please feel free to contact
: > me at anytime, I am always glad to answer any questions.
: >
: I am using, or rather I am trying to use it. One question: After the
: Internet/Log-in and the NOS has done its thing, am I supposed to
: automagically return to the OASIS program, or what ?

: /Jan-Olof

Got the same problem, installation was a breeze, dialed and logged on 1st
time, then it just sat there with a blank screen and the '>' prompt.

What am I doing wrong ???

(not so new on the net but lost anyway)

Regards fezzy
--
_-_|\ Peter Feszczur E-Mail: fezzy@iinet.com.au
/ \ Known as Fezzy or: fezzy@perth.dialix.oz.au
*_.-_/ Perth West Australia -- Proud user of ATARI computer equipment
v ** "What, use a clone & windoze, Never!! There are other ways" **

3185. Re: Hi-res monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCpLBD.IG9@cix.compulink.co.uk>
Source record: 25004

In message <3vj4mj$uck@yell.zetnet.co.uk>, leigh.emmerson@zetnet.co.uk said:
>
> Is there any way to connect a standard composite green monitor to an
> ST monitor port so that is works in Hi-res mode?

A standard green screen composite monitor is unlikely to run at much above
60Htz. You need about 71/72ish for a ST-Hi mode.

Its not doable AFAIK. Best place to start if you want to go DIY is with
a old mono VGA screen. These can cope - and with a little bit of internal
tweaking apparently work fine.

All IMHO and AFAIK. I've not done this myself.

:-)

Roland.

@CiX

3186. Nameservers and MiNTNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3vqo3fqgh1@mhafn.production.compuserve.com>
Source record: 25005
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I've been having some trouble with my MiNTNet installation. I cannot seem to get MiNTNet to use a nameserver to look up site names. If I manually enter them into the hosts list, it'll find them, but it cannot request the nameserver on the system I dial into to look them up. Anyone got any suggestions?

3187. Re: What CD ROM drives can an STe use?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95080366664@microserve.com>
Source record: 25006

Julian,

You ddin't mention if your friend has any other SCSI devices connected. Also most of the SCSI CD-Drives out there will work with the Atari.

does the drive have a self-test mode?.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

3188. IDE on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: Jinlung Fung <emperor+@CMU.EDU>
Message-ID: <Ik8Cpwe00YUqE_Q2Jw@andrew.cmu.edu>
Source record: 25007

I am trying to connect a regular IDE drive (3.5" 40pin connector) to the internal IDE port on the Falcon. However, the connector inside the Falcon is a 44-pin mini IDS connector. Does anyone know what I should do to connect the IDE drive up? Also, where should I tap the power from?

Ta Ta For Now,
Michael Fung

3189. Re: Hi-res monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <DCr7nE.353@cix.compulink.co.uk>
Source record: 25008

>Is there any way to connect a standard composite green monitor to an
>ST monitor port so that is works in Hi-res mode?
>
>I would think this would be very straight forward but this appears
>not to be the case! Is this true?

Yep it's very hard to make an ordinary monitor do ST Hi-res
the scan rates are so much faster. requiring major surgery to
the monitors line and field circuits and it's unlikely the line
transformer could stand the pace (the one I tried worked for
about an hour before going POP!!)

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

3190. Re: ICD BOOTER 6.5.5. PRO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <DCr7nF.35s@cix.compulink.co.uk>
Source record: 25009

>>
>>: Roger, I had the exact same problem with 6.5.5 My F: spilled into my G:.
>>: I ran Cleanup and got some of my data back. It looks like there may be a
>>: bug in 6.5.5.
>
>I think the bug is in TOS 4.00, 4.01, 4.02. I forget if it was fixed
>in 4.03 or 4.04 but i think it has been fixed. I don't think its an
>ICD bug from what I have heard on the net.

Yep it's a Falcon bug and I think it was fixed in later versions of ICD
driver - I presume they do a check to see if the cluster is past the end
of the partition, I suppose they used leave it to TOS to do the checking....

The obvious answer to this bug is to leave a couple of sectors not
allocated at the end of each partition when you format the drive
4 for 1024 byte cluster size 8 for 2048 .....etc
24Kbytes is not a lot of wasted disk space even on 20Mb drive

---

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

3191. Info on IOmega Jaz drive? Please

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: rbk1@aol.com
Message-ID: <3vrr7l$fss@newsbf02.news.aol.com>
Source record: 25010

Can any one give me info on the Jaz drive? Is the SCSI interface the same as the zip drive or is it possible the Jaz works with the Link-1.

Rbk1@aol

3192. QUESTION Re:19"monitor for falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3vs1hs$9p6@ccnet3.ccnet.com>
Source record: 25011

```
[ Article crossposted from comp.sys.atari.st.tech ]
[ Author was falcon ]
[ Posted on 22 Jul 1995 23:22:31 -0700 ]

From ccnet.com!ccnet.com!not-for-mail Sat Jul 22 23:03:00 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (falcon)
Newsgroups: comp.sys.atari.st
Subject: QUESTION Re:19"monitor for falcon
Date: 22 Jul 1995 23:01:00 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 21
Message-ID: <3usois$60q@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

has anyone ever used a 19" monitor on a falcon?
is there any 19" that support both color and mono?
please let me know..

does a Moniterm work on a falcon?
can the falcon be modified to make it work?

how about the atari tt194 (i think this is the model number of this)
anyone know how much they go for and if they will work?

thank you

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com
```

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com

3193. Re: Mint-NET

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
Message-ID: <3vr2sl$6fj@whitbeck.ncl.ac.uk>
Source record: 25012

SAK L.J. (L.J.Sak@kub.nl) wrote:
: What do I need to setup Mintnet properly, so I can use it to call into
: an Internet account properly?
: i don't use MiNT normally, so any help would be appreciated
: (ps. I have a runnable MiNT 1.08 and Minix partition)

If you have MiNT and a minix partition already, you are part of the way there! I take it you have also got a copy of MintNET and have put the .xif and .xdd files in your c:\mint directory? You should see the console messages telling you that they are loaded when you reboot. Other packages you will need are :

ping - test connectivity (ping 127.0.0.1, ping 128.240.3.15)
telnet - telnet to (almost) any machine on the 'Net
rlogin - rlogin to *nix machines
ftp - transfer files

Not completely essential, but useful are :

nslookup - test/navigate DNS lookup
traceroute - find out packet routes to other hosts
rdate - synchronise time with a time server
rcp - rcp to/from *nix machines
rsh - rsh commands on *nix machines

I use the rc scripts from mintos and use its init program. I found this the easiest way to put the relevant programs in the correct places and /etc/rc.* scripts to mangle for myself. The programs you need to run are :

syslog (optional)
ifconfig lo0 addr 127.0.0.1 up

At this point, you should be able to ping 127.0.0.1 - loopback interface and verify that MintNET is working. For more functionality, add :

/etc/hosts - IP address / host information
/etc/resolv.conf - and
/etc/host.conf - DNS resolver - supercedes /etc/hosts to some extent

Connecting to your provider depends on the service they offer - probably SLIP or PPP. My inclination would be to go for PPP - it's a newer `better' protocol. For this, I used the ppp-2.1.2 package. The chat scripts are a bit of a pain to set up (i.e. about 15 phone calls and 2 evenings for me:), but you only have to do it once. If you only have the choice of SLIP, people use dip (dip-3.3.7uri ?), but I haven't tried it. After you have SLIP/PPP working, you should be able to use telnet/ftp/ping/whatever to contact other machines on the 'Net.

If you want to be able to rlogin/telnet/etc to your machine, you will need to get :

inetd - manages incoming connections
telnetd - for incoming telnet
rlogind - for incoming rlogin
ftpd - for incoming ftp
rshd - for incoming rsh/rcp

One thing that I haven't mentioned so far is that the programs are all text based - either run a shell as the INIT from mint.cnf, or use something like Toswin to get a command line prompt.

I've probably missed several things out, but hopefully I've got the major points.

J

PS. If you run init, the rc file defaults to deleting the contents of /tmp! Don't run plip.xif if you have a parallel printer attached.

3194. atari monitors..hlp

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: simon@orme.u-net.com
Message-ID: <3voncf$dac@oveja.u-net.com>
Source record: 25013

Has anyone out there got circuit diagrams for either of the Atari
colour monitors?
I'm told one is a reboxed Philips CM1883mk2, has anyone got diags for
these?
Any help/ suggestions for other sources greatly appreciated..

Cheers,
Simon..

3195. ST Internet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-03 00:00:00 UTC
From: simon@orme.u-net.com
Message-ID: <3vonch$dac@oveja.u-net.com>
Source record: 25014

Is anyone out there using AtariNOS/Oasis with an access provider other
than Demon?
I've been trying to get on my U-Net account using these progs,
even after editing the configs and all the servers in the startup.nos
file, I can't get past the service? prompt. The comp sends them 'PPP'
then the system just sits.
Anyone help me or suggest other progs........

Cheers,
Simon..

3196. Re: NVRAM not working

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: Richard Kelsch <richcsst@cts.com>
Message-ID: <Pine.SCO.3.91.950803185007.10574B-100000@crash.cts.com>
Source record: 25015

Sorry you misinterpreted my reply as a complaint. I, recognizing your humorous reply, made an attempt at sarcasm and humor to reply. I do hope you did not take it the wrong way. Cultural differences sure do cause problems when attempting humor don't they :-)?

Thank you for the suggestion. Keep smiling!

Rich

****

On Fri, 4 Aug 1995, Lauri T Nuuja wrote:

> : Nope, I have tried resetting the NVRAM. Nothing changes, I try modifying
> : it after reseting it and still nothing changes.
>
> Try all possible programs that claim to reset the NVRAM. Also try all
> "bootconf" programs that you find via FTP. If none of these seem to do
> it, try altering the NVRAM using XBIOS calls. This is the way to see if
> the NVRAM correctly stores the values you write into it. This is also
> the way to directly zero the contents of the NVRAM. It's also possible
> to write directly into the NVRAM (using MOVEs or POKEs), but this is
> pretty dangerous (I actually fucked up with the NVRAM causing a sudden
> death for my Falcon. And my bird will not fly until I've managed to build a
> cartridge that resets the NVRAM...) If you're a programmer, try
> everything and you'll find out where the problem is. However, if you're
> not a programmer, you'll just have to try all available programs in
> order to solve your problemos. (Or you could just let some programmer
> mess with your machine...)
>
> : What the heck is a "knezjebjoarg"??????? You know, a "keyboard" in the
> : English speaking world (including but not limited to the UK, USA, Canada,
> : Australia, New Zealand and parts of Africa) is called a "keyboard". I am
> : more than grateful for your suggestions on my dilema, but please, to
> : avoid confusion, explain in terms of the language the request was written
> : in 8-).
>
> Shoot, I just tried to be funny... Actually I picked up the word "knezjebjoarg"
> from somewhere where I noticed it that it seemed to, more or less,
> exist, and put it here, in the net, just for the sake of humour, in
> order to, as you've probably already guessed, make people happier and
> to, as logical as it may seem to be, make them see that life in itself is,
> after all, worth living. This is very clear, is it not, sir?
>
> LarryGeeMyPantsAreOnFire
>

>
>

3197. Re: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: af221@ccn.cs.dal.ca
Message-ID: <DCrnIu.2Jo@cs.dal.ca>
Source record: 25016

Jesper Kock (jesper.kock@kockens.ct.se) wrote:
: > Has anyone experience with an ST running 365*24 hours a year?
: >

: My 1040 STE has run around the clock for 4 years now without any troubles at
: all. So no worrys mate.

My original 520ST ran 24 hours for 5 years straight, except for the
occasional lightning bump that cause me to turn it off and on. Then my
1040ST ran likewise for 3 years until I bought a MegaST from someone in
the states. It's been running all day for the last 2 years.

<<<<< Gum bi thu beo\ ann an a\m u\idheil. >>>>>
George / Seo\ras Seto
Internet Address: af221@cfn.cs.dal.ca

3198. Re: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807518018snz@birnie.demon.co.uk>
Source record: 25017

In article <DCrnIu.2Jo@cs.dal.ca> af221@ccn.cs.dal.ca "George Seto" writes:

> Jesper Kock (jesper.kock@kockens.ct.se) wrote:
> : > Has anyone experience with an ST running 365*24 hours a year?
> : >
>
> : My 1040 STE has run around the clock for 4 years now without any troubles at
> : all. So no worrys mate.

> My original 520ST ran 24 hours for 5 years straight, except for the
> occasional lightning bump that cause me to turn it off and on. Then my
> 1040ST ran likewise for 3 years until I bought a MegaST from someone in
> the states. It's been running all day for the last 2 years.

Likewise, my 1040STFM has been running 24 hrs a day for the best part
of 7 years, with only an occasional rest while it was having various
bits added.
>
> <<<<< Gum bi thu beo\ ann an a\m u\idheil. >>>>>
^^

De tha seo? Am bheil a Ghaileadh agad? Chan eil mi a tuigsean am
biteag "a\m u\idheil". Alba gu bragh!
Or are the 26**22 characters a coincidence?
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3199. Re: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807518818snz@birnie.demon.co.uk>
Source record: 25018

In article <DCrnIu.2Jo@cs.dal.ca> af221@ccn.cs.dal.ca "George Seto" writes:
> <<<<< Gum bi thu beo\ ann an a\m u\idheil. >>>>>
> George / Seo\ras Seto
I see it now, its my dumb terminal.
Slainte, Seoras. What does "uidheil" mean. I'm sorry my native tongue
is getting a bit rusty.
Sorry moderator, this discussion is about terminal capabilities in UK/
Canadian languages other than English.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3200. Re: inetd problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807519584snz@birnie.demon.co.uk>
Source record: 25019

In article <3vqv9h$80a@ccshst05.cs.uoguelph.ca>
thopman@uoguelph.ca "Theodore L Hopman" writes:

> After reasonably successfully moving my MintOS/MintNET setup up from my
> Mega to my TT, I tried running it, and everything appears to be working
> fine, except for one (hopefully) small problem: after inetd is run from
> the standard (i.e. unchanged) MintOS scripts, it (or I think it's inetd)
> says that /pipe/log is not found. I didn't have this problem before, and
> now that I do, the MintX server is unable to bind UNIX sockets, and won't
> run. I haven't tried out PPP yet, but if the problem is with inetd, it
> probably won't work either.

The good Kay Roemer fixed this one for me. The syslogd takes about 3
seconds to set up the /pipe/log file. Presumably your TT is faster than
your Mega and needs the logging before things are ready. Move the startup
of syslogd further up your start-up script or simply add a "sleep 3"
after starting syslogd. Your problem will vanish.
regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3201. Re: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <3vsm08$cgu@mailnews.kub.nl>
Source record: 25020

rgivan@cix.compulink.co.uk ("Roland Givan") wrote:
>
>Its also possible to program the printer port for 8 I/O lines fairly easily.
>
Yup, I'm not an electronics wizard, but I hooked 8 I/O lines up, fairly easy.
If you only need In or Out lines, then it's even simpler. I'll post a schematic
on request, so you all can see how bad at this I am :-)

Leen Kievit

3202. Re: SETUP won't run on my TAF mint etc disks,

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: konjagr@eua.ericsson.se
Message-ID: <3vt5jv$agp@euas20.eua.ericsson.se>
Source record: 25021

In article 29564@whatnext.demon.co.uk, jason@whatnext.demon.co.uk (ace) writes:
> I recently downloaded the TAF disks from hensa and tried to install
> (as 7 disks) onto a TT. (4+4 mem/120 hd)
^^^^^^^ <---- Maybe here!

> Trouble is, that's as far as I get. On typing 'setup f' and other
> combinations I get 'path not found' and consequently haven't yet got
> to install disks 2 to 5.
>

Hi there!

I installed the Chimera this week. The only thing I had problem with was
the PPP stuff - For this I guess that you have to sit a while, testing
connection by using tcsh (SHELL) and manually type in what's written in the
chatfile and ppp144 files.

About your problem:

I guess you only have one single partition on your harddisk and that is
the partition C: (SCSI id:0).

You must have, at least, one more partition, say 'd'. Then you type
'setup d' instead of typing 'setup f'. I know that it works with
another partition than f because I use partition g (a totally separate
harddisk than the builtin one) for the Chimera disks.

Warning: DO NOT USE PARTITION C: WHEN INSTALLING !!

The reason for needing another FREE partition is that it will be
formatted as a MINIX file system and the layout of that one is
UNIX-like (not MSDOS-like as the TOS file system).

To create another partition, save all your C: stuff on disks (or
on some other harddisk, or buy another harddisk and set it up as
SCSI id: 1. Then it will be named partition D:). If you choose
not to buy but to save on disks, then: Repartition your 120 MB
HD into two partitions using the HDX program (shipped with
your TT030) - look in the TT-manual how to do it. After that
is done, boot the TT with your boot disk and copy over all disk-
saved files to the C: partition of your now double-partitioned
HD. After all this, you can use the D: partition for the Chimera
disks. Puuuhh...

More information:

In contrast of what they say in the install.txt, IT IS POSSIBLE
TO COPY FILES between TOS and MINIX partitions when using the

"normal" GEM desktop. To be able to do this, you must have a
pre-installed 'normal' MiNT environment installed on the C:
drive. Then use your normal mint.cnf and replace the mint.prg
(in the AUTO folder) with the one shipped with the Chimera disks.

/Jan-Olof

3203. Networking STs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3vt67n$ogc@news1.svc>
Source record: 25022

Anyone know how I can make use of my Mega STE's localtalk networking port to connect it to an Apple
Centrus?

--Steve Lugovsky

3204. Re: SETUP won't run on my TAF mint etc disks,

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DCt2L3.Ey5@watserv3.uwaterloo.ca>
Source record: 25023

In article <3vt5jv$agp@euas20.eua.ericsson.se>,
Jan-Olof Granlund <konjagr@eua.ericsson.se> wrote:
>In article 29564@whatnext.demon.co.uk, jason@whatnext.demon.co.uk (ace) writes:
>> I recently downloaded the TAF disks from hensa and tried to install
>> (as 7 disks) onto a TT. (4+4 mem/120 hd)
>> Trouble is, that's as far as I get. On typing 'setup f' and other
>> combinations I get 'path not found' and consequently haven't yet got
>> to install disks 2 to 5.

You must type 'source setup f' not 'setup f'. That's what the instructions
say! (Otherwise, another shell will be spawned to try and run setup
but in the mode you're in there are no other shells to spawn)

Sam

3205. Atari Transputer Workstation -- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: jlothian@castle.ed.ac.uk
Message-ID: <DCsK0y.CIo@festival.ed.ac.uk>
Source record: 25024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.transputer,alt.folklore.computers

Hi. I'm trying to get some information about an Atari
Transputer Workstation, model ATW800. It seems to date
from about 1990. It's in a large tower-style case.
On a cursory examination, it seems to contain most
of the innards of an ST, along with a large board
with a T800 transputer on it and another board that
seems to be a video card of some sort. All I've got
is the box and the keyboard; no monitor, no mouse,
no manuals. I'm told that it runs Helios.

Basically, I'm looking for any information about this
machine; in particular, I'd be very grateful for
pointers to any companies that might still be able
to supply documentation for the machine and its
software.

Thanks in advance,
James

--

James Lothian | "It's life, Jim,
james@uk.ac.ed.caad | but not as we know it"

These opinions have nothing to do
with Edinburgh University.

3206. Re: inetd problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3vtiid$9g4@ccshst05.cs.uoguelph.ca>
Source record: 25025

Alasdair Campbell (ali@birnie.demon.co.uk) wrote:
: The good Kay Roemer fixed this one for me. The syslogd takes about 3
: seconds to set up the /pipe/log file. Presumably your TT is faster than
: your Mega and needs the logging before things are ready. Move the startup
: of syslogd further up your start-up script or simply add a "sleep 3"
: after starting syslogd. Your problem will vanish.

Yes, the TT is faster <g>...I'll try what you suggest, but it does sound
like it should work.

Thanks...

THeo

3207. Help on Syquest EZ drive.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: rbk1@aol.com
Message-ID: <3vu30m$5el@newsbf02.news.aol.com>
Source record: 25026

Came someone provide information on the new SyQuest EZ drive which I recently saw in a Mac catalogue? Will the SCSI interface work with the ICD cables and adapters?

Rock

3208. FAST Tape Drive and new Hard Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-04 00:00:00 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1995Aug5.033318.15786@news.cs.indiana.edu>
Source record: 25027

I have a FAST tape drive made by ICD. I also have a new 512 Meg hard drive formated with ICD software. I can not transfer information to or frm the tape drive with this set up. (The tape drive and disk are both fine.) Apparently the tape drive does not recognize the partitions on the hard drive. They all have the format that allows about 64 Meg in a partition.

I could just not use the tape drive.

I could reformat the disk to have some regular partitions and just use the tape drive on them. I would like to avoid that, however. (If I do do that, where on the disk drive is the ICD software. It is a later version that the other versions of their software I own.)

I am hoping ICD upgraded their tape software. Does anyone know if that is the case? Does anyone know whether ICD can be contacted by email? (I have their phone number. I also know that they are on Genie, but I am not.)

Thanks for any help you can provide.

3209. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: schuster@panix.com
Message-ID: <3vvnhb$oqd@panix3.panix.com>
Source record: 25028
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Since you asked for additional questions:

How are media defects handled? Does a formatted Zip disk ever return "bad sectors" to DOS? If not, does the formatted disk have spare sectors for silent replacement? How many? What happens when it runs out? Is write verifiction performed during i/o? What are Iomega's criteria for accepting a disk as defective uner warranty (relate to answers to above questions on defect handling).

You might also point out that, cabling difficulties aside, the SCSI Zip cannot be used **ALONE** with the Adaptec/Trantor MiniSCSI series of parallel-to-SCSI adaptors because they require TERMPOWER which, stupidly, the Zip drive does not provide. They will work, however, if (still further cabling difficulties aside) another SCSI device is in the daisy chain which does provide TERMPOWER.

--
Mike Schuster | schuster@panix.com | 70346.1745@CompuServe.COM
------------------- | schuster@shell.portal.com | GEnie: MSCHUSTER

3210. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: "Roger A. Kendall" <kendall@ucla.edu>
Message-ID: <400jd9$osu@saba.info.ucla.edu>
Source record: 25029
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

Please consult the Iomega board press release for the Zip. It clearly states that higher capacity is merely a matter of media refinement...not of the electronic or mechanical aspects of the Zip.

The implication is that 200 mbyte disks are possible.

Now..since they are making huge sales of these things as is, I don't expect to see 200 meg disks for a long while (9 months to a year)..or earlier if they are threatened by another product.

Note that no one at IOMEGA will absolutely DENY the possibility of higher capacity disks for the Zip 100...however, it IS called the Zip 100.

--
Roger A. Kendall
Music Perception and Cognition and Musical Acoustics Laboratory
UCLA
>>> For information on the experimental and computational activities in Systematic Musicology at UCLA, or about MEDS, the Music Experiment Development System, contact me at Kendall@UCLA.EDU <<<
Ad Astra Per Aspera

3211. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: adaml@gate.net
Message-ID: <400ltd$36ma@news.gate.net>
Source record: 25030
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

"Roger A. Kendall" <kendall@ucla.edu> wrote:

>Please consult the Iomega board press release for the Zip. It clearly
>states that higher capacity is merely a matter of media refinement...not
>of the electronic or mechanical aspects of the Zip.

>The implication is that 200 mbyte disks are possible.

>Now..since they are making huge sales of these things as is, I don't
>expect to see 200 meg disks for a long while (9 months to a year)..or
>earlier if they are threatened by another product.

>Note that no one at IOMEGA will absolutely DENY the possibility of higher
>capacity disks for the Zip 100...however, it IS called the Zip 100.

Roger, I disagree. I doubt that you could merely stick a '200 meg
disk' into a zip drive and have it act as 200 megs... that'd be like
sticking a 2.88 meg floppy disk into a 1.44 and expecting it to
work...

At the very least, it would require a software rewrite, and PROBABLY a
firmware change in the zip drive... packing more data on the disk
would require actually putting the sectors closer together, which
would require the heads to move in completely different ways...

Besides, they've got the Jaz drive coming out in a few months, and
that'll wipe out ANY other removeable storage product, rewritable
optical, and Magneto-optical excluded.

3212. Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3vut27$268@dockmaster.phantom.com>
Source record: 25031
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

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==========
IOMEGA ZIP DRIVE - Frequently Asked Questions (FAQ)
Version 1.5
Compilation, general info, and Mac info by steveg@phantom.com
PC info by lee@library.ucsb.edu
(Not in any way associated with Iomega)
Thanks to wjabi@libra.arch.umich.edu
pbp@mindspring.com
kb03@swt.edu
guymc@evansville.net
folta@netcom.com
keithj@unr.edu
nmehl@near.net
bbennett@unixg.ubc.ca
lisa@gordian.com
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phil@jherek.demon.co.uk
cteng@Stat.UFL.Edu
jgreely@Synopsys.COM
...and others

This FAQ attempts to answer many common questions and clarify many
misconceptions about the Iomega Zip drive, one of the most innovative and
viable secondary storage and backup devices to come on to the Mac scene
in a very long time.

Additions, addendums, corrections, or further questions can be submitted
to steveg@phantom.com. In no way whatsoever am I to be held responsible
for errors or omissions in this FAQ that could lead to further
misconceptions, problems, data loss, conflicting issues or (for whatever
reasons) sudden death. Use this FAQ at your own risk.
- - - - -
***NEW IN THIS VERSION...

* A complete formatting overhaul -- hope it makes things easier;
- - - - -
***QUESTIONS AND INFORMATION ADDRESSED IN THIS FAQ

SECTION 1: INFORMATION AT A GLANCE
Physical dimensions, press ratings, FAQ locations, contact information, etc.

SECTION 2: GENERAL ZIP-RELATED ISSUES
Q1: What is the Zip drive?
Q2: What's the deal with the cartridges?
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Q3: Can the Zip drive use other types of media?
Q4: How fast is the Zip drive?
Q5: Does the Zip drive use Bernoulli technology?
Q6: It's such a new drive...How does it rate in terms of quality?
Q7: What if I want to buy one Zip drive for use on several different machines?
Q8: What other goodies are offered with Zip?
Q9: Any other things, good or bad, that I should know?
Q10: I want more information and, gee-golly-gosh-darn-it, this FAQ just isn't enough! How can I get in touch with the folks who make the Zip?

SECTION 3: PORTABILITY CONCERNS
Q11: Is the Zip drive available with a power supply of 220/240 volts so that it will work in other countries?
Q12: Does that "Universal Power Supply" include all ten billion adapters to fit the various electrical outlets of the world?

SECTION 4: MACINTOSH ISSUES
Q13: Will the Zip drive work with System 7's virtual memory?
Q14: Can you boot a Mac from a Zip disk?
Q15: Will Zip work with a PowerBook?

SECTION 5: PC ISSUES
Q16: What's a Zip Drive-SCSI for PC?
Q17: What's this Zip Zoom SCSI adapter all about?
Q18: What about booting a DOS/Windows machine from the Zip drive?
Q19: My PC doesn't have a SCSI adapter. What do I do?
Q20: How fast is the parallel version of the Zip drive?
Q21: No, really, how fast is it in Real Life?
Q22: Why would I want a parallel version instead of a faster SCSI version?
Q23: Windows blows chunks; I use OS/2. I guess I have to buy the OS/2 Zip Tools from Iomega, right?

SECTION 6: MAC AND PC INTEROPERABILITY
Q24: Can the Mac read PC-formatted Zip disks, and vice-versa?
Q25: Can I use the Zip drive with both my Mac and my PC?

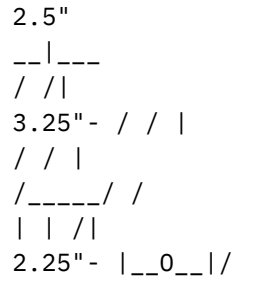
SECTION 7: OTHER PLATFORM ISSUES
Q26: Does the Zip work with other, non-Mac and non-PC platforms?
Q27: What's been reported so far that works and doesn't work?

SECTION 8: ZIP AND IOMEGA RUMORS AND NEWS

SECTION 9: BENCHMARK RESULTS

SECTION 10: IOMEGA ZIP vs SYQUEST EZ135
- - - - -
NOTE: Unless specified otherwise, all transfer rates and access times listed throughout this FAQ are in reference to the SCSI version of the Zip drive when connected to a Macintosh IIci w/DayStar 33Mhz 68LC040 accelerator and 32-MB RAM running System 7.5.1.
- - - - -
***SECTION 1: INFORMATION AT A GLANCE

SIZE OF ZIP DRIVE: Approximately 7" long by 5.25" wide by 1.5" high
LENGTH OF SCSI CABLE: 3' (three feet)
SIZE OF POWER SUPPLY: 3.25"x2.5"x2.25" (see ASCII diagram)



LENGTH OF POWER CABLE: 6' (six feet)
CURRENT CAPACITY: 100-MB cartridges store 94.1-MB after formatting
25-MB cartridges expected to ship soon
TRANSFER SPEED: See chart near bottom of FAQ.

PRESS RATINGS: MacWeek (unknown issue date), 5 stars (5=top rating)
MacWorld (July 1995), 4 stars (5=top rating)
MacUser (July 1995), 4.5 stars (5=top rating)
UK MacUser (June 9 1995), 5 stars (5=top rating)

This FAQ is posted on an as-needed and as-completed basis to the following Usenet newsgroups: comp.sys.mac.hardware.storage, comp.sys.ibm.pc.hardware.storage, comp.sys.atari.st.tech, comp.sys.atari.8bit, comp.sys.amiga.hardware. This FAQ will also be uploaded to the two most popular Macintosh ftp sites (sumex-aim.stanford.edu and mac.archive.umich.edu) for placement in whatever directory the supervisor(s) of those sites deem appropriate.

If you have a Zip-related question which you'd like to see directly addressed in this FAQ, please send mail to the appropriate users -- and PLEASE make sure you address them properly. While I can appreciate the need for answers to your PC-related questions, as a Macintosh enthusiast I (steveg@phantom.com) simply do not have the answers you seek, so PLEASE STOP MAILING ME with PC questions!

For Mac Q&A.....steveg@phantom.com
For PC Q&A.....lee@library.ucsb.edu (who will forward the answer to me for inclusion in the next edition of the FAQ)
For all other platforms...Until we get appropriate "Zip Gurus" on other platforms, post questions to your local usenet newsgroup(s) that relate to your platform.
- - - - -
***SECTION 2: GENERAL ZIP-RELATED ISSUES

Q1: What is the Zip drive?
A1: The Zip drive is a new drive from Iomega Corporation, makers of the Bernoulli line of removable storage devices (competing primarily with drives from the SyQuest corporation). The drive uses proprietary cartridges providing 100-MB unformatted storage capacity (25-MB cartridges are expected to be released soon). The drive was first

advertised in the catalog pages of MacWarehouse (a popular mail order company) several months before the drive began shipping. As a result, a huge backorder was created even before the first drives began trickling out. After the drives began shipping in earnest, other mail order companies and local retailers began advertising and selling them. Waiting periods ranged from a few days to over a month, depending on which vendor you ordered from and exactly when you ordered.
The drive itself is rather small (slightly larger than the typical Supra modem), and weighs less than one pound (including disk). The case is a cheap-feeling but reasonably sturdy dark blue plastic affair with six gray rubber feet attached, allowing the drive to be set flat (like a typical modem) or on edge. A green LED on the front of the drive indicates that the drive has power, while an orange LED next to it acts as a busy light. A small round gray button is set below the two LEDs and acts as an eject button. (When the drive is connected to the Mac, the disk is automatically ejected like a floppy disk when the disk icon is dragged to the trash can. If you have a disk installed and the computer is not turned on, pressing the button on the drive will eject the disk.) A clear plastic window is on the top of the drive allowing the user to see the label of an inserted disk. The back of the drive has two 25-pin SCSI connectors. Between the two connectors are two switches; one allows the user to set the drive between SCSI ID 5 and 6 (those are the only two options available), while the other provides termination (ON if the Zip is the last device on the SCSI chain, OFF if there are devices on either side of the SCSI chain). The power inlet is located on the side of the drive (on the same side that would face down if the drive were positioned on its side) and provides both a recessed power connector and a recessed power cable guide for aesthetically routing the power cord.
The drive uses regular magnetic-type read/write heads to store data; it is not a magneto-optical drive, removable hard drive, etc. The best way I can describe it is as "a 100-MB floppy drive that's about as fast as a hard drive."
The drive ships with an external two-prong power supply (which weighs slightly more than the drive itself!), one 100-MB "Zip Tools" cartridge containing many excellent utilities for formatting, indexing and backing up your data, two floppy disks for installation (one for Mac, one for PC), a thin but complete owner's manual, a shielded 25-to-25 pin SCSI cable, and the usual assortment of promotional goodies. Setting up the drive takes only a few minutes.

Q2: What's the deal with the cartridges?
A2: As of this writing, only 100-MB cartridges are shipping. Each cartridge has an unformatted capacity of 100-MB; after formatting, they provide about 95-MB of storage capacity. Cartridges cost between $15 and $25 apiece depending on vendor and quantity purchased. Each cartridge measures about 3.875" square and are about .25" thick. They come in a hard clear plastic fold-out case, similar to a magneto-optical disk. The cartridges are prelabeled; replacement labels are available from Iomega for a rather pricey $3 for a package of 10. Iomega plans to have 25-MB cartridges available soon. Cartridges can be formatted with just about

any low-level SCSI formatting utility, though no significant performance or capacity differences were noted between using the different formatting utilities. Programs such as TimesTwo for the Mac (by the now-defunct Golden Triangle) or Stacker for either the Mac or PC can be successfully used to format the disks to an artificial 200-MB each, but I wouldn't recommend it for several reasons. Besides, the cartridges are cheap enough to store data without compression.
Several people have reported that MS-DOS formatted Zip disks seem to be in more plentiful supply than Mac formatted Zip disks, presumably because the Zip drive isn't making as big a splash in the PC world since they have never had as strong a deficit of low-cost, high-capacity secondary storage devices that the Macintosh has had to suffer through. If you can find PC formatted Zip disks, snag 'em; they can be easily reformatted to work on the Mac. (And vice-versa, if the need is there.)

Q3: Can the Zip drive use other types of media?
A3: The Zip drive and its cartridges _are_not_compatible_ with any other media or drive. A Zip drive cannot read/write/format/recognize magneto-optical disks, floppy disks, SyQuest cartridges, Bernoulli cartridges, DATs (or other types of tape cartridges), or any other sort of non-Zip media.

Q4: How fast is the Zip drive?
A4: Like any SCSI device, overall performance will vary depending on what system and configuration is used. The shareware Macintosh benchmark utility Speedometer 4.0 gives the drive a rating of .794, which is slightly faster than the 44-MB SyQuest drive that I tested as a comparison device (and gave a rating of .736). This is fast enough to run most software; QuickTime movies run quite smoothly from Zip disks, as do sampled sounds and similar time-specific files. (See more detailed ratings at the bottom of this FAQ.)

Q5: Does the Zip drive use Bernoulli technology?
A5: No, not at all. The Zip drive is a sort of hybrid of modern drive assembly techniques and established Winchester-type drive mechanisms. The Bernoulli Effect, and the technology that Iomega applies to it, is not to be found in this drive.

Q6: It's such a new drive...How does it rate in terms of quality?
A6: Only time will tell for that, of course. It is my personal feeling, and the overwhelming feeling of most of the Zip owners on the internet, that the Zip drive is quite solid and reliable. I've personally put about six hundred consecutive hours of access time on my Zip drive and had nary a single problem. I've transported the drive in a plain plastic grocery bag to work and back (a half hour New York walk) and hadn't had a problem with it. The drive is tightly constructed, though some may think it feels cheap. My personal drive survived numerous leg-bumps while walking to and from work and survived without a single scratch or performance defect.

Q7: What if I want to buy one Zip drive for use on several different machines?
A7: If they're all Macs, you're set. Just install the Zip Tools software

on each machine and off you go. Of course, you'll need to physically move the Zip drive from one Mac to another as well. If you're dealing with a mixed Mac and PC environment, your options change. If your PC has a SCSI card you can plug the Zip drive into it, install the PC Zip Tools, and away you go. If you don't have a SCSI card on your PC, Iomega offers a ZIP SCSI adapter for $60 (Iomega part #10013). If you don't want SCSI on your PC, you can buy the parallel version of the Zip drive. It offers all the same features of the SCSI Zip drive, but it interfaces with the more common parallel connectors on PC's.
The hardware interface is easy; connect it as you would any other SCSI device. The potential problem lies in the Zip Tools software. Iomega only packages the Zip drive with Zip Tools for Mac and PC running Windows (they also offer the Zip Tools package for OS/2; this disk costs an additional $20 and is Iomega part #10045).

Q8: What other goodies are offered with Zip?
A8: A small color brochure is included with the drive selling such items as carrying cases, Zip disk holders, extra Zip disks (which are more expensive than mail order and some retail outlets), Zip disk labels, Zip SCSI cables, the aforementioned PowerBook adapter, power supplies, Zip SCSI cards, and Zip Tools for the three mentioned platforms. It is mentioned in the Zip documentation that a Zip drive cleaning kit is offered through Iomega; however, there is no evidence of this kit in the color brochure. (Note that the Zip drive CANNOT be cleaned with a conventional floppy drive cleaning kit, so don't try it!)

Q9: Any other things, good or bad, that I should know?
A9: There are some issues which some people find fault with which I'll point out here. First, the drive has no POWER switch. When the drive is plugged into an active electrical outlet, it's on; when it's unplugged, it's off. I personally have no problem with this as my drive is plugged into a switchable power station (Kensington MasterPiece Plus; no affiliation, though I think this is an excellent unit) and I can turn it off and on with the station's button.
The drive also has only two SCSI ID options (5 and 6), which means that if you have a relatively full SCSI chain, you may find yourself switching the ID's of other devices on the chain.
As was previously stated, the drive has two 25-pin SCSI connectors and ships with a 25-to-25 pin SCSI cable. For most users with multiple SCSI devices, this means that the Zip drive will be the first drive on the SCSI chain and other devices will plug into the Zip drive. If you happen to have a spare 50-to-25 pin SCSI cable, you can place the Zip drive on the end of the SCSI chain (thus eliminating the need for external terminators, since the Zip has switchable termination) by connecting the 50-pin end to your formerly-last SCSI device the the 25-pin end to the Zip drive. This is NOT to say that the Zip drive couldn't be placed in the middle of your SCSI chain. It certainly can; the only thing you'd need to accomplish this is the appropriate SCSI cables (25-to-25 and/or 25-to-50, depending on your other devices).
The drive is VERY quiet. For some, this is a blessing; for others, a curse. The drive makes a quiet (library-level) clicking sound as the

read/write heads move across the disk, but that's about it. Do not rely on auditory feedback to determine the status of the Zip drive. :-)
The drive also has a power saving mode. When the drive is not accessed for a few minutes, the drive kicks down into a low-power mode. When the drive needs to be accessed while in low-power mode, it only takes about a second for the drive to get back into action (considerably less time than it takes for a PowerBook's hard drive to spin back up).
When inserting a disk, there is no lengthily spin-up time like a SyQuest drive so the disk is almost instantly available. When a disk is ejected, there is no spin-down time so the disk ejects at least as fast (if not faster) than a floppy disk, and leaves the drive with a very solid and satisfying "ker-CHUNK" sound.

Q10: I want more information and, gee-golly-gosh-darn-it, this FAQ just isn't enough! How can I get in touch with the folks who make the Zip?
A10: It turns out that there's a whole lot of different ways you can contact Iomega. If you're still living in the Stone Age (or, perhaps more appropriately, the Stamp Age), you can write them: Iomega Corporate Office, Iomega Corporation, 1821 West Iomega Way, Roy, Utah 84067-9977, USA. The voice telephone number for their corporate offices is 801-778-1000, but DON'T call there unless absolutely necessary. Iomega has been smart enough to supply about half a dozen alternative telephone resources. An Interactive Voice Help system (24 hours) is available at 1-800-456-5522 (or 801-778-3000 if you're in the area code). Sales Information is at 1-800-MY-STUFF (1-800-697-8899). An automated FAX assistance system (US and Canada only; 24 hours) is at 801-778-5763. But wait! There's more! Iomega operates a BBS at 801-392-9819. They're on CompuServe (Mac users type "GO MACCVEN", PC users type "GO PCVENE") and America Online (keyword "IOMEGA"), and they have an internet email address at info@iomega.com. Finally (?), they operate a Web page at http://www.iomega.com/. Whew!
- - - - -
***SECTION 3: PORTABILITY CONCERNS

Q11: Is the Zip drive available with a power supply of 220/240 volts so that it will work in other countries?
A11: Yes and no. By itself, the Zip drive ships with a USA-standard power supply which can't be used everywhere around the world. However, Iomega sells a "Universal Power Supply" (item #10044) for $40 which, according to Iomega documentation is "smaller, lighter, and usable worldwide". I've received some reports from several people who state that this power supply works in several different countries. Zip owners in the USA who travel within the country with their Zip drive may want to consider this power supply as it is indeed smaller and lighter than the standard power supply (almost half the size, in fact) and would make portability that much easier.

Q12: Does that "Universal Power Supply" include all ten billion adapters to fit the various electrical outlets of the world?
A12: No. You get the small device pictured in the catalog as well as a standard computer peripheral power cable. If you want to plug it in

anywhere else in the world, you're on your own for adapters. (Radio Shack, among many other vendors, sells adapter plugs for various world ports.) This is not an Iomega part; you might be able to get it faster by ordering it from somewhere else (it is from Advanced Power Solutions and is model #SA-051A5F-10).
- - - - -
***SECTION 4: MACINTOSH ISSUES

Q13: Will the Zip drive work with System 7's virtual memory?
A13: Like all other removable storage devices, no, it will not work. It is my understanding, however, that other virtual memory programs exist which can use removable storage devices (and, as such, the Zip drive) as VM storage, but that's a subject for another FAQ. :-)

Q14: Can you boot a Mac from a Zip disk?
A14: Yes, you can. There are two ways to accomplish this. (The following instructions assume that you have a Zip disk with the proper System software installed on it.)
First, when the computer is up and running, insert a Zip disk. Open the "Startup Disk" control panel and select the Zip disk as your startup disk. While holding down the OPTION key, select RESTART from the SPECIAL menu; holding down OPTION prevents the Zip disk from being ejected. (If for some reason the Zip disk IS ejected after you select RESTART, simply reinsert the Zip disk BEFORE the "happy Mac" icon comes up and you'll be in business.)
The second way is a bit different and assumes that your computer is turned off, but the startup disk is the hard drive you usually boot from. Power up your Zip and insert the Zip disk. Boot your Mac while holding down the SHIFT, COMMAND, OPTION, and DELETE keys; this forces your Mac to bypass the internal hard drive and should cause your Mac to boot right from the Zip disk.

Q15: Will Zip work with a PowerBook?
A15: Absolutely! However, you'll need to invest in an HDI-SCSI adapter; Iomega sells this for $20 and is part #10042. Other manufacturers sell this type of adapter at comparable prices.
- - - - -
***SECTION 5: PC ISSUES

Q16: What's a Zip Drive-SCSI for PC?
A16: It's the same thing as a Zip drive for Mac. Depending on your SCSI interface, it should be about the same speed. Iomega sells an inexpensive ($54) SCSI card for the Zip drive called the Zip Zoom (see below). The software for both Macs and Windows ships with the drive; if you're using OS/2, you'll need to purchase the Zip Tools software separately from Iomega for $20.

Q17: What's this Zip Zoom SCSI adapter all about?
A17: It's a SCSI-1 ISA card based on the Adaptec 1505 and has an external 25-pin SCSI connector. It doesn't have an internal SCSI connector, but it does seem to allow you to chain other SCSI devices off of it either before or after your Zip drive. If you want SCSI-2 or a bus-master card

(?) then you may want to buy a different SCSI card. Infoworld (5-1-95) reports backing up 397-MB in 57 minutes (6.97-MB/minute) and restoring that same data in 27 minutes (14.7-MB/minute) with the Zip Zoom adapter.
J Greely <jgreely@Synopsys.COM> reports:
"Most SCSI controllers come with a driver for controlling non-standard SCSI disk devices (c.f. Adaptec EZ-SCSI ships with ASPIDISK.SYS); this will work with a Zip drive, but you won't be able to use the Zip Tools for formatting, locking, etc. One nice side effect of using a non-Iomega driver is that the installation will be unable to erase the disk, so you'll still be able to use it for a Mac installation afterwards.
"Some PC SCSI cards are too bright for their own good; a QLOGIC card I bought insisted on controlling the Zip drive itself, making it impossible to use the Zip tools. I replaced it with an Adaptec 1522, and all was well."

Q18: What about booting a DOS/Windows machine from the Zip drive?
A18: That depends on your SCSI adapter. The Zip Zoom doesn't support booting from the Zip drive, though other SCSI cards may.

Q19: My PC doesn't have a SCSI adapter. What do I do?
A19: You can either buy a SCSI adapter (from Iomega or from somewhere else) and run with it, or you can buy the Zip Drive-Parallel, which is (obviously) a Zip drive that plugs into a PC's parallel port.

Q20: How fast is the parallel version of the Zip drive?
A20: According to the readme.txt file, the transfer speed for standard parallel port is 2-6-MB/minute, bi-directional parallel port is 6-17-MB/minute, and enhanced parallel port is 17-22-MB/minute.

Q21: No, really, how fast is it in Real Life?
A21: Huei-Chin Lin <hueichin@macc.wisc.edu> reports:
"I had transferred a 12-MB zipped file from my Zip-disk to my hard drive, and roughly timing it. It took about a minute to transfer a 12-MB file from Zip disk to my hard drive. (My computer is 486DX2-50 with 8-MB RAM.) I had even zipped my whole window directory and subdirectories to my Zip disk, and it is only a bit slower than the speed I've got when I zipped the same thing to my hard drive (remember that I was using EPP capacities and I only tested it without any benchmarking)."

Q22: Why would I want a parallel version instead of a faster SCSI version?
A22: Not all PC's have SCSI adapters and you may not want one, so the parallel drive would be for you. Other than that, it's a matter of personal preference.

Q23: Windows blows chunks; I use OS/2. I guess I have to buy the OS/2 Zip Tools from Iomega, right?
A23: Right -- unless you don't want to. Zip Tools for OS/2 is reportedly available on Iomega's own BBS, so the only thing it'll cost you is the phone call and download time.
- - - - -
***SECTION 6: MAC AND PC INTEROPERABILITY

Q24: Can the Mac read PC-formatted Zip disks, and vice-versa?
A24a: For the Macintosh, yes. You will need a utility that will read PC-formatted disks. PC Exchange, which is included with System 7.5, works with mixed results. Several people have reported errors ranging from the inability to read the disk to outright trashing of the data on the disk, while others claim no problems with the utility. The general consensus seems to be that other programs, such as Access PC, work better than PC Exchange.
A24b: On the PC, I have no verified information on this.

Q25: Can I use the Zip drive with both my Mac and my PC?
A25: Yes. In fact, Iomega ships the drive with floppies for both Macs and PCs, but there's a catch. As soon as you run the program to install the Zip Tools utilities that are included on the Zip Tools disk, the installer will erase the partition (about 50-MB) of the system that you are NOT installing it for. (So if you run the install program from a Mac, it erases the DOS partition and vice versa.) Iomega's official position is that you have to buy a second Zip Tools disk if you want to install on both platforms, but of course that's not the only recourse. You have several ways to get around this.
The first solution (and, by far, the most convenient) is to run the Guest program from the Zip floppy disk to mount the Zip Tools disk, then use a disk duplication program (one that gets the whole disk, sector by sector) to dupe the Zip Tools disk onto a blank Zip disk. Some people have reported doing this successfully with the Disk Duplicator program that is on the Macintosh partition of the Zip Tools. Once you have a duplicate of the Zip Tools disk, you can use one to install for your Mac, and then the other to install for your DOS/Windows machine.
A second solution -- and the only recourse you have if you've already installed the Zip Tools software on one platform (thus deleting the other platform's software from the Zip Tools disk) -- is to go to Iomega's SIG on America Online. The files are available in their software library:
ZIPTOOLS.EXE ....Part one of the Zip Tools package for PC
FIND.EXE ....Part two of the Zip Tools package for PC
IOSCSI.EXE ......Iomega SCSI drivers, including the Zip Disk drivers for PC
Zip Tools version 4.2.1 .....The whole Zip Tools package for Mac
For Mac users, you'll need only that last file which contains the entire package. (NOTE: As I'm not an AOL subscriber, I don't know what format this file is. If someone would like to research this and get back to me, I'd appreciate it!) Those PC files are self-extracting archives, so for God's sake be careful! Make a directory called \ZIPTOOLS, move the ZIPTOOLS.EXE file in there and run it from that directory. Make a subdirectory \ZIPTOOLS\FINDIT, move FIND.EXE into it, then run that (from the FINDIT subdirectory). For further instructions, read the README.NOW file in the \ZIPTOOLS directory. To install the SCSI drivers, make a directory called \IOMEGA, and move the IOSCSI.EXE file there. Now run it from that directory. Run MANUAL.EXE and read how to install it. You can use the INSTALL program or do it manually.
- - - - -
***SECTION 7: OTHER PLATFORM ISSUES

Q26: Does the Zip work with other, non-Mac and non-PC platforms?
A26: Yes, but it's a mixed bag. Most other platforms (i.e., Apple II, Atari 8-bit, Atari ST, Amiga, Commodore 64) have some sort of SCSI interface option wither built-in or available as a third-party expansion box or card, so physically connecting the SCSI version of the Zip drive is as simple as plugging in a cable. The greater issue lies with software; Zip Tools is available only in Macintosh, PC/Windows, and OS/2 flavors so everyone else is pretty much on their own.

Q27: What's been reported so far that works and doesn't work?
A27: Not a whole lot of adventurous souls out there, unfortunately. It has been reported and confirmed that the SCSI Zip drive works with Atari 8-bit computer with the "Black Box" interface unit and SpartaDOS. As the Atari 8-bit cannot recognize any partition larger than 16-MB, SpartaDOS must format the Zip cartridge as multiple partitions in order to fully utilize the entire Zip cartridge.
I have also had 2-3 vague reports of the SCSI Zip drive working nicely with the Amiga computer, though nobody who uses that platform has contacted me with verification and specific details.
A similarly vague report has been sighted from an Atari TT user, though again, nobody who uses that platform has contacted me with verification and specific details.
- - - - -
***SECTION 8: ZIP AND IOMEGA RUMORS AND NEWS

CONFIRMED: Power Computing, the first licensed and authorized manufacturer of Macintosh clones, now has an internal Zip drive for the Power Computing clones available as optional equipment. Furthermore, Iomega has publicly stated that they're working on an internal version for end-user installation in other machines. I do not have final pricing information on this option; I expect to see Power Computing at Boston MacWorld Expo and will seek the information then.

CONFIRMED: Iomega is working on a larger capacity removable storage drive now known as the "Jaz" drive. The Jaz drive is expected to cost ~$500 for the internal version (~$600 external) and use ~$100 3.5" cartridges that hold 1-GB apiece. The drive resembles a larger version of the Zip drive but is colored dark green rather than dark blue; the cartridges are about twice as thick as a Zip cartridge. Further information is expected at Boston MacWorld Expo.

CONFIRMED: At a recent MacWorld Expo in San Francisco, Iomega was giving out "dummy" Zip cartridges, presumably as some sort of promotional gimmick. If you have one of these dummy cartridges, return it to Iomega and they will send you one real, 100% usable Zip cartridge, absolutely free. Joy!

RUMOR: A longstanding rumor about a 200-MB Zip drive has touched just about everyone's screens. To the best of my knowledge, this rumor started when, in an interview regarding the Zip drive, an Iomega executive made a statement to the effect that "Zip technology is at its infancy" and that "it would be easy enough to make a Zip drive that can store twice the current amount or more." Needless to say, many people took this to mean

that a 200-MB Zip drive is in the works. As best as I've been able to ascertain, *a 200-MB Zip drive, if it ever comes to light, will not be available anytime soon*. Realistically speaking, this makes lots of financial sense for Iomega. 100-MB Zip drives are selling faster than Iomega can make them; if they make a 200-MB drive available now (or within the next month or three), that will instantly cut 100-MB Zip drive sales down to the bone as people wait for the 200-MB drives. Why cut their own throats? I don't doubt that larger capacity Zip drives will *eventually* come to light, but I also believe that it'll be at least half a year before we see them. (The Jaz drive that is being developed may be the drive which this rumor sprouted from.)

- - - - -

***SECTION 9: BENCHMARK RESULTS

Many people had requested more solid reference numbers to compare the SCSI Zip drive with other types of storage devices. Okay; here ya go. These results were obtained using Norton Utilities 3.1's "System Info" program on an accelerated Mac IIci (DayStar Turbo 040i @ 33Mhz) with 32-MB RAM (real RAM) running System 7.5.1 and with no non-System-7.5 extensions loaded except for the Iomega Driver; disk cache was set to 256K. The IIci's hard drive and the SyQuest were formatted with Silverlining 5.54/23; the Zip was formatted using Iomega Tools 4.2, though identical results were obtained when the Zip cartridge was formatted with Silverlining. Note that specific results will vary a bit from machine to machine due to CPU speed, system configuration, specific architecture, etc.

MAC IIci HD ZIP-100 44-MB SYQUEST
RANDOM READ: 116K/sec 38.5K/sec 37.3K/sec
1K SEQUENTIAL READ: 382.3K/sec 47.1K/sec 51.9K/sec
4K SEQUENTIAL READ: 757K/sec 171K/sec 165K/sec
16K SEQUENTIAL READ: 999K/sec 491K/sec 361K/sec
64K SEQUENTIAL READ: 1010K/sec 927K/sec 516K/sec
256K SEQUENTIAL READ: 1099K/sec 1186K/sec 579K/sec
RANDOM WRITE: 71.1K/sec 38.9K/sec 36.1K/sec
1K SEQUENTIAL WRITE: 72.0K/sec 47K/sec 48.8K/sec
4K SEQUENTIAL WRITE: 253K/sec 171K/sec 158K/sec
16K SEQUENTIAL WRITE: 695K/sec 491K/sec 356K/sec
64K SEQUENTIAL WRITE: 986K/sec 926K/sec 511K/sec
256K SEQUENTIAL WRITE: 1216K/sec 1189K/sec 579K/sec

- - - - -

***SECTION 10: IOMEGA ZIP vs SYQUEST EZ135

SyQuest will soon be releasing a new drive called the "EZ135" (formerly known by its code name, "Roadrunner"). This drive will reportedly cost ~$230 for an external version (~$200 for an internal version) and use ~$20 cartridges that store 135-MB each. EZ135 weighs about 2-3 lbs (considerably more than the diet-conscious Zip), but is also about twice as fast.

There are many mixed messages about which drive will ultimately prevail. However, I personally feel that the Zip drive will be the winner for several reasons. Here's why:

* The Zip drive is cheaper. Zip costs $200 for external, while EZ135 is ~$30 more. Furthermore, the Zip drive is now available internally from Power Computing and soon as an end-user installation kit, and chances are it will cost considerably less than the EZ135's internal price of $200.
* Zip cartridges are smaller, lighter, and more transportable. EZ135's cartridges will likely need to be stored in the same sort of padded carrying case as "standard" SyQuest cartridges. As a result, you'll see less of them being used with portable computers and, consequently, with desktop machines.
* Zip already has a substantial market lead over SyQuest. Historically speaking, the Mac market hasn't had much in the way of brand-loyalty. SyQuest drives became the predominant standard not because of any outstanding features, but simply because they were cheap in comparison to the more expensive Bernoulli drives. However, I can count literally hundreds of people who have abandoned their SyQuest drives for the Zip drive.
* The Zip is being offered as optional equipment in Power Computing's Mac clones (and hopefully -- eventually -- Apple's own products), whereas the EZ135 is not. This has the potential to give the Zip drive an even larger marketing lever.
* Though EZ135 is faster, Zip is already fast enough for the majority of users. QuickTime movies, sound files, and similar time-intensive files play just fine from Zip. Only a comparatively few users will actually _need_ the additional speed that EZ135 offers, and when you consider this in relation to everything else, the EZ135's speed becomes a not-so-important factor.
* EZ135 cartridges hold about 30-MB more data after formatting, true, but is that enough to justify a more expensive, heavier drive? I don't think so. Again, the fact that the Zip is so easily transportable makes it the better drive, regardless of the data storage capacity. If SyQuest's new drive were to hold, say, 200-MB or more it would be a considerably different story.
* People may be angry at SyQuest for "holding out" on the community. More than a few users have wondered out loud why SyQuest didn't introduce the EZ135 before Zip came on the scene. The most logical answer is that SyQuest was making so much money off its other, lower-capacity drives that they didn't want to rock the boat by introducing the EZ135. Only when Iomega started severely cutting into SyQuest's market did SyQuest respond with the EZ135. In short, it seems that SyQuest was more interested in lining its own pockets instead of advancing the technology. While this is probably good for business, it doesn't make the users any happier.

It's ultimately a simple matter of time deciding which drive will prevail, but if I had to place money on the outcome, I'd bet on Zip.
- - - - -
Well, that was fun.

steveg@phantom.com
==========

3213. Looking for diskdrive controller chip

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3vve40$23q@sinsen.oslonett.no>
Source record: 25032
Cross-posted to: sci.electronics,comp.sys.atari.st.tech

I'm looking for a floppy disk drive controller for my Atari STe computer.
Atari supplies them, but for a price. I recently saw this in a list over chips
in the Atari computers, and see that Atari don't actually produce them, so my
question is;

Has anyone heard of these chips before and know where to get them
(and how much they cost)?

C302096-001A = Ajax FloppyController (DD/HD/ED) Toshiba
C302434-001/A = Ajax FloppyController (DD(HD/ED) National

As far as I know these chips are replacements for the Western Digital WD-1772,
except they can run HD and ED drives (16 and 32MHz) as opposed to the 1772
which can only run DD drives (8MHz).

Please reply via email: hallvart@oslonett.no
Thanks!

Hallvard

--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[Online mail -Unix EMACS 19.28.1]

3214. Re: RODIME HD PROBLEM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Aug5.145617.5@cathy.ijs.si>
Source record: 25033

In article <07311995.213832@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
>> Yep, I have an idea. Do a backup and replace the sucker.
>
>> I had a Rodime that was doing that. Until one day it would not boot-up at all.
>P.S. I haven't got any backups ! I can't do it, no, never..... I will
>NEVER back up to over 100 floppy disks. I'd rather stick my head in a
>bucket of cow shit than have to sit here for years swapping floppies !!
That's what I said about my two 540 MB Quantums. When I ran out of space, I
just bought a nifty little 2GB Conner. And just when I was about to test
the Conner by copying the Quantums to it, one of the quantums died.

And of course it was the one with MORe important stuff on it. I've lost more
than a week simply through being completely unable to work, to say nothing
about all the time I lost because the stuff already done is no longer there.

Let me tell you, BUY those disks and get to swapping......

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3215. Re: Wizz says no Cuda

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: jperez@uhunix3.its.Hawaii.Edu
Message-ID: <DCtrr2.3sD@news.hawaii.edu>
Source record: 25034

michael grove (mgrove@owens.ridgecrest.ca.us) wrote:
: I talked to Steve Cohen of Wizztronics on 7/26. He stated that
: the Barracuda 040 is now on the back-burner:(. However, he did say
: that they will be releasing an 030 card simular to the 'Cuda in 12
: weeks.
: There are a lot of technical details, and I would have trouble
: getting them all correct. To be short, 48Mhz, accerlerated video,
: 32 bit memory, room for fast ram (no extra card needed) and
: Video Funnel port. Mabey someone with more knowledge on the
: subject might follow-up on this post.
:
Even though the Barracuda was actually produced, a technical snag
prevents proper operation and therefore they can't release it. The Hawk
accelerator offers very similar specs, although the price is much less -
and it may be available within just a month or two (perhaps less) -

Specs are as follows:

The Hawk accelerator for the Falcon 030
(requires 3 solder joints -if I remember correctly)

System specifications:
- Plug and play design for ease of installation
- 128kb level 2 cache (256 optinal).
- 32 bit system RAM, made for plug and play with the
stock Atari Ram board, Supports 4/14 MB ram card or
72 pin SIMM modules.
- 32 Bit system ROM (ROM copied into/runs from Ram)
- 32 Bit TT compatible Fast RAM, up to 64 MB using
standard 32 bit SIMMs. This is an Option!

Video
- Enhanced video capabilities (like blow up hard II)
some available resoiutions are 448x512 true color,
896x512 256 color, 1280x968 in 16,4,2 color modes
- Video accelerator, 1 MB (2MB option)

Expandablity
- Like The Baracuda 040...

Performance Factor
- 100 % Compatible!
- 16 Mips at 48MHz (Falcon 030 3-4 Mips)
- 400-500% faster than a standard Falcon 030
- Enhanced DMA access.
- 1 wait state ROM.

- 0-2 wait state System ROM.
- 0 wait state TT Fast RAM.

Price: MSRP 725.00 USD!

3216. Re:Translators for OASIS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <807630910_OASIS_@yeadontt.demon.co.uk>
Source record: 25035
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

I recently posted a request for people to translate the OASIS manual
into variuos languages.

The response has been very good, I have so far had offers of translation
into the following languages:-

German
Finnish
Swedish
Dutch
Spanish

I would still iike to add French and Itallian to the list. If anyone is
interested please feel free to get in touch.

Please be warned, I cannot make anyone rich for performing this task,
but as we intend to write a NOS replacement and a Web Browser which would be
shareware, free versions of these programs would of course be sent to the
translators.

Come on people, do your bit to keep the Atari scene alive, the more
people who have access to Atari software the longer we all get to use these damn
fine computers.

Thank you in advance to anyone who feels up to the task.

--


```
==============================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========
```

3217. Re: SETUP won't run on my TAF mint etc disks,

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <807642486.28617@whatnext.demon.co.uk>
Source record: 25036

konjagr@eua.ericsson.se (Jan-Olof Granlund) wrote:

>I installed the Chimera this week. The only thing I had problem with was
>the PPP stuff - For this I guess that you have to sit a while, testing
>connection by using tcsh (SHELL) and manually type in what's written in the
>chatfile and ppp144 files.

Bit worried about this bit as I haven't used PPP before, loging on to
Demon on a PC with SLIP...

>About your problem:

>I guess you only have one single partition on your harddisk and that is
>the partition C: (SCSI id:0).

Thanks for the suggestion but I actually have it set up as 30 meg
c,d,e & f partitions already.

jason
=====================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
=====================================

3218. Re: SETUP won't run on my TAF mint etc disks,

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <807642491.28617@whatnext.demon.co.uk>
Source record: 25037

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) wrote:

>In article <3vt5jv$agp@euas20.eua.ericsson.se>,
>Jan-Olof Granlund <konjagr@eua.ericsson.se> wrote:
>>In article 29564@whatnext.demon.co.uk, jason@whatnext.demon.co.uk (ace) writes:
>>> I recently downloaded the TAF disks from hensa and tried to install
>>> (as 7 disks) onto a TT. (4+4 mem/120 hd)
>>> Trouble is, that's as far as I get. On typing 'setup f' and other
>>> combinations I get 'path not found' and consequently haven't yet got
>>> to install disks 2 to 5.

>You must type 'source setup f' not 'setup f'.

ah! just what I needed to know

>That's what the instructions say!

----------------quoted from install.txt ----------------------------

(5) You should boot into the MINT environment and arrive at a pound(#)
prompt. (Note: There will be NO visible cursor.) The next step is
to run a shell script called setup. The setup script expects one
parameter which is the drive letter you are selecting to make into

a MINT partition. After it setups that partition, for MINT, the
script will prompt you to insert diskettes 2 through 7 (720K) or
disks 2 and 3 (1.44M) at the appropriate times. These
diskettes will copy on the rest of the X-Windows environment.

---

unfortuately I'm a Unix novice but either way part five is now done.

I can now get into xwindows for the first time, unfortunately I can't
get the TT to boot into ST high (I dont have a monitor for TT high)
so the screen is all wrong.

I tried to get X-windows installed before the 'TAF' disks and never
got as far as this.

Thanks for your help.

jason.
==========
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3219. WANTED TIME BANDIT 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: pauldekker@aol.com
Message-ID: <400leo$po8@newsbf02.news.aol.com>
Source record: 25038

If your have a copy of this game you would like to sell for a fair price (!) please respond to PaulDekker@aol.com, or call 800-579-7776 and leave a message for me (I'm almost never there).

Thanks!

Paul dekker
719-596-3667

3220. Re: SETUP won't run on my TAF mint etc disks, what's wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FHFGFCURUP@warpcon.ersys.edmonton.ab.ca>
Source record: 25039

In <807484266.29564@whatnext.demon.co.uk> ace wrote:

>I recently downloaded the TAF disks from hensa and tried to install
>(as 7 disks) onto a TT. (4+4 mem/120 hd)
>
>On initial booting the fast modem routines load, followed by MH-MiNT,
>mintnet, interfaces and Minix FS. The screen displays 'TURBO mode',
>'Now booting MiNT' then the # sign. So far so good.
>
>Trouble is, that's as far as I get. On typing 'setup f' and other
>combinations I get 'path not found' and consequently haven't yet got
>to install disks 2 to 5.
>
>As far as I can see I've followed install.txt except I used stzip.prg
>(not the .ttp) and I don't currently use a bootmanager. I haven't yet
>got to the bit about editng the mint.cfg file...
>
>Can anyone tell me what I'm doing wrong, or not doing etc.?

I can see the problem right away. You're typing "setup f", when you should
be typing "source setup f" (that is, if it IS drive F you want to use!)
Incidentally, if you're interested, a faster way of installing the TAF disks is
to put the files from each disk on the root directory of whatever drive you
have the space for the files on (not F if you're installing to it, naturally),
then modify the 'setup' file to reflect the drive letter to grab the files
from. It's far, far faster (obviously) Here's an example.

---my own setup file ---

```
/c/minit.ttp -V -P -n 4 $1
cd /$1
mkdir usr
tar -xvzf /h/1a.tgz
tar -xvzf /h/1b.tgz
tar -xvzf /h/2.tgz
tar -xvzf /h/3a.tgz
tar -xvzf /h/3b.tgz
tar -xvzf /h/4.tgz
tar -xvzf /h/5.tgz
tar -xvzf /h/6a.tgz
tar -xvzf /h/6b.tgz
echo Done installing files, reboot and edit your C:\MINT.CNF file
```

This will grab the files from drive H, and send them wherever specified in the
'source setup 'x'' command.

Here's hoping I've helped.

Leslie

3221. RE: HOT ATARI !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <08051995.191301@empyr.dircon.co.uk>
Source record: 25040

> : Anyway, I've heard that Atari PSUs are not the most robust of items, and
> : wondered if fitting a small fan inside the case above the PSU would help,
> : or would the extra current drawn defeat the object ?

> : In case the PSU dies suddenly in the next few days, what are the most
> : common places for them to go ? I won't be able to ask here *after* it's
> : gone ! :-)
> ~^~^~^

3222. HELP with gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <1995Aug5.225317.4428@freenet.victoria.bc.ca>
Source record: 25041

Does anyone know where to get a copy of the Gnu linker "ld"? Or is it even needed? Thanks.

Nicholas Steele

3223. Re: SETUP won't run on my TAF mint etc disks, what's wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-05 00:00:00 UTC
From: drpiper@cix.compulink.co.uk
Message-ID: <DCusx4.DDy@cix.compulink.co.uk>
Source record: 25042

jason@whatnext.demon.co.uk said...
> On initial booting the fast modem routines load, followed by MH-MiNT,
> mintnet, interfaces and Minix FS. The screen displays 'TURBO mode',
> 'Now booting MiNT' then the # sign. So far so good.
>
> Trouble is, that's as far as I get. On typing 'setup f' and other
> combinations I get 'path not found' and consequently haven't yet got
> to install disks 2 to 5.

I seem to remember typing the text 'source setup f' ie exactly as the
docs say !

Bye folks....

--
Darryl

.--.
| email through the InterNet to :- drpiper@cix.compulink.co.uk |
'--'

8Meg TT, 625 Mbyte Hard disk, CD Rom, blah, blah, blah...

3224. tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807696258snz@birnie.demon.co.uk>
Source record: 25043

Hi all,
I like to use the tcsh shell when I am in Mint. However when i try
to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
and keeps on reading the script itself.

Can anyone tell me if this is a shortcoming in tcsh or whether a later
version would fix it (Idont know what ver i have, just the one that
came with the Mint Dist Kit).

Or is there something I should be doing in the start-up file. I cant find
any reference to #! in either the tcsh or the csh documentation.

Failing all else, can someone recommend a shell that features this
shell escape thingy and has all or some of the functionality of tcsh?

While on the subject of shells, can anyone tell me what is the
definitive current version of sh, ie one without major bugs.
I think i have gone thru about 5 `flavours' of sh, each with it own
peculiar outlook on the world.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3225. Re: HELP with gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807697162snz@birnie.demon.co.uk>
Source record: 25044

In article <1995Aug5.225317.4428@freenet.victoria.bc.ca>
uq086@freenet.Victoria.BC.CA "Nicholas Steele" writes:

>
> Does anyone know where to get a copy of the Gnu linker "ld"? Or
> is it even needed? Thanks.
>
You most certainly will need ld and the other Gnu utils if you are
going to do any real work with gcc.
They may be had from src.doc.ic.ac.uk in
/computing/systems/atari/uni-paderborn/MiNT/mgcc/mutil36.zoo
or ...../bmutil38b.zoo

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3226. Re: inetd problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: donaldp@scowpat
Message-ID: <1995Aug06.092452.317@sco.com>
Source record: 25045

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: After reasonably successfully moving my MintOS/MintNET setup up from my
: Mega to my TT, I tried running it, and everything appears to be working
: fine, except for one (hopefully) small problem: after inetd is run from
: the standard (i.e. unchanged) MintOS scripts, it (or I think it's inetd)
: says that /pipe/log is not found. I didn't have this problem before, and
: now that I do, the MintX server is unable to bind UNIX sockets, and won't
: run. I haven't tried out PPP yet, but if the problem is with inetd, it
: probably won't work either.

You are not running syslogd. Either start it before you start mintnet
or start it as part of your mintnet startup script.

: Any suggestions?

: Thanks...

Your welcome,

Donald

--
Donald Page donaldp@sco.com
SCO, Hatters Lane, Watford, WD1 8YN, UK +44(0)1923 813563

3227. Re: SETUP won't run on my TAF mint etc disks, what's wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: donaldp@scowpat
Message-ID: <1995Aug06.092812.511@sco.com>
Source record: 25046

ace (jason@whatnext.demon.co.uk) wrote:
: Trouble is, that's as far as I get. On typing 'setup f' and other
: combinations I get 'path not found' and consequently haven't yet got
: to install disks 2 to 5.

I had to type 'source setup f' which is what it said in my documentation.
Worked fine from that point on.

: As far as I can see I've followed install.txt except I used stzip.prg
: (not the .ttp) and I don't currently use a bootmanager. I haven't yet
: got to the bit about editng the mint.cfg file...

So did I - didn't make any difference to me :-)

Donald
--
Donald Page donaldp@sco.com
SCO, Hatters Lane, Watford, WD1 8YN, UK +44(0)1923 813563

3228. QUESTION RE:T CAL MODIFICATION

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <401r9q$ni@ccnet3.ccnet.com>
Source record: 25047

can anyone tell me if they know how to reprogram hardrives to
NOT do thermal calibrations?

i only want to know this because there are so many drives out there and
some are purported to be A/V grade.

i don't necessarily need a giga byte drive.

i do digital recording
i would like to buy a smaller than gig drive but and have heard that it
is possible to defeat the t cal .

thank you for your time.

--

\\\\\\\\\\\ ^^^^ ^^^^ ////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
selah @ccnet.com

3229. ST Hard Disk Problem (tough One...)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: glupien@cyber1.servtech.com
Message-ID: <402g7l$t2@murphy.servtech.com>
Source record: 25048

Hi People,

I just installed an ICD Link2 with an adaptec 5500
controller (SCSI to MFM) on my ST. This controller
handles 4 MFM drives at once. The Adaptec 4000 I have
works fine (both drives are recognized at boot) but
the 5500 drives are not(except for C). The boot program says
"controller not recognized" yet ICD Format lets me format
and partition all four drives and recognizes board. Is there anything I
can do to get the ICDBOOT to recognize more than just
drive C when I install this nifty controller?

- glupien@cyber1.servtech.com

3230. Re: tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <807714700snz@xciv.demon.co.uk>
Source record: 25049

In article <807696258snz@birnie.demon.co.uk>
ali@birnie.demon.co.uk "Alasdair Campbell" writes:

> Hi all,
> I like to use the tcsh shell when I am in Mint. However when i try
> to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
> and keeps on reading the script itself.

I've never seen this format, try getting rid of the space.

eg.. #!/bin/sh

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

3231. Re: SETUP won't run on my TAF mint etc disks, what's wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <807719404.13354@whatnext.demon.co.uk>
Source record: 25050

drpiper@cix.compulink.co.uk ("Darryl Piper") wrote:

>jason@whatnext.demon.co.uk said...
>> Trouble is, that's as far as I get. On typing 'setup f' and other
>> combinations I get 'path not found' and consequently haven't yet got
>> to install disks 2 to 5.

>I seem to remember typing the text 'source setup f'

Yes!

> ie exactly as the docs say !

hmm!

jason.

==========
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==========

3232. Re: SETUP won't run on my TAF mint etc disks, what's wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <807719401.13354@whatnext.demon.co.uk>
Source record: 25051

leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) wrote:

> I can see the problem right away. You're typing "setup f", when you should
>be typing "source setup f" (that is, if it IS drive F you want to use!)

Yes. I dumped everything off f and defraged etc the whole HD before I
started.

Now I'm looking for a way to boot the TT into ST high without going
into GEM. I gather that the TT doesn't have NVRAM like a falcon!

>Incidentally, if you're interested, a faster way of installing the TAF disks is
>to put the files from each disk on the root directory of whatever drive you
>have the space for the files on (not F if you're installing to it, naturally),
>then modify the 'setup' file to reflect the drive letter to grab the files
>from. It's far, far faster (obviously) Here's an example.

Interesting but surely it actually takes longer to move the files and
edit the script than to just let it get on with it.

Personally I've already got a lot further with the install disks than
I did a few months ago trying to work it out myself with zero
knowledge of UNIX...

jason.

==========
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==========

3233. Re: Wizz says no Cuda

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FHGTCCARUP@zumdick.rhein-main.de>
Source record: 25052

In <DCtrr2.3sD@news.hawaii.edu> wrote:

>michael grove (mgrove@owens.ridgecrest.ca.us) wrote:
>: I talked to Steve Cohen of Wizztronics on 7/26. He stated that
>: the Barracuda 040 is now on the back-burner:(. However, he did say
>: that they will be releasing an 030 card simular to the 'Cuda in 12
>: weeks.
>: There are a lot of technical details, and I would have trouble
>: getting them all correct. To be short, 48Mhz, accerlerated video,
>: 32 bit memory, room for fast ram (no extra card needed) and
>: Video Funnel port. Mabey someone with more knowledge on the
>: subject might follow-up on this post.
>:
>Even though the Barracuda was actually produced, a technical snag
>prevents proper operation and therefore they can't release it.
What's the snag? Because those 040 boards seem to be _so_
difficult to produce, it appears to be either a incompatibility
of the 040 or that they can't adapt TOS to it. Anyone know some
facts ?

Nat!

------------------"Bang that bit that doesn't bang"---------------

The future's looking brighter / (with) every beer that I pour in me

David Lee Roth

3234. Re^2: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_3024f8bf_Jesper.Kock@kockens.ct.se>
Source record: 25053

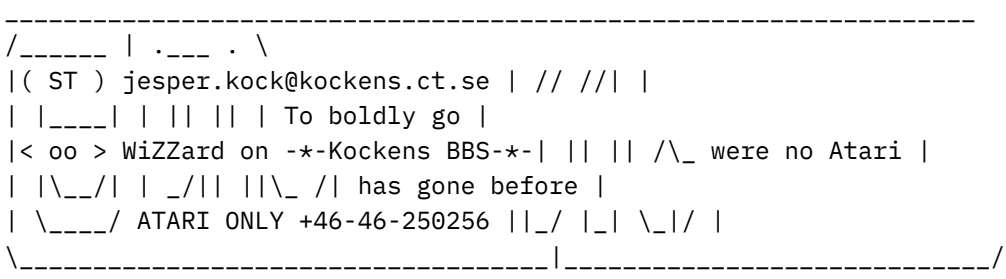
Hello android Seto! The 04.08.95 you talked about "Wanted: ST I/O card for home automation",and my reply is:

> : My 1040 STE has run around the clock for 4 years now without any troubles
> at : all. So no worrys mate.
>
>
> My original 520ST ran 24 hours for 5 years straight, except for the
> occasional lightning bump that cause me to turn it off and on. Then my
> 1040ST ran likewise for 3 years until I bought a MegaST from someone in
> the states. It's been running all day for the last 2 years.
>

Then we can draw this conclusion:

Atari is a longlasting super machine :-)

Grtz from Sweden:



3235. Re: tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-06 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <807752684snz@birnie.demon.co.uk>
Source record: 25054

In article <807714700snz@xciv.demon.co.uk>
paul@xciv.demon.co.uk "Paul Civati" writes:

> > I like to use the tcsh shell when I am in Mint. However when i try
> > to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
> > and keeps on reading the script itself.
>
> I've never seen this format, try getting rid of the space.
>
> eg.. #!/bin/sh

Sorry that's my fingers. It is as you point out #!/usr/bin/perl in
this instance. sh handles it OK, but tcsh goes off muttering about
misplaced "()" and such. Does the same with #!/bin/sh. Won't have
have anything to do with it. I have to do "sh script.sh" to run
and tcsh is big enough without helping it out with another shell.
4 Meg only goes so far.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3236. Re: PLIP between Linux PC and MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCx0H6.61J@cix.compulink.co.uk>
Source record: 25055

In message <3vq0n1$hlv@skolem.praxis.co.uk>, bjb@praxis.co.uk said:
> Has anyone compiled in MiNTnet compataible PLIP support to Linux for
> PCs? I know very little about PLIP and PC hardware so I can't do it
> myself but it would be really useful if I could use a PLIP connection
> between my Linux PC and my ST as that would free up the serial port
> on the PC (yes there's only one ;-) for mouse or modem, and give me
> much better transfer rates at the same time.

Haven't seen it, though it could be made to work. The ST's parallel port
is a bit substandard so the hacks would have to be done at the the Linux/PC
end AFAIK.

Alternativly by a 16550A serial card for your PC. Then hack the ST serial
port to 38400. This will improve throughput a great deal. I can run my link
at 115200, the TT and my PC are up to it. This reduces PING times down
from 160ms @ 19200 to about 30ms.

:-)

Roland.

@CiX

3237. Re: What CD ROM drives can an STe use?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCx0H7.624@cix.compulink.co.uk>
Source record: 25056

In message <3vql0m$di0@studioweb.com>, julian@connexus.apana.org.au said:

> The drive is properly terminated. He is using The Link 2. The drive
> is a Media Vision CDR-H93MV. I personally think that the drive is
> faulty. ICD PRO doesn't even see it as a SCSI device.

ICD Pro does not seem to register CD-ROM drives on bootup. It should make the access light flash though as it does scan the SCSI bus properly.

What does IDCHECK return? Also try doing a SCSI inquire from the SCSI.PRG supplied with ICD Pro. Both of these should show it up - though I must admit SCSI.PRG is tricky to use - and I couldn't get it to do anything sensible about 5 minutes ago! ;-)

You say it is properly terminated. Are you sure there is termination power (TERMOWR) supplied by the drive? The Link 2 doesn't AFAIK, and without TERMPWR then termination is unlikely to work. I have a 'fancy' Forced Perfect Termintor - an if this is fitted to a SCSI bus which doesn't have TERMPWR enabled then it will actually stop the machine from booting.

Do you have any other SCSI devices in the system also?

> Ant ideas or is there an FAQ on the subject?

There is a FAQ - but don't know where it is. Its basically a collection of known working configurations and general info which you already seem to know.

Any idea if 'Media Vison' is the real drive make - or if its badged?

Roland.

@CiX

3238. [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <403oa8$rvs@status.gen.nz>
Source record: 25057

Hello,

I have recently obtained MiNTNet, and Sh, Ping and Udpprobe. I know that
I have a IP address of 202.37.142.29.

MiNTNet also wants me to give a "Name" of my computer in /etc/hostname.
Now, with my Shell account at the moment, the host I use is iconz.co.nz.
My email address is mbecroft@iconz.co.nz. What should I be putting in
here? My provider can't seem to help with this, as they have never seen
software that requires this information before.

And what should go in resolv.conf under domain? My host cannot help with
that either. I want either a Slip or PPP connection.

What I tried, was putting in /etc/hosts
202.37.142.29 iconz.co.nz icnz
^my ip addr.^ ^^^^shortcut which I made up

into /etc/hostname I put
iconz.co.nz

into /etc/resolv.conf I put
domain iconz.co.nz
nameserver 202.14.100.2
^^^^ The address my provider gave for the nameserver

and I left all the other file alone.

Then I ran a Terminal and dialled iconz, logged in as normal, but when
teh menu appeared from iconz asking for 1) Shell 2) PPP 3) SLIP I pressed
3 for slip.

Then I started up Sh, and put in
cd u:
/etc/slattach -l 202.37.142.29 -r 202.14.100.15 -t /dev/modem2
^My IP address^ ^"Gateway" IP^ ^Desired port^

Well, it sat there for ages, every so 10 or 20 seconds the RXD and TXD
lights on the MODEM would flash a few times. But it just remained in the
slattach programme. SO, I started up SH again in another Miniwin window,
and said:
Ping iconz.co.nz (iconz.co.nz had been setup to my IP Address as you saw
earlier.)
This seemed to go ok, when I pressed CTL/C it said 24 of 24 packets
recieved, packet loss 0%

Then I tried
udpprobe iconz.co.nz echo "Yeah!"

as the MiNTnet FAQ suggested, but it
came up with some 10 character or so error and wouldn't do anything.

All this time, slattach was still running in the Other Miniwin, so I
pressed CTL/C, and it stopped slattach and hung up the modem.

Can somebody who knows about MiNTnet please explain what I am doing wrong
and what I should be doing, particularly regarding the Domain names and
all that.

Thanks very much!

-Mario Becroft (mbecroft@iconz.co.nz)

3239. Re: tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzenyyujff.fsf@issan.informatik.uni-dortmund.de>
Source record: 25058

In article <807752684snz@birnie.demon.co.uk>, ali@birnie.demon.co.uk (Alasdair Campbell) writes:

|> In article <807714700snz@xciv.demon.co.uk>
|> paul@xciv.demon.co.uk "Paul Civati" writes:

|>> > I like to use the tcsh shell when I am in Mint. However when i try
|>> > to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
|>> > and keeps on reading the script itself.
|>>
|>> I've never seen this format, try getting rid of the space.
|>>
|>> eg.. #!/bin/sh

|> Sorry that's my fingers. It is as you point out #!/usr/bin/perl in
|> this instance. sh handles it OK, but tcsh goes off muttering about
|> misplaced "()" and such. Does the same with #!/bin/sh. Won't have
|> have anything to do with it. I have to do "sh script.sh" to run
|> and tcsh is big enough without helping it out with another shell.
|> 4 Meg only goes so far.

Since the #! hack isn't supported by the kernel (MiNT) it has to be emulated. Both Perl and Bash have special code to emulate it, but it also works if the program is linked with a recent version of the MiNTlibs _and_ the UNIXMODE env var contains the `s' flag. Btw., the space after #! doesn't matter (but some OS's even require it).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3240. Humming/clicking power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <404th2$fsh@lyra.csx.cam.ac.uk>
Source record: 25059

My falcon really has died now! :(

A while back it decided not to start up properly (the display was corrupted, it was slow and eventually hung completely). I thought the problem was the memory.

Now the power supply has decided to die too. All it does now is make a humming/clicking sound when it is switched on (no power comes out). I can't tell where it's coming from, but I *think* it's either the switch itself or the big bit with high voltage stuck on it (well I don't know what it's called!). I don't want to stick my ear *too* close to a live power supply!

Does this sound fixable? Or do I need a new power supply?

I am hoping it was the the power supply causing the original problem as well. It will definitely be a lot cheaper to fix!

Thanks for any help,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3241. Internal IDE/SCSI in a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <404tsm$g12@lyra.csx.cam.ac.uk>
Source record: 25060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How do you connect an internal SCSI disk to a Falcon? As far as I can tell the only SCSI connector is the external one. Is there an internal one as well?

I am trying to fit a SCSI disk inside my Falcon as well as the internal IDE disk. Is this possible? What happens to all the connectors on the back of the board if you put it in a desktop case? I thought the idea was to put everything inside the case.

Physical space inside the falcon isn't a problem, it's just the connector. Also, is all that shielding *really* necessary? :)

Thanks,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3242. Re: Atari Transputer Workstation -- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <404rv3$m42@btmpjg.god.bel.alcatel.be>
Source record: 25061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.transputer,alt.folklore.computers

In article <DCsK0y.CIo@festival.ed.ac.uk>, jlothian@castle.ed.ac.uk (J Lothian) writes:
> Hi. I'm trying to get some information about an Atari
> Transputer Workstation, model ATW800. It seems to date
> from about 1990. It's in a large tower-style case.
> On a cursory examination, it seems to contain most
> of the innards of an ST, along with a large board
> with a T800 transputer on it and another board that
> seems to be a video card of some sort. All I've got
> is the box and the keyboard; no monitor, no mouse,
> no manuals. I'm told that it runs Helios.

Yup, the i/o server is a modified 1MB MegaST (with a SCSI
driver chip called Morpheus) and the other board is indeed
the video (based on a chip called Blossom). Helios was
indeed the OS supplied wih the machine.

> Basically, I'm looking for any information about this
> machine; in particular, I'd be very grateful for
> pointers to any companies that might still be able
> to supply documentation for the machine and its
> software.

Perihelion still support Helios, but not the ATW bits of
it (the iserver and video driver, mainly). They publish
a book called _The Heios Parallel Operating System_ which
describes Helios in general, but doesn't help much with
the ATW aspects.

In sum I don't think you'll get documentation from any
company; however I have some provisional stuff from the
developer's kit which I could probably copy for you without
getting into too much trouble from either Atari or Perihelion
-- get in touch with me by email if you want to discuss this
further.

As far as the monitor and mouse are concerned, you're looking
for an Atari SM124 or SM144 and a standard Atari mouse (or
compatible).

Best wishes

Chris

> James Lothian | "It's life, Jim,
> james@uk.ac.ed.caad | but not as we know it"

P.S. the address in your .sig is arse-about-tit by Internet standards.
Bigendian addressing went out with the ark. ;>

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

3243. Re: Wizz says no Cuda

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4055uh$82n@nyheter.chalmers.se>
Source record: 25062

In article <DCtrr2.3sD@news.hawaii.edu>,
John Perez <jperez@uhunix3.its.Hawaii.Edu> wrote:
>michael grove (mgrove@owens.ridgecrest.ca.us) wrote:
>: I talked to Steve Cohen of Wizztronics on 7/26. He stated that
>: the Barracuda 040 is now on the back-burner:(. However, he did say

Aaargh!!! :-(:-(

>: that they will be releasing an 030 card simular to the 'Cuda in 12
>: weeks.

Looks like we're going to put our hopes to the Germans again then.

Does anyone know the latest on the AfterBurner040?
It's not on the 'back-burner' again is it? ;-)

>Even though the Barracuda was actually produced, a technical snag
>prevents proper operation and therefore they can't release it. The Hawk

Hmm, one would think they'd check such things before starting up the
production of the hardware.
Is there any chance that they can fix the boards already done?

>accelerator offers very similar specs, although the price is much less -

I wouldn't call a 50MHz '030 comparable to a 25-33MHz '040. :-(

>- 32 Bit system ROM (ROM copied into/runs from Ram)

Uh, so there isn't really any 32 bit ROM then, or did I misunderstand you?

>- 32 Bit TT compatible Fast RAM, up to 64 MB using
> standard 32 bit SIMMs. This is an Option!

As costly as they intended it to be for the 'cuda?
Wasn't the price quoted for that $200 or so for an empty board?

>- Video accelerator, 1 MB (2MB option)

What's this supposed to mean?
Is it the equivalent of a graphics card and if so, what res/colour?

>- 16 Mips at 48MHz (Falcon 030 3-4 Mips)
>- 400-500% faster than a standard Falcon 030

Would that be for 128kbyte or 256kbyte l2 cache or is it with burst RAM?

>- 1 wait state ROM.

Didn't you say it was copied to RAM?

>- 0-2 wait state System ROM.

And what's this?

>Price: MSRP 725.00 USD!

Wasn't the 'cuda supposed to cost little more than that ($800)?
I never heard of a 'video accelerator' for the 'cuda, but the rest
of the systems sounds much the same apart from the processor.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

3244. Re: Wanted: ST I/O card for home automation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: al220@torfree.net
Message-ID: <DCy916.9v7.0.queen@torfree.net>
Source record: 25063

Can anyone tell me what I would need for setting up some kind of home automation with my mega/ste? It is a subject which interests me. Has anyone done this with this with their atari? I guess i'd have to be a bit of an engineer...

jonathan ~
--
al22@freenet.toronto.on.ca //\\\///\\\\\\///\\\
///\\\///\\\\\\///\\\\

3245. MiNT and stuff how-to

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4064m0$cr2@gti.gti.net>
Source record: 25064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, after a few requests regarding my posting my homegrown documentation
on MiNT, MiNTnet and other stuff, you can find it at:

http://www.gti.net/azog/mint-docs.txt

it's somewhat a large and rambling file... turned out that after I cleaned
it up so that others can make sense of it, I made more and more changes.
I still need to add GCC, MintOS and X to it, but it covers the basics
of MiNT, some of the more nessassary utilties like shells, and MiNTnet.

Any suggestions are welcome...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3246. Looking for diskdrive controller chip

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_3025ec3e_Tom.Thomason@fpc.ct.se>
Source record: 25065

On 05 Aug 95, Hallvard Tangeraas shot this through the ether to All ...

HT> Has anyone heard of these chips before and know where to get them
HT> (and how much they cost)?
HT>
HT> C302096-001A = Ajax FloppyController (DD/HD/ED) Toshiba
HT> C302434-001/A = Ajax FloppyController (DD(HD/ED) National

Try Indigo2 in Denmark. That's where we get ours from.

Mvh,
Tom

3247. Re: Memory-Mapped I/O hack

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-07 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <302695362325fe6@discworld.oche.de>
Source record: 25066

Wasinger (jwasinge@slate.Mines.Colorado.EDU) wrote:

W>I can obtain most of the Address/Data and some of the control lines I
W>need from the ROM cart. port. The rest of the lines I can extend from
W>the CPU itself or from other points on the mother board.

You can get everything you need for an I/O port at the cartridge port,
provided you don't need interrupts - there are 4 readily decoded chip select
signals (2 upper / 2 lower byte, 2 for $faxxxx, 2 for $fbxxxx).

You can't write to that port, but you can decode a 256 (or 512) byte region
and latch the lower 8 addreess lines on a read access. By doing a
tst.b base+data or tst.b base+data*2, you can output 'data' to your latch.
I once built a I/O port with 3*8 bit output and 3*8 bit input from 7-8 TTL
ICs (3*LS244, 3*LS374, 1*LS138 I think).

W>I have a question though about the ST's "MMU" and Glue chips. I know
W>that the Glue chip decodes the 68k address bus and generates appropriate
W>chip select signals. I can add logic on my project board to decode
W>a presently unused section of the memory map and generate my own chip
W>select signals. So, my first question is: What are safe regions of the
W>memory map to use for this???

You can use $c00000 if you have got less than 12MB of memory and no extra
video card installed. Otherwide, get an ST IO map and choose a free area -
note, however, that in the I/O area the GLUE will generate DTACK for you!

You can get the DEV signal from the GLUE - you then only need to decode some
lower addresses plus LDS/UDS.

W>My other main question is about the Bus or Address Errors that the MMU
W>chip (I think that this is correct) generates if it sees an illegal
W>memory operation. Is the MMU hardwired to reject any memory I/O to
W>addresses which were not part of the original Atari design ??? Or does

The GLUE generates an bus error if it does not see DTACK after some number of
cycles.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
"A man could go far, knowing his rights like you do," said Granny.
"But right now he should go home." -- (Terry Pratchett, Wyrd Sisters)

3248. Re: [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: bjb@praxis.co.uk
Message-ID: <4076ge$r1f@skolem.praxis.co.uk>
Source record: 25067

mbecroft@iconz.co.nz (Mario Becroft) writes:

>Hello,

>I have recently obtained MiNTNet, and Sh, Ping and Udpprobe. I know that
>I have a IP address of 202.37.142.29.

>MiNTNet also wants me to give a "Name" of my computer in /etc/hostname.
>Now, with my Shell account at the moment, the host I use is iconz.co.nz.
>My email address is mbecroft@iconz.co.nz. What should I be putting in
>here? My provider can't seem to help with this, as they have never seen
>software that requires this information before.
That's strange, as it is common practice to have a name for your
computer. I think you need to be careful about choosing a name so you
don't muyck things up. Maybe the person you spoke to didn't know but
someone else in the company did? If the worst comes to the worst you
may be able to just make up a name ending in .iconz.co.nz (eg
myatari.iconz.co.nz) but it would be better to talk to someone who
knows for sure before you fiddle.
The name is just a shortcut for the IP address to make it easier to
remember, but as I said you can't just make on up randomly.

>And what should go in resolv.conf under domain? My host cannot help with
>that either. I want either a Slip or PPP connection.
domain iconz.co.nz

is probably what you want.

>What I tried, was putting in /etc/hosts
>202.37.142.29 iconz.co.nz icnz
>^my ip addr.^ ^^^^shortcut which I made up
Here is where you need your name, eg
202.37.142.29 myatari.iconz.co.nz myatari

>into /etc/hostname I put
>iconz.co.nz
once again, this needs to be your hostname:
myatari.iconz.co.nz

>into /etc/resolv.conf I put
>domain iconz.co.nz
>nameserver 202.14.100.2
> ^^^^ The address my provider gave for the nameserver
Thats fine.

>and I left all the other file alone.

>Then I ran a Terminal and dialled iconz, logged in as normal, but when
>teh menu appeared from iconz asking for 1) Shell 2) PPP 3) SLIP I pressed
>3 for slip.

>Then I started up Sh, and put in
>cd u:
>/etc/slattach -l 202.37.142.29 -r 202.14.100.15 -t /dev/modem2
> ^My IP address^ ^"Gateway" IP^ ^Desired port^
That looks fine. With the hosts file set up though you can do:
/etc/slattach -l myatari -r 202.14.100.15 -t /dev/modem2 &

The '&' on the end means run in the background - slattach quits when
the link goes down / the link goes down when slattach quits so you
don't wait for it to finish.

>Well, it sat there for ages, every so 10 or 20 seconds the RXD and TXD
>lights on the MODEM would flash a few times. But it just remained in the
>slattach programme. SO, I started up SH again in another Miniwin window,
>and said:
>Ping iconz.co.nz (iconz.co.nz had been setup to my IP Address as you saw
>earlier.)
>This seemed to go ok, when I pressed CTL/C it said 24 of 24 packets
>recieved, packet loss 0%
Sounds good.

>Then I tried
>udpprobe iconz.co.nz echo "Yeah!"
>as the MiNTnet FAQ suggested, but it
>came up with some 10 character or so error and wouldn't do anything.
Maybe because it was getting confused with iconz.co.nz was because you
said that you were iconz.co.nz, and the nameserver pointed to
somewhere else. It may work when you have soprted out a name.

>Can somebody who knows about MiNTnet please explain what I am doing wrong
>and what I should be doing, particularly regarding the Domain names and
>all that.

Well domain names are just like a hierarchical structure saying where
your machine is. Eg my machine's name is:
bigbox.demon.co.uk
^^^^^^ ^^^^^ ^^ ^^--- In the UK
| | |------ A commercial company
| |--------- Called demon
---------------- My machine name

My domain is therefore demon.co.uk

Hope this helps. (Its worth the effort to get MiNT and MiNTnet running
- really :-)

Ben
--
Ben --
--/// ---------------------These opinions are my own and not---------

```
--bjb @ praxis.co.uk ---------necessarily those of my employers.-----
--\_/ ------------------------------------------------------------
```

3249. Re: [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: bjb@praxis.co.uk
Message-ID: <4076rq$r76@skolem.praxis.co.uk>
Source record: 25068

mbecroft@iconz.co.nz (Mario Becroft) writes:

>This, however, seems to be a long way to go about it. If I could just get
>the mouse to stop vanishing it would be Ok. Also, when Slattach is
>running, is it meant to keep running for the whole time I'm online?
>Whenver I press CTRL/C to slattach it hangs up and terminates. Shouldn't
>I let it hook up, then terminate slattach once the connect has been made,
>or is this not how it works?
Slattach is run in the background (by following it with & in sh) and
that allows you to have an easy way of clearing up when you drop the
connection - when you kill slattach or hang up, all the routing info
and so in is cleaned to remove your gateway host and so on.

>Also, what does it mean when DIP says "You don't exist - go away" when it
>is run??? I have had to use a Terminal to dial for now, as I can't get
>DIP past this strange sounding error!
Dip requires a much stricter Unix setup than other utils. You will
probably need a /etc/passwd containing an entry for root (assuming you
run as root and not logged in as a user somehow). You will probably
need things like /etc/dipusers too.
root::0:1:System administrator:/:/bin/sh
--
Ben --
--/// ---------------------These opinions are my own and not---------
--bjb @ praxis.co.uk ---------necessarily those of my employers.-----
--_/ --

3250. Re: [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <406ri0$gfv@status.gen.nz>
Source record: 25069

Well, I have managed to make a connection with MiNTnet now. I just experimented with the files until it worked. But, at present I dial in my terminal emulator, login and select slip, then go into Sh and type
cd u:
/etc/slattach -l 202.37.142.29 -r 202.14.100.15 -t /dev/modem2
my ip addr. host's ip addr. port modem is on

Then, most of the time, the modem's Read Data and Transmit Data lights flash after about 10 seconds from pressing return on the above line. Exactly when the lights flash, the mouse pointer vanishes. Not only that, but the nouse does not work. It's not just vanished, the qhole computer seems to have frozen up. So I press CTRL/Undo, which terminates all the programmes I might have running, but SH and Slattach do not get terminated. The mouse comes back however, and I can run Ping and DuFTP without any problems.

This, however, seems to be a long way to go about it. If I could just get the mouse to stop vanishing it would be Ok. Also, when Slattach is running, is it meant to keep running for the whole time I'm online? Whenver I press CTRL/C to slattach it hangs up and terminates. Shouldn't I let it hook up, then terminate slattach once the connect has been made, or is this not how it works?

Also, what does it mean when DIP says "You don't exist - go away" when it is run??? I have had to use a Terminal to dial for now, as I can't get DIP past this strange sounding error!

Thankyou very much for any help.

-Mario Becroft (mbecroft@iconz.co.nz0
(Tiny) Web Page: http://iconz.co.nz/~mbecroft

3251. Re: Iomega Zip FAQ 1.5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: ehhchi@epx.cis.umn.edu
Message-ID: <408kgc$2pj@epx.cis.umn.edu>
Source record: 25070
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <3vvnhb$oqd@panix3.panix.com>,
Michael Schuster <schuster@panix.com> wrote:

>You might also point out that, cabling difficulties aside, the SCSI Zip
>cannot be used **ALONE** with the Adaptec/Trantor MiniSCSI series of
>parallel-to-SCSI adaptors because they require TERMPOWER which, stupidly,
>the Zip drive does not provide.

Unfortunately, it is not IOMEGA's fault. You're laying the blame on the
wrong company, if my SCSI knowledge isn't too rusty. On the SCSI spec, it
says that the host adapter should have the ability to provide TERMPOWER.
So the Adaptec MiniSCSI adapters should be providing termination
power, and not the Zip drive.

Now, Adaptec might be very limited and constrainted when they made those
parallel-to-SCSI adapters. There really isn't that much power to be drawn
from a single parallel port. So they sacrificed one thing (TERMPOWER) for
another (portability).

Someone correct me if I am wrong.

--Ed

They will work, however, if (still
>further cabling difficulties aside) another SCSI device is in the daisy
>chain which does provide TERMPOWER.

--

** Ed H. Chi
** Research Assistant
** Computer Science Dept, University of Minnesota
** WWW home page at http://www.geom.umn.edu/~chi/chi.html"
** email: echi@cs.umn.edu fax: 612-625-0572

3252. PCs, STs and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: bjb@praxis.co.uk
Message-ID: <407mnc$3t5@skolem.praxis.co.uk>
Source record: 25071

I'm sure I've recently seen a discussion on this recently but I can't remember the answers.

A few questions on PCs, STs and monitors.

1) (How) can I use an SM144 with a PC (VGA port)?
2) How likely is it that an average of the shelf PC monitor will work with an ST? What do I have to look out for?
3) And finally, I am thinking of getting a monitor to use as a hi-res ST monitor and a colour 1024x768 monitor on a PC (linux - not DOS/Windows ;-). It would be an advantage if the monitor also worked with ST low/medium resolution too. What sort of monitor would I need to do this?

Thanks for any help.

Ben

--
Ben --
--/// ---------------------These opinions are my own and not---------
--bjb @ praxis.co.uk ---------necessarily those of my employers.-----
--_/ --

3253. Re: Atari Transputer Workstation -- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: I.vanderMolen@telecom.ptt.nl
Message-ID: <I.vanderMolen.33.000DD2AC@telecom.ptt.nl>
Source record: 25072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.transputer,alt.folklore.computers

In article <404rv3$m42@btmpjg.god.bel.alcatel.be> cgra@se.bel.alcatel.be (Chris Gray)
writes:
>From: cgra@se.bel.alcatel.be (Chris Gray)
>Subject: Re: Atari Transputer Workstation -- any info?
>Date: 7 Aug 1995 11:04:03 GMT
>Keywords: ATW800

>In article <DCsK0y.CIo@festival.ed.ac.uk>, jlothian@castle.ed.ac.uk (J Lothian)
>writes:
>> Hi. I'm trying to get some information about an Atari
>> Transputer Workstation, model ATW800. It seems to date
>> from about 1990. It's in a large tower-style case.
>> On a cursory examination, it seems to contain most
>> of the innards of an ST, along with a large board
>> with a T800 transputer on it and another board that
>> seems to be a video card of some sort. All I've got
>> is the box and the keyboard; no monitor, no mouse,
>> no manuals. I'm told that it runs Helios.

>Yup, the i/o server is a modified 1MB MegaST (with a SCSI
>driver chip called Morpheus) and the other board is indeed
>the video (based on a chip called Blossom). Helios was
>indeed the OS supplied wih the machine.

This Morpheus chip is located at address $FF0000 in the memory of the ST. It
controls the SCSI interface (I think it's SCSI-1), and the diagnostic bus. Via
the diagnostic bus transputers can be reset etc.
The TOS version is 1.2 but you can upgrade to 1.4 by just replacing the ROM's.

>> Basically, I'm looking for any information about this
>> machine; in particular, I'd be very grateful for
>> pointers to any companies that might still be able
>> to supply documentation for the machine and its
>> software.

>Perihelion still support Helios, but not the ATW bits of
>it (the iserver and video driver, mainly). They publish
>a book called _The Heios Parallel Operating System_ which
>describes Helios in general, but doesn't help much with
>the ATW aspects.

>In sum I don't think you'll get documentation from any
>company; however I have some provisional stuff from the
>developer's kit which I could probably copy for you without
>getting into too much trouble from either Atari or Perihelion

>-- get in touch with me by email if you want to discuss this
>further.

Atari Benelux said they didn't support the ATW anymore. I could not even get
any docs. Perihelion can still sell the Helios software for about 800 pounds
sterling. Just a little to expensive for me (for a completely unsupported
system). However, I am porting the INMOS standard iserver so I can use
the T800's (still in pre-alpha state:-)
But I've still got a few problems: can't get the T800 on the motherbord
running (farmcard Ok), and the system crashes if I try to read anything from a
Quantum LP105S SCSI disc. So I'm using a Megafile 30 disc on the DMA port and
the first processor of the Farmcard as my root processor.

>As far as the monitor and mouse are concerned, you're looking
>for an Atari SM124 or SM144 and a standard Atari mouse (or
>compatible).

Not to expensive anymore:-)

>Best wishes

>Chris

For more info, (or to keep in touch) send E-mail to
I.vanderMolen@telecom.ptt.nl

Greetings,
Ids.

3254. Re: [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.807894561@news.cwi.nl>
Source record: 25073

mbecroft@iconz.co.nz (Mario Becroft) writes:

>Also, what does it mean when DIP says "You don't exist - go away" when it
>is run??? I have had to use a Terminal to dial for now, as I can't get
>DIP past this strange sounding error!

it means... Fred van Kempen, who wrote DIP, is an absolute arsehole.
DIP always comes up with agressive messages when it doesn't understand
you. Welcome to the UNIX world...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3255. Cable for Atari Portfolio <-> PC parallel connection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: Jacek Olszewski <jacek>
Message-ID: <407fcf$isi@mirv.unsw.edu.au>
Source record: 25074

Does anybody know how to make a cable for data transfers between
portfolio and a pc using their parallel ports? Pin layout?

The manual of the portfolio parallel connection says 'cable with a 25
pin D-type male connector on each end, or an adaptor to a(?) convert
Centronics to 25 D-type connector' ((?) is mine) for file transfer.
I know that there are more than one possible parallel connections
(unlike for serial connections), depending on software.

I tried to ring Atari Computers here in Sydney, but they seem to have
vanished into thin air.

Jacek Olszewski
jacek@cse.unsw.edu.au
School of Computer Science & Engineering tel. +61 2 3854072 BH
University of New South Wales 7716545 AH
Sydney 2052 Australia 3855992 FAX

3256. Re: [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <408hnr$g8h@gti.gti.net>
Source record: 25075

Mario Becroft (mbecroft@iconz.co.nz) wrote:

: Also, what does it mean when DIP says "You don't exist - go away" when it
: is run??? I have had to use a Terminal to dial for now, as I can't get
: DIP past this strange sounding error!

Fake dip out with an /etc/passwd file:

root:0:0::root:/:

You may want to do the same for a uucp username, as dip wants to lock
the modem under uucp. It'll still work. Create /usr/spool/locks
as this is where lock files live.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3257. Need sleep...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <408j2n$81j@ccshst05.cs.uoguelph.ca>
Source record: 25076

Well, yes I do, but also the program (I'm assuming it's a program) that simply pauses for the number of seconds passed to it. I need it to slow down the bootup of my TT so the syslog pipe has a chance to come into existance before inetd runs. Where can I find it, or if someone would prefer, I suppose it could be mailed to me at thopman@uoguelph.ca.

Thanks...

THeo

3258. [Q]UnGZipping Elm, and where to get Pine?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <408o1l$272@status.gen.nz>
Source record: 25077

Hello,

Well, my MiNTNet Setup would appear to be working sort of Ok, but it's not much use without a mailer programme.

So, having downloaded Elm from ftp.cnam.fr, I tried to de-archive it. It is Tarred and GZipped. I have de-archived TGZ files before without a problem, but this one will refuse to work. GZip just says "<name of file being decompressed> Filename Truncated" when I try to decompress Elm - the filename is something like elm2.4.3.tgz. I may be totally wrong about the version though. Anyhow, after this it sits thre doing (seemingly) nothing. I left it for about 10 minutes and it was still doing nothing, so I pressed CTRL/C and it terminated. But the file was not un-archived. It was still just the same as it was when I started.

Any ideas?

Even better, where can I find Pine compiled for MiNT?

Also, where can I find Talk compiled for MiNT?

Thanks for your help!

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3259. [Q] Is there a simple prog. like DIP?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <408oat$272@status.gen.nz>
Source record: 25078

I have got DIP, but I can't understand the first thing about it.

All I want to do is dial the phone, enter my name and password, then choose 3 for slip, then automatically run slattach.

I think this is what DIP does, but it is terribly complicated. Is there a simple programme which can do this, which anybody can understand, or will I have to write it myself? Even if I have to run slattach manually, that's Ok. I just find it tedious having to load up the terminal, ring up login, then load a shell and run slattach. If I could just double-click on login, then double click on slattach, it would be Ok.

Thanks for any help!

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co..nz/~mbecroft/

3260. Re: Humming/clicking power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <5TDCCc+.lamarth@delphi.com>
Source record: 25079

Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> writes:

>Now the power supply has decided to die too. All it does now is make a
>humming/clicking sound when it is switched on (no power comes out).
>I can't tell where it's coming from, but I *think* it's either the switch
>itself or the big bit with high voltage stuck on it (well I don't know
>what it's called!). I don't want to stick my ear *too* close to a live
>power supply!

Sounds like what my power supply did when it went out on me. Hummed a bit,
but otherwise the whole system would come up with a black screen or failing
that would crash in mid boot, THEN go to the black screen if you reset.

>Does this sound fixable? Or do I need a new power supply?

You'll need a power supply, I'm sorry to say. The only Falcon repair shop
here in the US said that even they can't fix one, they don't sell parts for
one, they don't even have a schematic for one... :P

>I am hoping it was the the power supply causing the original problem as
>well. It will definitely be a lot cheaper to fix!

It will be- relatively :) My new power supply ran me $100. If someone
came out with a more reliable and cheaper aftermarket p.s. they could make
a fortune....

Sorry I couldn't give you any good news- hope this helps out somehow.

David (lamarth@delphi.com)

3261. QUANTUM PRO HD OK ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-08 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <08081995.214619@empyr.dircon.co.uk>
Source record: 25080

Hi, Anyone know if a Quantum Pro 105b SCSI HD will work with my AdSCSI+ host adaptor ??

My Rodime is in it's final death throes and I have seen a Quantum advertised...

Cheers,

Kev.

/// ReJoinDer v1.1L

+--+ |

| Kevan@empyr.dircon.co.uk |

| +------------------------+

| PGP Public Key available on request | No files >50k please ! |

+--+

VQWK 6.20 [Rev H - 04/04/94]

3262. Connecting Powerbook Drive to Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DD1xsp.CBp@comp.lancs.ac.uk>
Source record: 24941

Anyone got any ideas as to whether it would be possible to connect a Mac Powerbook hard disk (270MB) to a Falcon, as far as I know it's a SCSI-II compliant device, it's simply a matter of getting the correct cabling... but I'm not sure, and before I part with my money I would like to know for sure wether or not this is possible...

Neil
(nab@comp.lancs.ac.uk)

p.s. Could people mail me replies as well as posting if they post, as the news feed can be a bit dodgy.. thankyou all in advance..

3263. Re: Shielding in a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <921_9508091249@genesplicer.org>
Source record: 24942

Re: _Shielding in a Falcon_, Phillip Davey wrote to All on 09 Aug 95:

PD> Is the shielding *really* necessary inside a falcon?

Only if you and your neighbors enjoy watching TV. :^)

... I hate sex on TV. I keep falling off.

3264. null-modem connection - how?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <409t0t$pp@news.mdata.fi>
Source record: 25081

Could someone please explain how a file transfer is done via null-
modem cable and two computers? What software is needed and how
they are used (what settings)?

Does the 25-pin -> 9-pin converter change the null-modem cable
connections?

Reason I'm asking this is that my little brother came to visit me
with his Amiga 1200, and we'd like to transfer some stuff around.
I already have a null-modem cable, so I don't need instructions how
to make it. We just couldn't make any connetion via terminal
software.

BTW: Having an Amiga 1200 and Atari Falcon in the same monitor (my
MAG has two inputs switchable from front panel) is a nice way to
compare speed, display and feel of the machines. Funny thing is
that Amiga 1200 has only 4-5 resolutions (out of ca. 100) that
work on a high-class multisync: these better multisync-monitors
cannot display rates below 50Hz and 30KhZ.
You have three guesses which machine looked, felt and performed
totally utterly better....

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3265. Re: [Q]UnGZipping Elm, and where to get Pine?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <409eq1$8rh@status.gen.nz>
Source record: 25082

Hello,

Well, it turns out that elm ungzipped without a problem after speicying
-v (--verbose) on the commandline.

However, now that it is un gzipped and un tarred, it won't work.

First, my home enviromnet variable is set to "u:\home\mb\", where u:\home
is a symlink to u:\usr\users\.

However, Elm made it's .elm folder on the root directory of my minix
filesystem (g:\) instead of my home dir.

Should I be saying /home/mb/ instead of u:\home\mb\ ?

Anyhow, it still started up and idn't crash, but it did not show my
inbox. I am not surprised, however, as I found nowhere to specify where
my inbox is located. (it is located at iconz.co.nz in directory
/var/spool/mail/mbecroft.)

As far as poisting mail goes, it just crashed when I chose send after
putting in a message.

Basically, I have absolutely no idea what I should be doing with Elm. All
I've done is de-archived the archive, and run Elm just as it came.

Can someone please help, or suggest an alternative programme (I am used
to operating Pine, but can't find a MiNT version anywhere.)

Thankyou very much for any help!

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3266. Re: Wizz says no Cuda

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <40ac21$kf0@percy.cs.bham.ac.uk>
Source record: 25083

d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>In article <DCtrr2.3sD@news.hawaii.edu>,
>John Perez <jperez@uhunix3.its.Hawaii.Edu> wrote:
>>- 32 Bit system ROM (ROM copied into/runs from Ram)
>
>Uh, so there isn't really any 32 bit ROM then, or did I misunderstand you?

TOS 3.06 is a 32-bit ROM. However, I suspect the problems are to do
with the use of a 68040 instead of a 68030 - there are slight
differences (extra caches, and so on) which meant that, for example,
the Medusa couldn't run at its full speed when I saw it a year ago.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3267. Re: PCs, STs and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DD0ov7.JEo@cix.compulink.co.uk>
Source record: 25084

In message <407mnc$3t5@skolem.praxis.co.uk>, bjb@praxis.co.uk said:

> 3) And finally, I am thinking of getting a monitor to use as a hi-res
> ST monitor and a colour 1024x768 monitor on a PC (linux - not
> DOS/Windows ;-). It would be an advantage if the monitor also worked
> with ST low/medium resolution too. What sort of monitor would I need
> to do this?

A Microvitec 1428 will do all this - though the 1024x768 will be
interlaced. I've had all ST modes, all TT modes (except TT-Hi) and upto
800x600 under Windows and Linux/pc running fine on one.

Microvitec are on 01274 390011 (UK) if you are interested. I got mine from
System Solutions though. Cost about 300ukp inc.

:-)

Roland.

3268. Shielding in a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <40afdk$rp3@lyra.csx.cam.ac.uk>
Source record: 25085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is the shielding *really* necessary inside a falcon?
(by shielding I mean the metal sheets screwed on to cover up the board)
What is likely to happen if I take some or all of it out?

I need some more room, and that is the obvious thing to remove.

Thanks for any help,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3269. Internal *SCSI* disk possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <40afio$rug@lyra.csx.cam.ac.uk>
Source record: 25086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it possible to mount a SCSI disk *inside* a falcon?
How/where do I connect it?

AFAIK there is a internal IDE connector but no obvious internal SCSI
connector.

Thanks for any help,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3270. Re: Internal IDE/SCSI in a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DD1nyu.Er6@crash.cts.com>
Source record: 25087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: How do you connect an internal SCSI disk to a Falcon? As far as I can
: tell the only SCSI connector is the external one. Is there an internal
: one as well?

Nope.

: I am trying to fit a SCSI disk inside my Falcon as well as the internal
: IDE disk. Is this possible? What happens to all the connectors on the
: back of the board if you put it in a desktop case? I thought the idea was
: to put everything inside the case.

Put it in a tower case and you'll be able to run a line directly from the
SCSI-II connector to the drive internally in the tower case. Impossible
with the existing Falcon case.

: Physical space inside the falcon isn't a problem, it's just the connector.
: Also, is all that shielding *really* necessary? :)

The shielding not only keeps your neighbors from running you out of town,
because you'd ruin their TV reception; it also prevents your Falcon from
being interfered with by external radio sources (CB's, HAMs, Cellular
phones, etc.). Besides, with the limited space you destroy the small
amount of air space that the puny little fan needs to cool. Things are
already running pretty warm as it is.

Rich

3271. Re: Help needed with sick Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DD1on1.H12@crash.cts.com>
Source record: 25088

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: I need some help with my Falcon.
: The problem is that when I switch on the power, the Atari symbol either
: doesn't appear (in which case all I get is a blank screen) or it appears
: very slowly and corrupted (there are lots of pixels in random positions
: on the screen) and then just hangs.

: I had this problem once before but it disappeared all by itself. However
: this time it hasn't.

: I thought it might be
: a) overheating (it's around 30degrees C) because it is much hotter than it
: has been before...
: b) something wrong with the memory because I can't think of anything
: else it might be....

: It isn't the hard disk, floppy, monitor or blowup as it does the same
: thing with or without these.
: I have also had a look at the board and chips but nothing looks out of the
: ordinary.

: I hope it isn't the memory because that is expensive! :(
: If it is overheating, what can I do about it? Will a fan next to the
: machine help?

First, try the simplest remedy. Reseat every single socketed chip , ie:
pull them out and reinsert them. This includes removing the RAM board
and reseating it too. If that doesn't work, then check your power
supply. It may be sending out more than +12 and +5 volts (naughty!).
Typically a faulty power supply makes whining or clicking noises.

Check to see if the first and third (from the left) jumper pads are
shorted. They are responsible for RAM and ROM timing.

Finally, if things are still not working, then check for hot chips. This
means check to see if you can boil eggs on one of the chips. My guess
would be (if it's a bad chip) in order of probability:

1> CPU (right in the middle of the left expansion connector)
2> FPU (if you have one, under the power supply, socketed)
3> VIDEL (Under the IDE HD, big sucker)
4> One of the GAL chips (Bottom center, socket chips; also far right)
5> ROM (tiny socketed square under RAM)
6> RAM (big board plugged in on right)
7> COMBEL (big sucker above GALs and to the right of CPU)
8> Any of the rest (aaah!)

Good luck!

Rich

3272. How to check mouse button in C?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: vbakker@cs.utwente.nl
Message-ID: <40ae7t$qie@utrhcs.cs.utwente.nl>
Source record: 25089

Maybe someone more experienced with C programming on Atari can
explain how I can check for a mouse-button click on the atari?

Thanks for reading this.
Thanks in advance for answering.

Vincent

--

Vincent Bakker vbakker@cs.utwente.nl
The Netherlands
--

```
I these are the days
__________I\__ of lasers in the jungle
I I lasers in the jungle somewhere
I I staccato signals
__________I______of constant information
I a loose affiliation of
.d88bI millionaires and billionaires
____ 888888______
Y8888Y
`""' Paul Simon
_________________
```

3273. SCSI 2.5" HDD Data Adaptor Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-09 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <40af2a$2oj@preeda.internex.net.au>
Source record: 25090

I need a SCSI Data Adaptor Kit (Mounting Kit), to connect a
Quantum SCSI 2.5 inch Go-Drive to the normal SCSI 50 way ribbon
cable connector. I would like at least two kits but 10 would be better :-)

If not, where can I get the connector that plugs onto the 2.5 inch drive?
It is a 3M 150 series or Dupont 69764-050, 50 pin connector.

Prices?

I would appreciate any help or info at all.
Please email me directly. Thanks in advance,
Julian.

--

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\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

3274. Please, need help with NEC 2A monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: scifi@ionet.net
Message-ID: <40c2kp$8ut@ionews.ionet.net>
Source record: 24943

At a local second-hand store, I found a NEC MultiSync[tm] model 2A monitor. I was told it would sync down to the standard TV frequency of the ST's color modes. I'm having problems getting it to work in those color modes. My home-spun DB-15 connector did work with an AOC multisync in all ST video modes, so I'm sure it is wired correctly. The NEC does work with monochrome 640x400 just fine (I'm using it right now typing this ;). Yet it doesn't want to lock in on the color 15kHz horizontal signal -- it does lock in on the color 60Hz signal, there's only a doubling horizontally of the image, which is completely stable otherwise. I thought these older NECs "did it all" like my AOC? (It is difficult finding such models anymore (thanks to "the market".) The NEC 2A has a bigger screen than a SM124, better for my MIDI stuff. What can I do to make the NEC 2A work in the color modes?

Thanks in advance -- Paul Seniura (in OkC)

3275. What is Inetd, and how to get Mail/News

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <40c46h$g3t@status.gen.nz>
Source record: 24944

First, what is the programme INetd? Do I need this to use Talk?

Second, I am quite confused about what software I need to recieve and send email with MiNTNet. Normally, I call my host with a VT100 terminal, and run Pine on my host's computer. Normally, my inbox is located in /ver/spool/mail/mbecroft. Do I have to FTP this inbox to my computer and then look at it with Elm every time I want to se my mail? Can't I just make elm look at my mail directly from my host? Also, if I can look at it directly, without FTPing my inbox first, will it read the entire inbox? i.e., say I have a 200K inbox. The message I want to read is only 2K. Do I still need to get the entire inbox just to read the one message?

I know _absolutely_nothing_ about how email works on the internet, so you'll have to explain even the simple things.

Also, I naturally want to see Usenet through MiNTNet? Again, I know nothing about how this works, so what programmes do I need, and how do I set them up?

At the moment I have DIP, gopher, lynx, finger, ping, ftp and they all work fine.

Thanks very much for taking the time to reply!

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3276. Re: Humming/clicking power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3029623847ca293@xs4all.nl>
Source record: 24945

lamarth@delphi (lamarth@delphi.com) wrote:

>Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> writes:
>
>>Now the power supply has decided to die too. All it does now is make a
>>humming/clicking sound when it is switched on (no power comes out).
[snip]
>>Does this sound fixable? Or do I need a new power supply?
>
>You'll need a power supply, I'm sorry to say. The only Falcon repair shop
>here in the US said that even they can't fix one, they don't sell parts for
>one, they don't even have a schematic for one... :P
>

Well, I'm in the repair business myself. If you can't find an Atari-dealer
who can fix them, try one of the repaircenters just at the first corner.
A small shop that also does TV- or monitor repairs is your best bet.
The bigger the shop the less probable that they will accept it, but if
you can talk to the repairman himself he'll probably repair it for you.
A price of $30 - $60 seems fair.
Those switched-mode powersupplies are very straightforward and simple to
fix for a competent repairman.
But just bring the PSU, _not_ the whole computer.
Be _careful_ though as defective powersupplies can keep a _lethal_
powercharge for up to several(!) months !

Maarten van den Berg
Amsterdam - Holland
email: maberg@xs4all.nl

3277. Hardware FORSALE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: Jackdeth@cris.com
Message-ID: <40cigc$4um@warp.cris.com>
Source record: 24946

```
FORSALE: Atari 520 STfm System
- 2 Megs of Ram
- Atari Color Monitor
- 600+ Disks FULL of Software!
USRobotics 14.4 Sporster
- External
- 2 months old

Anyone interested should Email me at: jackdeth@cris.com

JACKDETH
```

3278. Re: Please, need help with NEC 2A monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: valega@qns2.qns.com
Message-ID: <40cce4$pcl@qns2.qns.com>
Source record: 24947

Paul D. Seniura (scifi@ionet.net) wrote:

: At a local second-hand store, I found a NEC MultiSync[tm] model 2A
: monitor. I was told it would sync down to the standard TV frequency
: of the ST's color modes. I'm having problems getting it to work in
: those color modes. My home-spun DB-15 connector did work with an AOC
: multisync in all ST video modes, so I'm sure it is wired correctly.
: The NEC does work with monochrome 640x400 just fine (I'm using it
: right now typing this ;). Yet it doesn't want to lock in on the
: color 15kHz horizontal signal -- it does lock in on the color 60Hz
: signal, there's only a doubling horizontally of the image, which is
: completely stable otherwise. I thought these older NECs "did it
: all" like my AOC? (It is difficult finding such models anymore
: (thanks to "the market".) The NEC 2A has a bigger screen than a
: SM124, better for my MIDI stuff. What can I do to make the NEC 2A
: work in the color modes?

: Thanks in advance -- Paul Seniura (in OkC)
Hi Paul, How are you doing? I know how to make 2A's work fine with ST's at
15Khz. Call me at 942-5766 if your interested..... Dan Valega (OkC)

--

I've never met a computer monitor, that I didn't want to repair :-)
For the best monitor service, call MultiMedia Service 1-405-942-5766

3279. [Q] Lynx crashes during Data Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <40carc$3el@status.gen.nz>
Source record: 24948

Hello,

I have recently been setting up MiNTNet, and one of the programmes I have used is Lynx compiled for 020 (I have a TT030.)

Lynx works perfectly, until a web page is accessed which is larger than about 3K. After about 2K of data is transferred, the machine Hangs, causing a reboot to be necessary.

I have a 2400 BPS MODEM, with V42bis, so I have my port set to 9600.

Any ideas as to what is causing this?

Also,I have tried to retrieve a GIF picture using Gopher. However, the picture came out with only the top 3 or so scanlines intact, the rest aws just black. So, I tried the same thing with Lynx (as Lynx can handle Gopher) and this time the first 200 lines or so came accross fine, the rest being black. Any ideas about this?

Thanks very much for any help!

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3280. Re: Connecting Powerbook Drive to Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DD3BDy.8H8@comp.lancs.ac.uk>
Source record: 24949

In article <DD1xsp.CBp@comp.lancs.ac.uk> nab@comp.lancs.ac.uk (Mr N A Barnes) writes:

>Anyone got any ideas as to whether it would be possible to connect a Mac
>Powerbook hard disk (270MB) to a Falcon, as far as I know it's a SCSI-II
>compliant device, it's simply a matter of getting the correct cabling...
>but I'm not sure, and before I part with my money I would like to know
>for sure wether or not this is possible...
>

It's a Fujitsu 230MB 2.5" Powerbook Hard Drive Model M2637S (purchased from Mygate Limited, Units 9 & 11, Southbrook Industrial Estate, Southbrook Road, Lee, London SE12 8LG, 0181-318-1424, fax: 0181-318-1802, Applelink MYGATE.UK --- anyone got a WWW or email address for these people please?)...

However it doesn't have a jumper for the terminator option, jumpers are as follows
J7 }
J6 } - SCSI ID
J5 }
J4 --- Power Up ?
J3 --- Parity ?
J2 --- Unit Attention ?
J1 --- SCSI Level (for SCSI-I or SCSI-II - I like SCSI-II)
xx }
xx } - not used (apparently... I wonder if this is just "not used for the powerbook)

Apparently the power lines (end 8 pins on the connector) weren't connected in the powerbook, it used the SCSI lines to get the required power!

Help please....

Thanks in advance,

Neil
(nab@comp.lancs.ac.uk)

>p.s. Could people mail me replies as well as posting if they post, as
>the news feed can be a bit dodgy.. thankyou all in advance..
>

3281. Re: Internal IDE/SCSI in a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <40crsf$r18@lyra.csx.cam.ac.uk>
Source record: 24950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
>: I am trying to fit a SCSI disk inside my Falcon as well as the internal
>: IDE disk. Is this possible? What happens to all the connectors on the
>: back of the board if you put it in a desktop case? I thought the idea was
>: to put everything inside the case.

>Put it in a tower case and you'll be able to run a line directly from the
>SCSI-II connector to the drive internally in the tower case. Impossible
>with the existing Falcon case.

Does this mean the case has to be bigger than the board to accomodate the
space used by the connector?
Any suggestions for cases?

>The shielding not only keeps your neighbors from running you out of town,
>because you'd ruin their TV reception; it also prevents your Falcon from
>being interfered with by external radio sources (CB's, HAMs, Cellular
>phones, etc.).

What is this likely to do? AFAIK nobody near where I live has any of these...

>Besides, with the limited space you destroy the small
>amount of air space that the puny little fan needs to cool. Things are
>already running pretty warm as it is.

But surely if you put it in a new case, you would have to leave out the
shielding anyway?

Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3282. Re: Atari Transputer Workstation -- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <40ctqc$60l@doffen.uninett.no>
Source record: 24951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.transputer,alt.folklore.computers

I.vanderMolen@telecom.ptt.nl (I.H. van der Molen) wrote:
>Atari Benelux said they didn't support the ATW anymore. I could not even get
>any docs. Perihelion can still sell the Helios software for about 800 pounds

So where is it possible to get your hands on an ATW and how much does it cost these days? Just curious - might want to have one and solder it onto my M4STe or something. ;^)

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

3283. Re: Memory-Mapped I/O hack

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <40cu4m$60l@doffen.uninett.no>
Source record: 24952

rincewind@discworld.oche.de (Michael Schwingen) wrote:
>You can't write to that port, but you can decode a 256 (or 512) byte region
>and latch the lower 8 addreess lines on a read access. By doing a

Hmmm... Think it'd work if you just pulled the write signal out on an extra
wire? Oh what the heck - anyone got wire for wire schematics for the VME bus?

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

3284. Re: Humming/clicking power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: nnoiseux <nnoiseux@tiac.net>
Message-ID: <40d4j6$4pa@sundog.tiac.net>
Source record: 24953

you might try best electronics at 408 243-6950. they carry
lots of parts for the atari st series, and have at least one
well regarded replacement power supply.

3285. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <40d520$g2q@ixnews3.ix.netcom.com>
Source record: 24954

American Techna-Vision has a huge inventory of new replacement parts,
commercial software and reference books for your Atari 8-bit system.
If you would like a free catalog EMAIL me with your Name and STREET
ADDRESS. Or phone 510-352-3787 - Ralph

3286. Re: PCs, STs and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: davef@impala.inmos.co.uk
Message-ID: <40dcps$r30@lion.inmos.co.uk>
Source record: 24955

In article <407mnc$3t5@skolem.praxis.co.uk>, bjb@praxis.co.uk (Ben Bell) writes:
|> I'm sure I've recently seen a discussion on this recently but I can't
|> remember the answers.
|>
|> A few questions on PCs, STs and monitors.
|>
|> 1) (How) can I use an SM144 with a PC (VGA port)?
|> 2) How likely is it that an average of the shelf PC monitor will
|> work with an ST? What do I have to look out for?
|> 3) And finally, I am thinking of getting a monitor to use as a
|> hi-res ST monitor and a colour 1024x768 monitor on a PC (linux - not
|> DOS/Windows ;-). It would be an advantage if the monitor also worked
|> with ST low/medium resolution too. What sort of monitor would I need
|> to do this?
|>

The ST Hires output is not VGA. It is close (ST = 32kHz, VGA = 36kHz I think ?)
I would try and get hold of a multisync monitor with a range from 15kHz to 36kHz
or thereabouts as this should encompass ST low/med res (15kHz)as well as ST hires
and VGA. Actually if you want 1024x768 then you may need an even higher sync rate.
Maybe a multisync from 30kHz to 60kHz or so maybe more useful. I think your ideal
sync range appears to be 15kHz to 60kHz but I don't know if you will find a
multisync with such a wide spread.

--
+--------------------------(Dave Foy)------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@bristol.st.com |
+----------------------(+44 454 616616 X526)-------------------------+

3287. Re: QUANTUM PRO HD OK ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <40dggs$25o@oban.cc.ic.ac.uk>
Source record: 24956

in article <08081995.214619@empyr.dircon.co.uk>,
Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
>Hi, Anyone know if a Quantum Pro 105b SCSI HD will work with my AdSCSI+
>host adaptor ??

I have a Quantum Pro 85Mb HD on my AdSCSI+ that works perfectly. So I doubt
you will have any problem.

-- Robert Mellish (YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`Mr. Puppethead is hungry!' - [Yakko, `De-Zanitized']

3288. MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <40dg7c$9uu@ccshst05.cs.uoguelph.ca>
Source record: 24957

I'm having a problem with MinixFS. I am basically unable to initialize a partion using minit. I know it works, since I've done it before. I think the problem may lie with the hard disk drive I'm using, namely v6.5.5 of the ICD Pro driver. When I try to use minit, I get a message saying:
pid 5 (minit): minixfs: Rwabs returned 65525 sector 1 drive I:
Partition I: is about 100 megs, and obviously has 4096 byte virtual sectors. It's the only partition on the drive with sectors that size. The drive is a Maxtor LS-340 (or something like that) formatted with the ICD Pro utils.

Thanks...

THeo

3289. Re: Shielding in a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Aug10.084231.368@genrad.co.uk>
Source record: 24958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>Is the shielding *really* necessary inside a falcon?
>(by shielding I mean the metal sheets screwed on to cover up the board)
>What is likely to happen if I take some or all of it out?

It depends where you're operating your computer. In a domestic
situation it is very unlikely you will have any problems if you remove
the shielding. You may get interference on your television or radio if
it is too close however. In an industrial environment (where it may be
close to switchgear, or automotive machinery) the electrical noise can
upset the computer (and even corrupt RAM contents). I suppose it is
possible that the hard disc could get corrupted by high magnetic fields,
although I doubt that the flimsy shielding in the falcon would reduce
the field strength by much anyway.

Paul

3290. Atari ST soft/harware sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <40dvr2$h9t@epicycle.lm.com>
Source record: 24959

Here is a list of Atari ST software and hardware that I am selling.
All reasonable offers will be considered.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

ATARI HARDWARE FOR SALE
hard 1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
hard 1040 ST/F(M?) 1meg memory MIGHT BE 520
hard 1040 STE 4megs mem.
hard 3 Color Monitors (1 not working - power box) All atari brands
hard SM124 Mono Monitor
hard Indus GT External 720k Floppy
hard The BEst TrackBall
hard The Cordless Mouse (Practical Solutions)
hard Toadfile 130meg + 80meg HD w/ICD+ host
hard ShoeBox 80meg HD w/ICD+ host
hard Mouse Master
hard Monitor Master(toad brand?)
hard Video Key
hard ST Video Digitizer
hard The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
hard Stereo Replay audio digitizer
hard ST Sound Digitizer (Hippopotamaus)
hard 2 assorted internal floppy drives for parts
hard 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
soft Arctic Fox
soft Atari 1st Word ST (2 of them)
soft Atari ST Academy
soft Atari ST User Magazine: Disks: Oct 1990 - Sept 1991,
w/2 unknown demo disks
soft Autoduel
soft Backup! (Michtron)
soft Balance of Power 1990 edition
soft Battle Chess
soft Battletech - cresent hawk's inception
soft BBS Express ST
soft Blacklamp
soft Bloodwych
soft Bureaucracy
soft Club Backgammon
soft Codehead G+ Plus
soft Codehead Hotwire

soft Codehead Lookit & Popit
soft Codehead Maxifile
soft Codehead Multidesk Deluxe
soft Codehead Utilities
soft Codehead Warp 9
soft Curse of the Azure Bonds
soft DC Data Diet
soft DC Desktop
soft DC Utilities
soft Death Bringer
soft Death Sword
soft Defender of the Crown
soft Deluxe Paint ST
soft Diamond Back II
soft Diamond Edge
soft Dragons of Flame
soft Dungeon Master (2 of them)
soft E-Z Data (database)
soft Ed Hak
soft Elite
soft FAST (util)
soft FAST - Key SHell and "AND"
soft Gauntlet
soft GFA Basic 3.5e
soft H&D Base (database)
soft Hacker II: Doomsday Papers
soft Hard Disk Toolkit (Beckmeyer Develop.)
soft Hillsfar
soft ICD - Advantage ST - Harddrive util disk
soft ICD Clean-up ST
soft Ikari Warriors
soft Image Art - icons, 2 disks
soft Interlink ST (term)
soft Jewels of Darkness
soft Kis Terminal
soft Laser "C"
soft Lock-on (2 of them)
soft Lurking Horror
soft Ma Hubbards Cupboard and assorted utils
soft Mega Traveller 1: Zhodani Conspiracy
soft Metro Cross
soft Michtron BBS 3.0
soft Mindshadow
soft MVG - Multi Viewer Graphica
soft Neodesk
soft PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks
Aprox 350 disks
soft PACE UK Disks 200 disk
soft PC Ditto
soft Populous

soft Primetime
soft Print Master Plus, w/ art gallery 1 & 2
soft Pro Copy 1.22
soft Roadwar 2000
soft Roadwar Europa
soft Rogue (2 of them)
soft Rolling Thunder
soft Scurples
soft Shadowgate
soft Shanghai
soft Space Conquest: A Galactic Odyssey
soft Speedball 2
soft ST Action Magazine: Disks: 10, 12, 14-25
soft ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
soft ST Karate
soft ST X-press Magazine: Disks: vol.2 #8 jan 89
soft ST-Talk Professional 2.0
soft STalker 3 term
soft START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
soft STeno
soft Temple of Aphsai Trilogy
soft Time Link
soft Timeworks Data Manager ST
soft Timeworks Word Writer ST
soft Tool Box volume 1
soft Top Gun, 2 copies, one still in box
soft Ultima V: Wariors of Destiny
soft Ultimate Virus Killer
soft Universal Item Selector 3.32
soft Universe II
soft Universe III
soft Wanderer
soft Wizworks Image Cat - pic cataloger
soft Wizworks Mugshot w/data disks 1-3

ASSORTED ATARI MAGAZINES
mag ST Informer, ST Format, STart, Current Notes, etc
email for complete list of mags.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

3291. Re: MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <40e2it$g44@status.gen.nz>
Source record: 24960

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: I'm having a problem with MinixFS. I am basically unable to initialize a
: partion using minit. I know it works, since I've done it before. I think
: the problem may lie with the hard disk drive I'm using, namely v6.5.5 of
: the ICD Pro driver. When I try to use minit, I get a message saying:

I seem to remember the documentation mentioning that MinixFS does not
like ICD Drivers. You should get AHDI 6.06 or HDDriver, and you should
have no problems.

-Mario Becroft (mbecroft@iconz.co.nz)

3292. Re: SETUP won't run on my TAF mint etc disks, what's wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <808088857.13598@whatnext.demon.co.uk>
Source record: 24961

donaldp@scowpat (Donald Page) wrote:

>ace (jason@whatnext.demon.co.uk) wrote:
>: Trouble is, that's as far as I get. On typing 'setup f' and other
>: combinations I get 'path not found' and consequently haven't yet got
>: to install disks 2 to 5.

>I had to type 'source setup f' which is what it said in my documentation.

I've just discovered that I should have scrolled the screen up and
read the next paragraph!!! Silly that I missed it really, I remember
reading other paragraphs from further on...

>Worked fine from that point on.

I've just been sent an auto .prg to set the TT's res. to ST-hi (& a
couple of other useful things) so I'm hoping it'll work now.

Trouble is I needed the space on my F drive for a job, and had to
format it back to TOS. So I'll have to start again....

jason.

=====================================
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3293. What CD ROM drives can an STe use?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-10 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <2b6_9508130301@nisc.fidonet.org>
Source record: 24962

In a message of 03 Aug 95 10:04:06, Julian@connexus.Apana.Org.Au wrote:

J> The drive is properly terminated. He is using The Link 2.
J> The drive is a Media Vision CDR-H93MV. I personally think that the drive
J> is faulty. ICD PRO doesn't even see it as a SCSI device.
-
Is the little LED on the Link glowing?
-

3294. Wanted : 3D2 files...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DD5674.8B9@cf.ac.uk>
Source record: 24963

Anyone know a site where I can find cad 3d2 files, or does anyone want to post any ?

Cheers,
Simon.

3295. Re: Shielding in a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DD56vC.966@crash.cts.com>
Source record: 24964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: Is the shielding *really* necessary inside a falcon?
: (by shielding I mean the metal sheets screwed on to cover up the board)
: What is likely to happen if I take some or all of it out?

Yes, it is *really* necessary. SHIELDING has its name for a reason. It shields out unwanted radio frequency interference and shields external devices from the Falcon's own radio frequencies. You are better off getting a bigger case to put your Falcon in so you have the room. A metal tower case has excellent shielding and plenty of room.

Besides, removing the shielding hinders the air-flow from the already wimpy fan.

You may be able to operate your Falcon for months at a time without any problems and complaints from your neighbors (if you're lucky), but say "bye bye birdie" if someone decides to key in their 500 watt linear CB amplifier near by.

You have been warned :-)

Rich

3296. MiNT aware zmodem program?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <302b0dd86b2880@xs4all.nl>
Source record: 24965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a zmodem program that works well under MiNT. Currently
I'm using xyz.ttp, which comes up frequently with CRC errors under
MiNT.

--


```
_____________________________________________________________________
| | vertaler | translator | traductor |
| Jos den Bekker |Engels en Spaans|English and Spanish|espaï¿½ol e inglï¿½s|
|<josdb@xs4all.nl>|-----------------------------------------------------|
| | WWW: http://xs4all.nl/~josdb |
---------------------------------------------------------------------
```

3297. Re: Atari Transputer Workstation -- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <40fkoa$rdh@btmpjg.god.bel.alcatel.be>
Source record: 24966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.transputer,alt.folklore.computers
Body handling: HTML body converted to readable text

In article , I.vanderMolen@telecom.ptt.nl (I.H. van der Molen) writes:

> Atari Benelux said they didn't support the ATW anymore. I could not even get
> any docs. Perihelion can still sell the Helios software for about 800 pounds
> sterling. Just a little to expensive for me (for a completely unsupported
> system). However, I am porting the INMOS standard iserver so I can use
> the T800's (still in pre-alpha state:-)
> But I've still got a few problems: can't get the T800 on the motherbord
> running (farmcard Ok), and the system crashes if I try to read anything from a
> Quantum LP105S SCSI disc. So I'm using a Megafile 30 disc on the DMA port and
> the first processor of the Farmcard as my root processor.

My ATW came with Helios, and Perihelion allowed me to upgrade (perhaps
they changed their policy when Atari dumped their stock? Couldn't
blame them for that.) So far everything works except the X driver
(can't get my SVGA monitor to sync to the ATW's VGA-like modes).
Disc access is slow, but works. (The disc drives are pretty old, but
I think that going through the chain Morpheus->STRAM->iserver->tp-link
has something to do with it. Anyone seen an ACSILA lying around?)

> For more info, (or to keep in touch) send E-mail to
> I.vanderMolen@telecom.ptt.nl

Noted.

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

3298. Re: Need sleep...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <40flmn$rdh@btmpjg.god.bel.alcatel.be>
Source record: 24967

```
zzzzzzzzzzzz.............

Gnu sleep is part of the Shellutils package, available wherever you get
Gnu stuff from. Note: the option --dream-in-colour only works if you
close your eyes.
--
------------------------------------------------------------------------

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.
------------------------------------------------------------------------
```

3299. Re: MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <40gblk$gcl@ccshst05.cs.uoguelph.ca>
Source record: 24968

Mario Becroft (mbecroft@iconz.co.nz) wrote:

: I seem to remember the documentation mentioning that MinixFS does not
: like ICD Drivers. You should get AHDI 6.06 or HDDriver, and you should
: have no problems.

I'll try that, but it seems kind of weird, since I was using v6.0.8 on my other machine, and it worked fine. Of course, the partition size was smaller, so that may have something to do with it...

THeo

3300. Re: Internal IDE/SCSI in a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <f9c_9508111422@genesplicer.org>
Source record: 24969

Re: _Internal IDE/SCSI in a Falcon?_, Phillip Davey wrote to All on 10 Aug 95:

>> The shielding not only keeps your neighbors from running you out of town,
>> because you'd ruin their TV reception; it also prevents your Falcon
>> from being interfered with by external radio sources (CB's, HAMs,
>> Cellular phones, etc.).
PD>
PD> What is this likely to do? AFAIK nobody near where I live has any of
PD> these...

Nobody near you has a TV? Geez, where do you live, in a cave? ;^)

... Trekkers work out at the "He's Dead Gym."

3301. More dieing power supplie

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-11 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <492_9508121225@flight.org>
Source record: 24970

Well, after doing a memory upgrade on this thing, of course the power supply
decides to die on me... Anyway, shortly after upgradeing this 520STfm to 1mb
by
sodering in a bunch of RAM chips, the power supply has been doing bizzare
things, (at least I think* its the power supply) at first when you fliped it
on,
it would sit there with a black screen and the power light off for half a
second
or so before it jumped to life. Not very long, but noticable. Over the course
of
three days this pause got longer and longer. Now its to the point that when you
flip it on from a totally cool state, it sits there for about 5 seconds, and
after about an hour, when it gets warmed up, it won't even turn on until it
gets
cooled off! Arrrggh! Well, I took it apart and I noticed a resistor was
cracking (!!!), but nothing else seemed out of order. Of course I forgot to
note
the model number of the power supply, and the location of the cracking
resistor...
(i do* remember that it was an Atari PS...) (Ghod them 1040-style cases are a
pain in the ass to dissassemble!)

---
* Kivi (unregistered) 1.41 *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3302. ST Net?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <808218122_OASIS_@cnserv.dungeon.com>
Source record: 24971

In article <3v93q7$c0p@oveja.u-net.com>
Simon said:-

>Anyone using AtariNos/Oasis with providers other than Demon?

Yup - me and Carl Hender are here at Dungeon.

>or better still anyone know of other ST softs that work and support
>POPmail rather than just simple???

There is a version of NOS at ftp.dungeon.com in /pub/atari that support POP3
mail...

--

ATB,
Karl.

Computer Network Services, Suite 110, +----------------------------+
York House, 2-4 York Road, |Novell authorised reseller, |
Felixstowe, Suffolk, England. |training and consultancy |
Tel: 01394-672004 Fax: 01394-271210 +----------------------------+

3303. Re: Jaguar Server

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: f92sk@efd.lth.se
Message-ID: <40ip0v$d8a@nic.lth.se>
Source record: 24972
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.st.tech

ATTENTION: This reply is written by a member of
the Jaguar Server Design Team!
Some of the opionions stated below may not be those of the whole
Design Team.

A lot of rumours have appeared on the net concerning the Jaguar Server.
This follow-up is written to clear the air...

The Jaguar server is a gadget you insert into the cartridge port of a
MEGA/ST/E/TT/FALCON etc and allow you to produce games/demos etc
for the Atari Jaguar tv-game.

The Jaguar Server uses the INTERNAL memory of the Jaguar it is not a
copier. You can NOT copy cartridges. You can NOT emulate cartridges.
It ONLY USES THE INTERNAL 2 MB memory of the Jaguar. Again YOU CAN NOT
COPY GAMES with the Jaguar Server. The supplied software nor the hardware
cannot be used for copying games. And software cannot be written to perform
such a task.

The Jaguar must be modified so it can communicate with the host-computer
and. This modification also involves adding a development OS to the Jaguar.
The OS makes it possible to single-step a CPU and or GPU/DSP program and
download/upload programs to the internal 2MB of the jaguar. It also enables
the programmer to set breakpoints and run programs. To simplify development
a resetbutton is added. The modification does not enable the user to emulate
or copy cartridges or CDs or whatever..

The Jaguar Server is currently supplied with a program that allows you to
download/upload and run programs in the internal memory of the Jaguar.
Under development (by me) is a MonST lookalike remote debugger which is
using GEM. The debugger will be expanded with an editor and a 68000/GPU/DSP
assembler. With the debugger you can debug programs interactivly.

We will not supply any documents on the jaguar hardware. For this information
we suggest the user to buy the "paper-only" development system from Atari.

In article <40gphm$25g@express.ior.com>,
Frans Keylard <fkeylard@on-ramp.ior.com> wrote:
>>>Let me leave you with some questions:
>>>1) Do you really think the $5500 figure is based on cost???
>
>>To some extent (it must cover their costs), but yes, you are right.
>
>It has nothing to do with cost, it's much more like the deposit you
>lay down when you rent a moving van, except you get your deposit back

>(and then some) when you actually produce a good game. It's a token of
>good intent, this figure IS paltry when compared to dev costs for the
>other systems.
>

True but it is still way too high to allow all "underground" game program-
mers that are coding games. Remember that Unique , Thallion , Eclipse
and many of the popular game companies on the PC-market would never ever
been brought to life unless the production cost for a game was so low. You
simply start with the same equipment you used for demo-making that is a ST/
Amiga/PC and assembler/musicprog/artprog and you put a little effort into
it.

The Atari development system is very cheap, but it is not cheap enough to
allow hackers/home programmers/democrews to have some fun with a killer
system.

>>>2) If everybody could "develop" i.e. "copy" Jaguar games, especially
^^^^^^
You cannot copy games with the Jaguar Server.
Are you suggesting that you can copy games with the Atari Development
System?

>>>those who did not even have the paltry $5500 to guarantee it (peanuts
>>>for a dev system), how many games do you think would be sold?
>
>
>I wouldn't, you are being highly naive if you think the Jaguar could
>survive such a hit. Maybe ONE copy was a little too much sarcasm, but
>it might as well be. The downward spiral starts from there...
>

I doubt it... :-)

>
>>Let me get this striaght. To use this new kit, you need:
>>(A) a Jaguar
>>(B) to be able to program the Jaguar
>>(C) the compilers, manuals or whatever it is you don't get with this new
>>kit that you do with Atari's kit.
>
>Look, I am well familiar with such devices for both the SNES and
>Genesis, one can send things back and forth from hard-drive and the
>console, and floppy disk.
>You don't have to know anything about programming to make it work,
>it's just a few simple steps. One could also make editors, trainers,

You must know how to program to develop own software and again
the Jaguar Server is NOT A COPIER and you cannot turn it into one..

>and intro's. That's what such systems are really for, everybody who
>has a console copier knows that. For the $400 or so dollars it costs,
>you can own nearly every game in the library for it. How much of this

>do you think goes to Nintendo and Sega? Zilch! How many games do you
>think were produced on these systems for the SNES and Genesis? Nada!
>Since both companies are much bigger than Atari, they could "afford"
>the millions of dollars of lost revenue, but not without kicking and
>screaming. Atari on the other hand cannot.
>

No sweat since you simply cannot copy games with the Jaguar Server..

>Refer back to my first point in the original post. The answer I gave
>to the question regarding why it wouldn't be better for Atari if there
>were all these console copiers out there still stands. It isn't about
>the $5500. A developer stands to recoup that amount in sales, signs an
>NDA and gets the technical docs. These docs are highly protected by
>copyright, by the way.
>
>Owning a console copier is highly illegal, make no mistake about it.

Copying is illegal. The copying device is not. Just think: every single
one owning a cassette recorder (or harddisk/diskdrive) is a criminal :-)

Don't think I defend piracy. I don't,I have seen many of my products being
pirated.

>
>>So I don't think it is such a big problem as you suggest. What I was
>>thinking of was that there are people out there who could program the
>>Jaguar, but can't afford the starting up costs. This would give them a
>>chance to try it. Everyone needs to buy a jaguar in any case.
>
>If they can't afford the starting costs, they are not serious enough
>-- or they are little kids. This has been time proven, over and over
>again. Only a kid would not be able to come up with the cash. There
>are such things as business loans and partnerships. Hell, most people
>could put that on their credit cards. A dev kit is NOT a toy, it is a
>tool of the trade.
>

$5500 is quite a lot of money. Can you afford it, knowing that you cannot
get any income for about one year , an usual development time for a game
on a new platform even for a highly experiensed programmer. Many good demo
programmers who would love to code games and is often more experiensed than
older programmers are attending universities. They have no $5500 to spend on
their visacards

>>Thinking back to when the main games machines were ST's and Amigas, it
>>was possible (in fact much easier) to copy the commercial games. Although
>>this was a problem, it wasn't too bad. Much better than, for example, PC
>>software. AFAIK, cartridges are much harder to copy than disks or CD's.
>>Also, the fact that hobby type programmers could produce games kept
>>interest in those machines, long after most of the big company's gave up
>>and moved on.

>
>While you are taking your little trip down memory lane, did it ever
>occur to you why most software developers for Atari and Amiga
>computers went down the drain in the first place? Just ask any
>developer, and he'll tell you how large and devastating the impact of
>piracy was. It was a vicious downward spiral!
>Cartridges are actually easier to copy than most disks, even things

That is simply not true. You must in anyway emulate the cartridge.
On an megadrive or SNES the cartridges were rather small and could
easily be emulated using quite little memory. The Jaguar's cartridges
are quite large (4MB) and all the games uses the internal memory.
The Jaguar Server uses only the internal memory and does not supply
any additional memory to emulate any cartridge

>like the Super FX chip in the SNES were duplicated. The console
>copiers were able to copy DKC before you could bat an eye...
>
>>Phil (who may be talking complete rubbish)
>
>Frans -- who knows what he's talking about.
But might be slightly overreacting.. :-)

Regards
Sven Karlsson @ Istari Software

Codeveloper of hardware/software for Jaguar Server

3304. WANTED: DVT disk-to-video-tape backup system.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: rover@erinet.com
Message-ID: <40ide6$4rl@eri.erinet.com>
Source record: 24973

```
[ Article crossposted from comp.sys.atari.st ]
[ Author was FLOYDCO ]
[ Posted on 12 Aug 1995 10:20:47 -0400 ]

I am looking to buy a D.V.T. cartridge and software,
this lets you back up your floppies to a regular video tape.
Please respond with asking price.
```

3305. FOR SALE: SC1224 Color Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: rover@erinet.com
Message-ID: <40ido8$4vm@eri.erinet.com>
Source record: 24974

[Article crossposted from comp.sys.atari.st]
[Author was FLOYDCO]
[Posted on 12 Aug 1995 10:26:17 -0400]

I have for sale an Atari SC1224 color monitor, works perfect!
this is the newer one that has the connector cord you can unplug.
Guess what---- I lost the cord!
Make offer!

3306. Re: Memory-Mapped I/O hack

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <302d02aa1621820@discworld.oche.de>
Source record: 24975

Gard Eggesboe Abrahamsen (ga@www.hials.no) wrote:

GEA>Hmmm... Think it'd work if you just pulled the write signal out on an extra
GEA>wire? Oh what the heck - anyone got wire for wire schematics for the VME bus?

No. You would have to prevent the bus error happenning when writing to the
port. I am not sure if it is the normal timeout buserror (then you would have
to assert DTACK), or if the GLUE generates it instantly upon write access
attempts to the port - which would not be easy to fix.

I would recommend using my proposed method (which has been in use for many
romport adapters foer a long time now) - and which has the advantage that it
works with every stock ST.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
Gravity is a habit that is hard to shake off.
-- (Terry Pratchett, Small Gods)

3307. Re: MiNT aware zmodem program?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <33d_9508121319@genesplicer.org>
Source record: 24976

Re: _MiNT aware zmodem program?_, Jos den Bekker wrote to All on 10 Aug 95:

JdB> I'm looking for a zmodem program that works well under MiNT. Currently
JdB> I'm using xyz.ttp, which comes up frequently with CRC errors under
JdB> MiNT.

Probably GSZRZ would work. It runs in a GEM window.

... "My future is shrouded in dark wilderness."

3308. [Q]UnGZipping Elm, and wh

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <ddb_9508130121@flight.org>
Source record: 24977

> Also, where can I find Talk compiled for MiNT?

There is a Talk program in the STlogin package, the latest version I've found
is
6. I assume MiNTos comes with Talk...

---
* Kivi (unregistered) 1.41 *
--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------

3309. Re: tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <40jcc8$qg@birnie.demon.co.uk>
Source record: 24978

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:
: In article <807752684snz@birnie.demon.co.uk>, ali@birnie.demon.co.uk (Alasdair Campbell) writes:

: |>> > I like to use the tcsh shell when I am in Mint. However when i try
: |>> > to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
: |>> > and keeps on reading the script itself.

: Since the #! hack isn't supported by the kernel (MiNT) it has to be
: emulated. Both Perl and Bash have special code to emulate it, but it
: also works if the program is linked with a recent version of the
: MiNTlibs _and_ the UNIXMODE env var contains the `s' flag. Btw., the
: space after #! doesn't matter (but some OS's even require it).

I don't quite follow that. When you say `the program must be linked....',
do you mean the program that is being called by the #!, or the program
that is reading the script, ie tcsh in this instance. The Perl I am using
I have compiled myself to Mintlibs PL46. (Thanx MH if you're reading this!).
and it works fine if sh is running the script. So are you saying that I
must recompile _tcsh_ against yhe new Mintlibs?
BTW, I keep coming up against this UNIXMODE chap, and know nothing about
it (I am new to this stuff). Where can I find some info about it?
It was set to /cub, I tried /cubs but it made no difference.

Kind regards,

Alasdair.

3310. Re: Please, need help with NEC 2A monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-12 00:00:00 UTC
From: psu01223@odin.cc.pdx.edu
Message-ID: <40helg$6l0@odin.cc.pdx.edu>
Source record: 24979

In article <40cce4$pcl@qns2.qns.com>, Dan Valega <valega@qns2.qns.com> wrote:
>Paul D. Seniura (scifi@ionet.net) wrote:
>: What can I do to make the NEC 2A
>: work in the color modes?
>
>: Thanks in advance -- Paul Seniura (in OkC)
>Hi Paul, How are you doing? I know how to make 2A's work fine with ST's at
>15Khz. Call me at 942-5766 if your interested..... Dan Valega (OkC)

Umm... that's good for Paul, but can you enlighten the rest of us as long
as you're here? 8-) I too would like to have monitor choices other than
my venerable SC1224...

And on the subject, anybody know what multisync monitors are still being
made and/or available new in the U.S. that will sync to ST video like the
old NECs and Mitsubishis can?

---Alex

3311. Re: MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-13 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <40ks72$q9a@news.mdata.fi>
Source record: 24980

In article <40dg7c$9uu@ccshst05.cs.uoguelph.ca>,
Theodore L Hopman <thopman@uoguelph.ca> wrote:
>I'm having a problem with MinixFS. I am basically unable to initialize a
>partion using minit. I know it works, since I've done it before. I think
>the problem may lie with the hard disk drive I'm using, namely v6.5.5 of
>the ICD Pro driver. When I try to use minit, I get a message saying:

I had no problem making an ICD-formatted disk a Minix-partition.
Are you sure you had "AHDI Compatible" ticked on when formatting with
ICD-pro?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3312. Sluggish V.34 Modem - Epilogue.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-13 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <40kv3g$id@birnie.demon.co.uk>
Source record: 24981

The manufactures of the sluggish modem are themselves no slouches. USR agreed with me that the modem was faulty and on Monday it was off for repair. Friday arrived and along with it a brand spanking new modem. This one zzzzips. The RD light never goes out. tar.gz files download over FTP (PPP) at 2.96 K/sec. That's better!

So anyone who is not achieving this sort of xfer rate with ST(e), CD4040 mod and HSMODEM06 has something wrong.

Thanks again to all who helped, and thanks USR, if you are reading this, for excellent service.

regards to all.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3313. Re: What is Inetd, and how to get Mail/News

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-13 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <40l10q$ig@birnie.demon.co.uk>
Source record: 24982

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: First, what is the programme INetd? Do I need this to use Talk?

Inetd is the internet `super server'. It is usually started up as part
of your start-up script. It opens a socket and listens on _all_ ports
it is configured for (in inetd.conf) and when a request comes in for
any particular service, inetd launches the correct daemon to deal
with that request, be it FTP, telnet, smtp or whathaveyou. This save
you having loads of different servers all listening on their respective
ports, and gobbling up your memory and your cycles.

: Second, I am quite confused about what software I need to recieve and
: send email with MiNTNet. Normally, I call my host with a VT100 terminal,
: and run Pine on my host's computer. Normally, my inbox is located in
: /ver/spool/mail/mbecroft. Do I have to FTP this inbox to my computer and
: then look at it with Elm every time I want to se my mail? Can't I just
: make elm look at my mail directly from my host? Also, if I can look at it
: directly, without FTPing my inbox first, will it read the entire inbox?
: i.e., say I have a 200K inbox. The message I want to read is only 2K. Do
: I still need to get the entire inbox just to read the one message?

I think this sounds a bit confused. When you open an account with a
service provider such as demon, you will be given a hostname for
your m/c, say, bloggy, and a domain name, say, demon.co.uk.
Your address then becomes bloggy.demon.co.uk and you can have any
number of mail slots on your m/c like mario@bloggy.demon.co.uk or
ladyfriend@bloggy.demon.co.uk. Any incoming mail bound for bloggy
will be stored somewhere on the server's m/cs. You needn't know where
and you need not care. As soon as you log onto your provider, if there
is mail waiting a request for service will be made on port 25. Inetd
will be listening and will know from the port number (and /etc/services)
that this is a request for an smtp daemon and will start up sendmail
or smail or some such. smtpd(smail/sendmail) will dialogue with the
remote server and transfer tour mail into your spool directory, say
/usr/spool/mail/mario. There it will wait until you next run elm, when
it will appear before your eyes. (hopefully).

: Also, I naturally want to see Usenet through MiNTNet? Again, I know
: nothing about how this works, so what programmes do I need, and how do I
: set them up?

Usenet it another ball-game alltogether. I have tried in vain to obtain
some help in finding out what is available for MiNT in this area, and
came to the concusion that the answer was zilch. Up till now that is.
If you can read this posting, it means that I am well on the way to
finishing a port of inn, nntp and tin to Mint. It's looking pretty

good at the moment.

Drop me an e-mail if you need further details on setting up Mail/News
on MiNT.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3314. FS: Atari ST Soft/Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-13 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <40lhai$fm4@terrazzo.lm.com>
Source record: 24983
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Here is a list of Atari ST software and hardware that I am selling. Please make an offer, as I am still trying to figure out pricing. All reasonable offers will be considered. This is a sale, not an auction, first resonable offer will be accepted.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

ATARI HARDWARE FOR SALE
hard 1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
hard 1040 ST/F(M?) 1meg memory MIGHT BE 520 (GF's)
hard 1040 STE 4megs mem.
hard 3 Color Monitors (1 not working - power box) All atari brands
hard SM124 Mono Monitor
hard Indus GT External 720k Floppy
hard The BEst TrackBall
hard The Cordless Mouse (Practical Solutions)
hard Toadfile 130meg + 80meg HD w/ICD+ host
hard ShoeBox 80meg HD w/ICD+ host
hard 20meg Shoebox Atari HD, w/Atari Host, sh204?(GF's)
hard Mouse Master
hard Monitor Master(toad brand?)
hard Video Key
hard ST Video Digitizer
hard The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
hard Stereo Replay audio digitizer
hard ST Sound Digitizer (Hippopotamaus)
hard 2 assorted internal floppy drives for parts
hard 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
soft Arctic Fox
soft Atari 1st Word ST (2 of them)
soft Atari ST Academy
soft Atari ST User Magazine: Disks: Oct 1990 - Sept 1991,
w/2 unknown demo disks
soft Autoduel
soft Backup! (Michtron)
soft Balance of Power 1990 edition
soft Battle Chess
soft Battletech - cresent hawk's inception
soft BBS Express ST
soft Blacklamp

soft Bloodwych
soft Bureaucracy
soft Club Backgammon
soft Codehead G+ Plus
soft Codehead Hotwire
soft Codehead Lookit & Popit
soft Codehead Maxifile
soft Codehead Multidesk Deluxe
soft Codehead Utilities
soft Codehead Warp 9
soft Curse of the Azure Bonds
soft DC Data Diet
soft DC Desktop
soft DC Utilities
soft Death Bringer
soft Death Sword
soft Defender of the Crown
soft Deluxe Paint ST
soft Diamond Back II
soft Diamond Edge
soft Dragons of Flame
soft Dungeon Master (2 of them)
soft E-Z Data (database)
soft Ed Hak
soft Elite
soft FAST (util)
soft FAST - Key SHell and "AND"
soft Gauntlet
soft GFA Basic 3.5e
soft H&D Base (database)
soft Hacker II: Doomsday Papers
soft Hard Disk Toolkit (Beckmeyer Develop.)
soft Hillsfar
soft ICD - Advantage ST - Harddrive util disk
soft ICD Clean-up ST
soft Ikari Warriors
soft Image Art - icons, 2 disks
soft Interlink ST (term)
soft Jewels of Darkness
soft Kis Terminal
soft Laser "C"
soft Lock-on (2 of them)
soft Lurking Horror
soft Ma Hubbards Cupboard and assorted utils
soft Mega Traveller 1: Zhodani Conspiracy
soft Metro Cross
soft Michtron BBS 3.0
soft Mindshadow
soft MVG - Multi Viewer Graphica
soft Neodesk

soft PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks
Aprox 350 disks
soft PACE UK Disks 200 disk
soft PC Ditto
soft Populous
soft Primetime
soft Print Master Plus, w/ art gallery 1 & 2
soft Pro Copy 1.22
soft Roadwar 2000
soft Roadwar Europa
soft Rogue (2 of them)
soft Rolling Thunder
soft Scurples
soft Shadowgate
soft Shanghai
soft Space Conquest: A Galactic Odyssey
soft Speedball 2
soft ST Action Magazine: Disks: 10, 12, 14-25
soft ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
soft ST Karate
soft ST X-press Magazine: Disks: vol.2 #8 jan 89
soft ST-Talk Professional 2.0
soft STalker 3 term
soft START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
soft STeno
soft Temple of Aphsai Trilogy
soft Time Link
soft Timeworks Data Manager ST
soft Timeworks Word Writer ST
soft Tool Box volume 1
soft Top Gun, 2 copies, one still in box
soft Ultima V: Wariors of Destiny
soft Ultimate Virus Killer
soft Universal Item Selector 3.32
soft Universe II
soft Universe III
soft Wanderer
soft Wizworks Image Cat - pic cataloger
soft Wizworks Mugshot w/data disks 1-3

ASSORTED ATARI MAGAZINES
mag ST Informer, ST Format, STart, Current Notes, etc
email for complete list of mags.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

3315. Re: MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <40ln3d$574@sphinx.Gsu.EDU>
Source record: 24984

Pekka Saarinen (contacts@mini.mits.mdata.fi) wrote:
: In article <40dg7c$9uu@ccshst05.cs.uoguelph.ca>,
: Theodore L Hopman <thopman@uoguelph.ca> wrote:
: >I'm having a problem with MinixFS. I am basically unable to initialize a
: >partion using minit. I know it works, since I've done it before. I think
: >the problem may lie with the hard disk drive I'm using, namely v6.5.5 of
: >the ICD Pro driver. When I try to use minit, I get a message saying:

: I had no problem making an ICD-formatted disk a Minix-partition.
: Are you sure you had "AHDI Compatible" ticked on when formatting with
: ICD-pro?

Hmmm.... Weird problems around, Save Our Souls ;-) ! I lost some hair
while trying to install MinixFS (the latest version at CNAM ftp site),
too... First, minit didn't accept all the parameters needed at all.
Minit -V H: produced some kind of a Minix partition, but (surprise..) the
checking program of the same archive (don't remember the name, sorry)
didn't recognize that damn 30 MB partition as a Minix partition at all!!
Still, it works like one. Almost... Last time I used it, I got lots of
garbage after copying files into that partition.

Setup: Falcon, TOS 4.04, HDDriver, MinixFS 0.6xxx, MiNT 1.08 and 1.12.4
(FreeMint). Is there some trick I don't know, I wonder...

=(

Tommi

3316. Re: Wanted : 3D2 files...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <DDAzoA.343@world.std.com>
Source record: 24891

In article <40na3i$bgr@news.mdata.fi>,
Pekka Saarinen <contacts@mini.mits.mdata.fi> wrote:
>In article <DD5674.8B9@cf.ac.uk>,
>Dr Simon G.K. Williams <williamssg@cf.ac.uk> wrote:
>>Anyone know a site where I can find cad 3d2 files, or does anyone want to
>>post any ?
>
>I think the Lexicor Software support site at ftp.std.com had 3d2-files.
>
>Best Regards,

The Lexicor Software support site is now at:

sgi.lexicor.com /pub/atari/3D2

the Lexicor url is: http://world.std.com/~Lexicor

We've been doing some changes, we apologise for any inconvenience it may have
caused.

Thank you

3317. Re: Used Falcon: street price? Quality VS C-Lab Falcon Mk-II?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: nuuja@cc.Helsinki.FI
Message-ID: <40odeb$iqa@oravannahka.Helsinki.FI>
Source record: 24892

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:

: Toad Computers has the Falcon MK-II and Falcon MK-I, as far as I know.

I can't recall if this has been discussed earlier (yes?): Can a standard (Atari) Falcon be equipped with the C-Lab parts (audio upgrade etc.)? I'd be at least interested in getting new DA converters (for eight channels if possible [that's no more C-Lab stuff]).

Are the Toad Computers on the Net? Or any other Falcon gadget & device dealers? If you're a Falcon hardware thingies dealer, please stick your advertisements or WWW addresses into my e-mail box:

Lauri.Nuuja@Helsinki.FI

I hope the mailbox won't blow up... (OK, I'll stop dreaming...)

3318. Re: tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <40nipi$j6i@irzr17.inf.tu-dresden.de>
Source record: 24893

In article <807696258snz@birnie.demon.co.uk>,
Alasdair Campbell <ali@birnie.demon.co.uk> wrote:

> I like to use the tcsh shell when I am in Mint. However when i try
> to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
> and keeps on reading the script itself.
>
> Can anyone tell me if this is a shortcoming in tcsh or whether a later
> version would fix it (Idont know what ver i have, just the one that
> came with the Mint Dist Kit).

Reasonably new releases of `tcsh' for MiNT all have the necessary
hacks for "#!" emulation (as long as the script you're trying to
execute has executable permission bits set, of course).

Try <URL:ftp://ftp.inf.tu-dresden.de/pub/atari/Mint/Shell/tcsh6033.zoo>,
or, if you are don't mind a beta test release (for which I hadn't had
time to support it properly),
<URL:ftp://ftp.inf.tu-dresden.de/pub/atari/.Dev/tcsh6051.zoo>.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

3319. Re: Please, need help with NEC 2A monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <808435077snz@xciv.demon.co.uk>
Source record: 24894

In article <40c2kp$8ut@ionews.ionet.net>
scifi@ionet.net "Paul D. Seniura" writes:

> At a local second-hand store, I found a NEC MultiSync[tm] model 2A
> monitor. I was told it would sync down to the standard TV frequency
> of the ST's color modes. I'm having problems getting it to work in
> those color modes. My home-spun DB-15 connector did work with an AOC
> multisync in all ST video modes, so I'm sure it is wired correctly.

I don't think the 2A is capable of what you want it to do.

According to my manual it will do horizontal 31.5kHz and 35kHz, vertical
56Hz/60Hz/70Hz NI.

> The NEC does work with monochrome 640x400 just fine (I'm using it
> right now typing this ;). Yet it doesn't want to lock in on the
> color 15kHz horizontal signal -- it does lock in on the color 60Hz
> signal, there's only a doubling horizontally of the image, which is
> completely stable otherwise.

The MultiSync II and 3A will however do all 3 Atari resolutions fine with
the aid of the suitable switcher box/lead.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

3320. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: hughes@ist.flinders.edu.au
Message-ID: <40mfj1$1m1u@otho.cc.flinders.edu.au>
Source record: 24895

In article <FHCTAHAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> > Speed of Light 3.8 saw the trashcan icon faster than most other programs I
> tested. Incompatible with my Crazy Dots HC, at least in HC mode.

___Read the docs.____
SOL only works (according to what the author says) in UP TO 256 colours.

SOL works extremely fast (about 5 or 10 x faster than photochrome and probably about 4 or 5 x faster than Imagecopy]I[ ) and has a huge amount of options.

The only prob is that I find it wont work in 16 colours at 320x200 on my MegaSTE Tos2.05, 50 meg HD......and my machine is the same as the programmer's!!!

Skip.

3321. ST Net?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <114_graham@grasper.demon.co.uk>
Source record: 24985

```
It was none other than Karl Foley who did write on 13 Aug 95 that ....
>> or better still anyone know of other ST softs that work and support
>> POPmail rather than just simple???
KF> There is a version of NOS at ftp.dungeon.com in /pub/atari that
KF> support POP3 mail...

which version no is that ?

--

---
Falcon030/MiNTnet/Net2Net betatest Site.
graham@grasper.demon.co.uk grin@mettav.demon.co.uk
100:1011/8@turbonet.ftn 90:102/145@nest.ftn
2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn
```

3322. Used Falcon: street price? Quality VS C-Lab Falcon Mk-II?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <40mvod$pmr@newsbf02.news.aol.com>
Source record: 24986

Hello,

I'm pondering the purchase of an Atari Falcon (basic config.). The seller asks $1000; do I only think that's high, or is it, indeed?

I might soup it up, and do direct-to-HD audio recording in the future with Cubase Audio on it (if I don't get a good deal on a digital multitrack tape recorder... :-)

There are C-Lab MkII Falcons, too, on the market, especially built for the purpose of HD recording. C-Lab reportedly "cleaned up the audio circuits", etc. etc... should I refer from buying a plain vanilla Falcon, then? Did anyone compare the two units?

George

3323. Re: Atari Transputer Workstation -- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: michi@pluto.ping.de
Message-ID: <67T3BQF@pluto.ping.de>
Source record: 24987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.transputer,alt.folklore.computers

Hi,

Gard Eggesboe Abrahamsen (ga@www.hials.no) wrote:

> So where is it possible to get your hands on an ATW and how much does it cost
> these days? Just curious - might want to have one and solder it onto my M4STe
> or something. ;^)

I bought one on a Computer Show here in Dortmund a few month ago. A dutch
vendor sold the collected rest of former european Atari departments. I payed
DM 150.-- for it, that are about $110. It came without harddisk and keyboard.

The ATW800 is divided in to parts, the T800 Transputerboard and an IO-Host,
a Mega-ST-like board. Because the tower-case is very nice and stable, I plugged
my PAK3 on it, added a Quantum ELS 85 and a Quantum Lightning 540, installed
Linux68k and I am happy that I made that good deal :-)).

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

3324. Re: tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <40n11p$3nn@percy.cs.bham.ac.uk>
Source record: 24988

ali@birnie.demon.co.uk (Alasdair Campbell) writes:
>Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:
>: In article <807752684snz@birnie.demon.co.uk>, ali@birnie.demon.co.uk (Alasdair
Campbell) writes:
>
>: |>> > I like to use the tcsh shell when I am in Mint. However when i try
>: |>> > to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
>: |>> > and keeps on reading the script itself.
>
>: Since the #! hack isn't supported by the kernel (MiNT) it has to be
>: emulated. Both Perl and Bash have special code to emulate it, but it
>: also works if the program is linked with a recent version of the
>: MiNTlibs _and_ the UNIXMODE env var contains the `s' flag. Btw., the
>: space after #! doesn't matter (but some OS's even require it).
>
>I don't quite follow that. When you say `the program must be linked....',
>do you mean the program that is being called by the #!, or the program
>that is reading the script, ie tcsh in this instance. The Perl I am using

The tcsh must be linked with the Mintlibs.

>BTW, I keep coming up against this UNIXMODE chap, and know nothing about
>it (I am new to this stuff). Where can I find some info about it?
>It was set to /cub, I tried /cubs but it made no difference.

There're some docs somewhere, I forget where precisely. Mintlibs don't
support much of the UNIXMODE stuff. Here's the relevant code from
main.c which checks UNIXMODE:

```
-----
/*
* initialize UNIXMODE stuff. Note that this library supports only
* a few of the UNIXMODE variables, namely "b" (binary mode default)
* and "r<c>" (default root directory).
*/
if ((s = getenv("UNIXMODE")) != 0) {
while (*s) {
if (*s == 'b')
__default_mode__ = _IOBIN;
else if (*s == 'r' && s[1])
_rootdir = *++s;
else if (*s == '.' && s[1])
s++; /* ignore */
s++;
}
}
```

---
spawn.c also checks UNIXMODE for 's' and does the hash-bang emulation
if it exists.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3325. Re: Wanted : 3D2 files...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <40na3i$bgr@news.mdata.fi>
Source record: 24989

In article <DD5674.8B9@cf.ac.uk>,
Dr Simon G.K. Williams <williamssg@cf.ac.uk> wrote:
>Anyone know a site where I can find cad 3d2 files, or does anyone want to
>post any ?

I think the Lexicor Software support site at ftp.std.com had 3d2-files.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3326. Re: Used Falcon: street price? Quality VS C-Lab Falcon Mk-II?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-14 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <40ndfb$bjb@news.iesd.auc.dk>
Source record: 24990

In article <40mvod$pmr@newsbf02.news.aol.com>, verysmooth@aol.com (VerySmooth) writes:
> Hello,
>
> I'm pondering the purchase of an Atari Falcon (basic config.). The seller
> asks $1000; do I only think that's high, or is it, indeed?
>
> I might soup it up, and do direct-to-HD audio recording in the future with
> Cubase Audio on it (if I don't get a good deal on a digital multitrack
> tape recorder... :-)
>
> There are C-Lab MkII Falcons, too, on the market, especially built for the
> purpose of HD recording. C-Lab reportedly "cleaned up the audio circuits",
> etc. etc... should I refer from buying a plain vanilla Falcon, then? Did
> anyone compare the two units?

If you wan't a new Falcon for your purposes than you should bye a
C-Lab Falcon MK-I. The MK-I is new, the only difference between the MK-I and
the MK-II is that the MK-I has "only" 4 MB Ram and no built-in harddisk
(you can fit one though, as with the "normal" Falcon030).

The MK-I costs about the same as a new Falcon030 with 4 MB no HDD.
So for your requirements the MK-I should be a good buy, since the
audio circuits are indeed better.

Toad Computers has the Falcon MK-II and Falcon MK-I, as far as I know.

Hope this helps..

Keep Cool and Flying...

ChainXOR..

3327. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <40pkid$krf@apopi.u-strasbg.fr>
Source record: 24896
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.07
Here is a List of BBSs that have a Falcon Section, If you Have more
please E-mail me info of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thanki¿½s the people who have
contributed to this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Total Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1
```

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256 1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1

The Falconï¿½s Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molinï¿½s Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

3328. Developpers tool

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <40pko6$krf@apopi.u-strasbg.fr>
Source record: 24897
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
**********************************************
* Atari Programming Tool Faq *
* version : 0.1 *
* *
* comments, additions to : *
* Fg024@Cleveland.freenet.edu *
* *
**********************************************

I 'de like to post a FAQ on Atari programming Tools
and I need some Info :
_On books
_Developing tools

* Books :
_Title
_Author ( E-adress snail adress)
_language
_Date of Edition
_Publisher (E-adress snail adress)
_ISBN
_Price
_Subject

* Developing Tools
_Name
_Authors (E-adress snail adress)
_latest version
_Publisher (E-adress snail adress)
_Price
_Status (ie Commercial, Shareware, Freeware, Public Domain)
_Type of Tools (ie Resource editor, etc ...)
_Configuartion needed to run the Software
Thx

All Info Should be send at :
E-mail : ch@valholl.u-strasbourg.fr [Thats me dady]
or Fg024@Cleveland.Freenet.edu [Thats me ]

or Hirlimann Ludovic
8, rue de Londres
67610 La Wantzenau
France
i Books
-------
```

Learning C on the Atari ST
Joseph Boyle Wikert
English
c 1988
Scott, Foresman and Compagny (Glenview, Illinois)
ISBN 0-673-18738-1
C language programming beginner to intermediate

The Atari Compendium
Scott sanders (Genie : S.SANDERS2)
English
1993
SDS publishing 996 Redondo Ave. #404 Long Beach, Ca 90804
ISBN 0-9638331-0-3
U$ 49.95
All bios,Xbios,Gemdos,MiNT calls from Tos 1.0 to 4.04

ii Developing Tools

Adebug
Brainstorm (Brainstorm@brasil.frmug.fr.net)
2.13
Brainstorm (as above . 19 bis, rue de cotte 75012 Paris
France)
FF 490
Commercial Software
68000-68040 assembler
St with double side Floppy/MST/STe/MSTe/TT/Falcon

Assemble
Brainstorm (Brainstorm@brasil.frmug.fr.net)
1.0
Brainstorm (as above . 19 bis, rue de cotte 75012 Paris
France)
FF 490
Commercial Software
68000-68040 assembler
St with double side Floppy/MST/Ste/MSTe/TT/Falcon

Quick-DSP
Gilles Audoly (10, passage Segurane 06300 Nice FRANCE Add
stamped envelop to get a Answer)
0.04
Freeware
DSP 56001 assembler
Falcon / TT (?)

Note:

Internet user may send E-mail to Genie users by adding
@genie.geis.com at the Genie Adress. To send e-mail to
compuserve user replace the coma by a point and append

@compuserve.com at the end of the adresse.

3329. looking for power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: mazik1@ix.netcom.com
Message-ID: <40oobm$5s0@ixnews2.ix.netcom.com>
Source record: 24898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We are looking for an ATARI power supply. The atari item number is ASPF34-3. any suggestions or ideas will be well appreciated.

Thanks

Isaac
mazik1@ix.netcom.com
707-447-1564

3330. MagiC in ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.247.0008FEE5@ti.com>
Source record: 24899

Does anyone know if MagiC 2.01 will fit into the same ROM space as TOS 1.02 ?
I am asking because I am thinking of replacing my TOS 1.02 ROMs with MagiC
2.01 burned into ROMs.

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3331. Memory hungry programs & MagiC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.248.00091265@ti.com>
Source record: 24900

Some programs which I use seems not to be releasing memory back to the MagiC kernel after it finished executing. One such program is Pure C compiler which I use very frequent. Is there any way of making the program release the memory back to the kernel other than rebooting? It is getting to be a pain as my debug/compile cycle is now only 5 or 6 times before I need to reboot the ST to reclaim the lost memory.

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3332. Re: Used Falcon: street price? Quality VS C-Lab Falcon Mk-II?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DDC41L.17D@crash.cts.com>
Source record: 24901

Hi, George!

VerySmooth (verysmooth@aol.com) wrote:
: Hello,

: I'm pondering the purchase of an Atari Falcon (basic config.). The seller
: asks $1000; do I only think that's high, or is it, indeed?

Hmmm ... the going rate for a used Falcon with 85 Meg hard drive with
standard Atari-supplied software is about $750.00 in San Diego (monitor
extra). If that $1000 includes a hard drive, a good monitor, and some
aftermarket software, it may very well be a good deal.

: I might soup it up, and do direct-to-HD audio recording in the future with
: Cubase Audio on it (if I don't get a good deal on a digital multitrack
: tape recorder... :-)

: There are C-Lab MkII Falcons, too, on the market, especially built for the
: purpose of HD recording. C-Lab reportedly "cleaned up the audio circuits",
: etc. etc... should I refer from buying a plain vanilla Falcon, then? Did
: anyone compare the two units?

I heard that C-Lab also specified a hard drive with heavy-duty heads
that won't overheat during intensive Direct to Disc recording sessions.
But I can't remember where I heard it.

-- George

3333. Wanna TRADE 2 St's X HDD?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: "Philippe K. Turner" <kturner@spock.et.byu.edu>
Message-ID: <Pine.SUN.3.91.950814235502.4896D-100000@spock.et.byu.edu>
Source record: 24902

Hi, here is a list of the hardware I have available for trading
for a Hard disk drive (Atari of course), any offerings just E-mail me at
kturner@spock.byu.edu :

Atari 520st : 500k RAM, perfect condition, with external power
supply (great for Terminal emulator).
Disk Drive SF 354: with power supply (1 DD)
Mouse : Original Atari Mouse.
SC 1224 Color Monitor: OK
Joysitck Suncom : White, large.

Atari 520 ST fm : This one has been upgraded to 1 MB RAM and has
an original RF Modulator (can be connected to any
TV), the tab button is lost; the built in Disk
Drive (1DD) is quite out of alignment, but
works with the Disks formatted using it.

All cables supplied. I give away a Citoh Printer with them.

3334. ftp.std.com/pub/atari ? Does it exist anymore?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DDCvuH.B2n@cf.ac.uk>
Source record: 24903

Has anyone managed to recently access the atari directory? It appears not to exist.

Simon

3335. Copying without copy protection?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <40qj62$i6t@ixnews5.ix.netcom.com>
Source record: 24904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I see BRASOFT has come out with a new version of Gemulator. Version 4.0 works with Windows 95 and is now STe compatible. It looks snazzier and sounds snazzier, but, it still won't read copy protected disks. That means I can't play The Pawn, Dungeon Master, Barbarian, Chaos Strikes Back or any of my other favorites. Does any one know of a way to copy disks over without the protection? Has anyone ever been able to get any of the mentioned games to run on Gemulator, and, if so, how? Any help would be greatly appreciated. Thanks in advance.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3336. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <40qps0$1u7@mark.ucdavis.edu>
Source record: 24905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech

Charles Hirlimann (ch@valholl.u-strasbg.fr) wrote:
: BBS that have a Falcon 030 section
:
: Here is a List of BBSs that have a Falcon Section, If you Have more
: please E-mail me info of:
: +Name
: +Country
: +Phone numbers
: +Speed (Min /Max)
: +Ratios
: +Parity (n of bits ; Even/Odd/None ; bit of stop)
: +Used Spaced for Falcon

I'm sure I e-mailed a reply to an earlier request for this information,
and I know I saw a public post to this newsgroup from another user of our
locall BBS, but, once again, here is the information about Soaring Star BBS

Soaring Star BBS
USA
916-661-1538
1200 through 14.4K (at least, may be 28.8 too)
Ratios unknown
8-N-1
An icredible amount of HD space. I don't remember offhand how big, nor
would I know how much is currently Falcon specific.

3337. Re: Atari Transputer Workstation -- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: I.vanderMolen@telecom.ptt.nl
Message-ID: <I.vanderMolen.37.0011BCA0@telecom.ptt.nl>
Source record: 24906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.transputer,alt.folklore.computers

In article <40ctqc$60l@doffen.uninett.no> Gard Eggesboe Abrahamsen <ga@www.hials.no>
writes:
>From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
>Subject: Re: Atari Transputer Workstation -- any info?
>Date: 10 Aug 1995 12:24:44 GMT

>I.vanderMolen@telecom.ptt.nl (I.H. van der Molen) wrote:
>>Atari Benelux said they didn't support the ATW anymore. I could not even get
>>any docs. Perihelion can still sell the Helios software for about 800 pounds

>So where is it possible to get your hands on an ATW and how much does it cost
>these days? Just curious - might want to have one and solder it onto my M4STe
>or something. ;^)

ACN in the Netherlands probably still can sell them.
ATW800 system (1 Inmos T800) + keyboard = 599,- guilders
MEGA ST I/O system = 599,-
Farmcard (4 Inmos T800) = 599,0

The MEGA ST board is modified to be able to communicate with a transputer. So
it contains a Morpheus chip (Atari custom DMA chip ??) which controlls the
Inmos C012 comminucation chip, the NCR5380 SCSI chip and some signals for the
diagnostic bus.

You can create some additional hardware to your M4STe to control the
transputers, but that will be quite difficult, I think.

Greetings,
Ids.

3338. Re: tcsh shell #! problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-15 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <40r6lk$5h@birnie.demon.co.uk>
Source record: 24907

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:

: > I like to use the tcsh shell when I am in Mint. However when i try
: > to run scripts beginning `#! /bin/xxxx', tcsh ignores the directive
: > and keeps on reading the script itself.

: Reasonably new releases of `tcsh' for MiNT all have the necessary
: hacks for "#!" emulation (as long as the script you're trying to
: execute has executable permission bits set, of course).

Yes, that's fine. I got tcsh 6.03, and it does the hashbang OK.
Regarding the need for setting the UNIXMODE 's', this appears to
be unnecessary, as tcsh certainly does the #! without it.
I'd get rid of the UNIXMODE variable completely, only gcc seems
to need something there. I just hate having stuff in my environment
if I don't understand what it's for.

thanks.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3339. Re: Please, need help with NEC 2A monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: nuuja@cc.Helsinki.FI
Message-ID: <40ri70$njc@oravannahka.Helsinki.FI>
Source record: 24908

Paul Civati (paul@xciv.demon.co.uk) wrote:

: The MultiSync II and 3A will however do all 3 Atari resolutions fine with
: the aid of the suitable switcher box/lead.

I'm using the NEC Multisync II. I'm currently using it on the PC, but it works fine with the Falcon, too. It also works with an ST, but it's a little tricky to make good cable for it, as the ST video port does not have separate grounds for red, green & blue signals. I've made a cable for connecting an ST to the NEC, but as the separate grounds are all connected in one, the picture is not too good. There must be a better way of making this cable, but I won't bother as I don't really need to use the NEC with my ST. The NEC MultiSync II doesn't quite have the sharpest picture, but it syncs down to video freqs, has a bright picture and a good contrast. The best thing about mine is that I got it practically for free!

*LarryTee

3340. Re: Copying without copy protection?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <40siog$ch1@golem.wcc.govt.nz>
Source record: 24909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <40qj62$i6t@ixnews5.ix.netcom.com>, followel@ix.netcom.com (Byron Followell) writes:
>
>Well, I see BRASOFT has come out with a new version of Gemulator.
>Version 4.0 works with Windows 95 and is now STe compatible. It looks
>snazzier and sounds snazzier, but, it still won't read copy protected
>disks. That means I can't play The Pawn, Dungeon Master, Barbarian,
>Chaos Strikes Back or any of my other favorites. Does any one know of
>a way to copy disks over without the protection? Has anyone ever been
>able to get any of the mentioned games to run on Gemulator, and, if
>so, how? Any help would be greatly appreciated. Thanks in advance.

Gemulator was never ever intended to run any games at all, he has stated
that here many many times..

Its intended to run Clean Gem software....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3341. Falcon IDE 2.5->3.5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950816152533.L.J.Sak@sp0011.kub.nl>
Source record: 24910

Because I want to change my Falcon internal IDE to a larger 3.5" I
wanted to know the following

Question:

what is the cheapest IDE converter on the market to
convert 2.5" IDE to normal 3.5"IDE connector, so that I can change
my internal 85 Mb to a somewhat larger one?
How long is the length of cable allowed to function properly?

Thx for answering in advance :)

Ludo Sak,
L.J.Sak@kub.nl
Atari falcon 14/500 FPU and stuff *wink*

3342. MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950816153735.L.J.Sak@sp0011.kub.nl>
Source record: 24911

Hello all,

Has anyone used MagiC with patches on a Falcon yet?

Be glad to know if it worked..

Thx,
Ludo Sak,
L.J.Sak@kub.nl

3343. MS Mouse and Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_327a1e0_Lars.Reynold@midinet.ct.se>
Source record: 24912

Does anybody know if it's possible to connect a Microsoft Serial Mouse to a Falcon?

If so, what modifications are needed?

/Lars

3344. Re: Copying without copy protection?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <40t0h7$36s@ixnews6.ix.netcom.com>
Source record: 24913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:

>In article <40qj62$i6t@ixnews5.ix.netcom.com>, followel@ix.netcom.com (Byron Followell)
writes:
>>
>>Well, I see BRASOFT has come out with a new version of Gemulator.
>>Version 4.0 works with Windows 95 and is now STe compatible. It looks
>>snazzier and sounds snazzier, but, it still won't read copy protected
>>disks. That means I can't play The Pawn, Dungeon Master, Barbarian,
>>Chaos Strikes Back or any of my other favorites. Does any one know of
>>a way to copy disks over without the protection? Has anyone ever been
>>able to get any of the mentioned games to run on Gemulator, and, if
>>so, how? Any help would be greatly appreciated. Thanks in advance.

>Gemulator was never ever intended to run any games at all, he has stated
>that here many many times..

>Its intended to run Clean Gem software....

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

Yes, but, if you read his product literature it says it will run
90-95% of all Atari software. I think games make up about 75-80% of
the ST's library. So, where's that figure come from. Also, it doesn't
say it won't run games or that it will only run gem software anywhere.
All it says is that it won't run copy protected software. So, if there
was a way to make a workable, unprotected copy of say, Dungeon Master
on a non-twisted, normally formatted disk, then it should run. That's
the reason for my question. So, from now on, if no one has an answer,
please don't respond. Thank you.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3345. Who or What is comsat???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <40smp4$dg@birnie.demon.co.uk>
Source record: 24914

And I dont for one minute expect it's that bird 33,000 miles up!

Back in the days when I used nos, any mail arriving was signalled
by a message on the screen saying "New mail for xxxx" and a cheerful
little "Ping".

I noticed while building smail that it uses a function named
notify_comsat and wondered if this should perform a similar duty.
Whoever did the initial Config for MiNT included the def HAVE_COMSAT.
The notify_comsat function is being called, but as yet I have been unable
to deduce what it should do.

Can anyone shed some light on this subject?

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3346. Re: Used Falcon: street price? Quality VS C-Lab Falcon Mk-II?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <303236dc1505cb5@discworld.oche.de>
Source record: 24915

Lauri T Nuuja (nuuja@cc.Helsinki.FI) wrote:

LTN>I can't recall if this has been discussed earlier (yes?): Can a standard (Atari)
LTN>Falcon be equipped with the C-Lab parts (audio upgrade etc.)? I'd be at
LTN>least interested in getting new DA converters (for eight channels if possible
LTN>[that's no more C-Lab stuff]).

First: C-Lab uses the same D/A and A/D converters as Atari did.

You can get a SoundLifter from Catch Computer in Aachen, Germany - that
replaces the whole analog audio part and gives you 6 Chinch connectors - 4
input and 2 output - with line level and a much better sound than the
original falcon. You will have to de-solder the old codec (or buy a new one
and leave the old in the main PCB) in order to install SoundLifter.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3347. Re: Used Falcon: street price? Quality VS C-Lab Falcon Mk-II?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <303236de1507436@discworld.oche.de>
Source record: 24916

George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:

GCFS>I heard that C-Lab also specified a hard drive with heavy-duty heads
GCFS>that won't overheat during intensive Direct to Disc recording sessions.
GCFS>But I can't remember where I heard it.

I do not know of any SCSI disk drive that would 'overheat' during heavy data transfer - those drives would fail much earlier when used in heavy-loaded unix systems (eg. news servers) - harddisk recording requires a steady data stream, but nothing very demanding from the drive mechanics or electronics.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3348. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <40tecoINN58c@duncan.cs.utk.edu>
Source record: 24917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3349. Re: MS Mouse and Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: alex@avon
Message-ID: <40tk6v$eal@helios.herts.ac.uk>
Source record: 24918

Lars Reynold (lars.reynold@midinet.ct.se) wrote:
: Does anybody know if it's possible to connect a Microsoft Serial Mouse to a
: Falcon?

: If so, what modifications are needed?

: /Lars

I think so, a program called PCmouse or something along that line, available
on all good ftp sites as well as on this months subscribers ST Format Diskette.

Alex

3350. Re: Please, need help with NEC 2A monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-16 00:00:00 UTC
From: valega@qns2.qns.com
Message-ID: <40ufv9$e45@qns2.qns.com>
Source record: 24919

Alexander Chamberlain (psu01223@odin.cc.pdx.edu) wrote:
: In article <40cce4$pcl@qns2.qns.com>, Dan Valega <valega@qns2.qns.com>wrote:
: >Paul D. Seniura (scifi@ionet.net) wrote:
: >: What can I do to make the NEC 2A
: >: work in the color modes?
: >
: >: Thanks in advance -- Paul Seniura (in OkC)
: >Hi Paul, How are you doing? I know how to make 2A's work fine with ST's at
: >15Khz. Call me at 942-5766 if your interested..... Dan Valega (OkC)

: Umm... that's good for Paul, but can you enlighten the rest of us as long
: as you're here? 8-) I too would like to have monitor choices other than
: my venerable SC1224...

: And on the subject, anybody know what multisync monitors are still being
: made and/or available new in the U.S. that will sync to ST video like the
: old NECs and Mitsubishis can?

: ---Alex
Oops... My mistake, I was thinking of the II's instead of the 2A's, even
though the original question was for 2A's. As someone stated the 2A's only
go down to 31.5 Khz, & 35K just enough for VGA. The II's did go down to 15K
besides 31 & 35K. As far as connections, if you can solder the cable, then
these pinouts should be all you need for the NEC II, not 2A: it's 9 pin
con. is: pin 1 Red
pin 2 Green
pin 3 Blue
pin 4 H Sync
pin 5 V Sync
pin 6 R. Ground
pin 7 G. Grd.
pin 8 B. Grd.
pin 9 Ground
The 2A has 15 pin conn. w/different pinout.
The 3D is also able to go as low as 15K, has the best video bandwith of the
3 mentioned. It has the same pinout for 15 Pin VGA conn. as the 2A.

As far as new monitors that go that low, I would be interested in knowing
too. I would suppose NEC might sell the 3D as a refurb, but that's a guess.
The only other models that I can think of for Multisync choices would be the
Mitusbishi AUM-1381A, AUM-1371A , A.O.C CM-314, & ACER 7015. I'm sure there
are many more I haven't mentioned, but these are the more common ones that
you might find used, along with the NECII (not 2A), or 3D. The Mitsu.
monitors have the added benefit of having a Composite video input, great for
plugging a VCR into, but no built in audio. Oh, one more is (kinda obscure,

AFAIK) is Magnavox 8CM873-0741 (say MultiMode Display on the front) this will go up to VGA, but also goes down to 15K, and has mono audio w/speaker. The reason the older one's go down to 15K is back then, they had CGA @15K, EGA @22K, MDA @18K,PGC@ 30.5, and VGA @31.5, later came 35K SVGA, and 1024 NI requires 48 Khz, while Interlaced needs just 35K. Larger than 14" screens go even even higher on horizontal scan rates. All an ST needs is 15K, analog inputs, & separate H & V sync, with the correct ground connections. There are plenty of old 15K only color monitors many made by NAP/Maganvox that can work on an ST, but you have to provide the connections/cable. Some need composite sync, not all ST's have this available, hence it's better to find one that can take sep. H & V sync. All the old Amiga monitors are possiblities, too, not to mention the Msync models made for the later Amiga's that could do VGA and/or 15K... Dan Valega (valega@qns.com)

--

I've never met a computer monitor, that I didn't want to repair :-)
For the best monitor service, call MultiMedia Service 1-405-942-5766

3351. FS: Atari ST Soft/Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-17 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <410dt4$4sr@india.lm.com>
Source record: 24920
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Most software has original boxes and documentation.
All software are original disks, not back-ups or copies.
Some of the hardware also has the boxes that they came in,
but some do not, such as the hard drives, disk drives for parts,
1040 case and RF shield, etc.

All prices are in US Dollars and do not include Shipping costs.
All prices are negotiable and open to reasonable offers.
Payment by personal check will be shipped after the check clears
my bank, aprox. 5 working days. Payments by money orders will be
shipped the day after payment is received.
Priority will be given to orders of 5 or more items.
This list current as of: 8/17/95

Item Name starting with (P) is possibly sold, in negotiations,
or awaiting payment.

ATARI HARDWARE FOR SALE:
ASKING
PRICE ITEM NAME

$350.00 1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade.
$175.00 1040 ST/F(M?) 1meg memory MIGHT BE 520
$350.00 1040 STE 4megs mem.
$125.00 Color Monitors Atari brands
$125.00 Color Monitors Atari brands
$25.00 Color Monitors Atari brands (broken, power box)
$90.00 SM124 Mono Monitor
$80.00 (P) Indus GT External 720k Floppy
$25.00 The BEst TrackBall
$35.00 The Cordless Mouse (Practical Solutions)
$300.00 Toadfile 130meg + 80meg HD w/ICD+ host
$160.00 ShoeBox 80meg HD w/ICD+ host
$110.00 20meg shoebox, atari adapter
$20.00 Mouse Master
$15.00 Monitor Master(toad brand?)
$30.00 Video Key
$15.00 ST Video Digitizer
$110.00 The Complete Colour Solution (Vidi-ST, Vidi-RGB
and VidiChrome ST)
$100.00 Stereo Replay audio digitizer
$35.00 ST Sound Digitizer (Hippopotamaus)

$8.00 2 assorted internal floppy drives for parts
$10.00 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
ASKING
PRICE ITEM NAME

$5.00 Arctic Fox
$5.00 Atari 1st Word ST
$5.00 Atari 1st Word ST
$5.00 Atari ST Academy
$5.00 Atari ST User Magazine: Disks: Oct 1990 - Sept
1991, w/2 unknown demo disks
$10.00 Autoduel
$10.00 Backup! (Michtron)
$5.00 Balance of Power 1990 edition
$10.00 (P) Battle Chess
$10.00 Battletech - cresent hawk's inception
$15.00 BBS Express ST
$5.00 Blacklamp
$10.00 Bloodwych
$10.00 (P) Bureaucracy
$10.00 Club Backgammon
$10.00 Codehead G+ Plus
$20.00 Codehead Hotwire
$10.00 Codehead Lookit & Popit
$20.00 Codehead Maxifile
$20.00 Codehead Multidesk Deluxe
$10.00 Codehead Utilities
$15.00 Codehead Warp 9
$10.00 Curse of the Azure Bonds
$10.00 DC Data Diet
$10.00 DC Desktop
$5.00 DC Utilities
$5.00 Death Bringer
$5.00 Death Sword
$10.00 Defender of the Crown
$25.00 Deluxe Paint ST
$15.00 Diamond Back II
$20.00 (P) Diamond Edge
$5.00 Dragons of Flame
$10.00 Dungeon Master
$10.00 Dungeon Master
$5.00 E-Z Data (database)
$10.00 Ed Hak
$10.00 Elite
$5.00 FAST (util)
$5.00 FAST - Key SHell and "AND"
$5.00 Gauntlet
$45.00 GFA Basic 3.5e disk, 3.0 manual

$5.00 H&D Base (database)
$10.00 Hacker II: Doomsday Papers
$10.00 Hard Disk Toolkit (Beckmeyer Develop.)
$10.00 Hillsfar
$10.00 ICD - Advantage ST - Harddrive util disk
$20.00 ICD Clean-up ST
$5.00 Ikari Warriors
$5.00 Image Art - icons, 2 disks
$15.00 Interlink ST (term)
$5.00 (P) Jewels of Darkness
$5.00 Kis Terminal
$35.00 Laser "C"
$5.00 Lock-on
$5.00 Lock-on
$5.00 (P) Lurking Horror
$7.00 Ma Hubbards Cupboard and assorted utils
$10.00 Mega Traveller 1: Zhodani Conspiracy
$7.00 Metro Cross
$15.00 Michtron BBS 3.0
$10.00 Mindshadow
$10.00 MVG - Multi Viewer Graphica
$5.00 (P) Neodesk
$250.00 PACE (Pittsburgh Atari Computer Enthusiasts)
Library Disks Aprox 350 disks
$100.00 PACE UK Disks 200 disk
$5.00 (P) PC Ditto
$10.00 Populous
$5.00 Primetime
$15.00 Print Master Plus, w/ art gallery 1 & 2
$5.00 Pro Copy 1.22
$8.00 Roadwar 2000
$7.00 Roadwar Europa
$5.00 Rogue (2 of them) selling both together
$7.00 Rolling Thunder
$7.00 Scurples
$10.00 Shadowgate
$8.00 Shanghai
$5.00 Space Conquest: A Galactic Odyssey
$15.00 Speedball 2
$7.00 ST Action Magazine: Disks: 10, 12, 14-25
$7.00 ST Format Magazine: Disks: 15-27 + Jan 91
Interphase game demo
$5.00 ST Karate
$1.00 ST X-press Magazine: Disks: vol.2 #8 jan 89
$10.00 ST-Talk Professional 2.0
$15.00 (P) STalker 3 term
$3.00 START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
$10.00 (P) STeno
$10.00 Temple of Aphsai Trilogy
$5.00 Time Link

$15.00 Timeworks Data Manager ST
$15.00 Timeworks Word Writer ST
$5.00 Tool Box volume 1
$8.00 Top Gun, still in box
$8.00 Top Gun
$15.00 Ultima V: Wariors of Destiny
$15.00 Ultimate Virus Killer
$10.00 Universal Item Selector 3.32
$10.00 Universe II
$10.00 Universe III
$5.00 Wanderer
$10.00 Wizworks Image Cat - pic cataloger
$12.00 Wizworks Mugshot w/data disks 1-3

$35.00 Assorted Atari Magazines
ST Informer, ST Format, STart, Current Notes, etc

asmo
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
BBS: (412)343-1422 username: SysOp*Aragon

Web page will be added soon to have the current status of Atari
items for sale and asking prices. I will also be adding the
up to date list to my plan file, to get my plan file:
finger asmodeus@telerama.lm.com

3352. searching for address of pak developer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: harbaum@evix2.dwhl.de
Message-ID: <411m69$nor@com1.dwhl.de>
Source record: 24921

Hi!
I am going to design a graphics card that fits on top of a PAK030 or
FRAK and uses the 68030s 32 bit bus. Therefor i'am needing the mail
address of one or more of the PAK/FRAK developers.

Hope someone can help me,
Ciao,
Till

T.Harbaum@tu-bs.de
harbaum@evix1.dwhl.de

3353. Wanted: D-50 bank structure info / Dr.T email address

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: kruisweg@flatearth.xs4all.nl
Message-ID: <081895153141Rnf0.79b6@flatearth.xs4all.nl>
Source record: 24922
Cross-posted to:
rec.music.makers.synth,alt.music.midi,fidonet.midi-programming,fidonet.midi-net,comp.sys.atari.st,comp.sys.atari.st.tech

I've recently got a large number of Roland D-50 banks. The only problem is
that I've got at least half a dozen incompatible formats. For some of these
banks I don't even have a loader program. I'm thinking of writing a program
(Windows, maybe Atari ST) to convert all these different formats to at least
Dr.T and Synthworks, maybe others too if I get enough info.

Before I can start I have to find out the structure of all these formats. Who
has more info on the following D50 bank formats.

```
Ext Filesize
-----------------------------------------------------------------
*.D50 34688 (Dr.T, Atari, PC, Amiga, etc.)
*.BNK 70100 (Atari program: BANKLOAD.PRG)
*.MEX 36048 (Atari program, distributed by Dutch music store)
*.D50 34690
*.DMP 36048 (Mac sys ex dump?)
*.D50 49152 (Atari program: D50DUMP.PRG)
```

If you have banks in other formats, D-50 editors (PC, Amiga, ST), (email)
addresses of MIDI software publishers that have made software for the Roland
D-50, other useful information, please send it to me. I've already contacted
Steinberg, the address I need most now is that of Dr.T. Do they have an email
address? I also need a more recent email address of the author of the Atari
ST program MT32-D5-D10-D110-D50 Explorer, because the email address in the
README.TXT bounced.

Ruud

```
==
This signature is for rent - Email or fax me for details ]
Ruud van de Kruisweg - The Flat Earth Company - kruisweg@flatearth.xs4all.nl
```

3354. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DDI6z5.J7L@crash.cts.com>
Source record: 24923

SAK L.J. (L.J.Sak@kub.nl) wrote:
: Hello all,
:
: Has anyone used MagiC with patches on a Falcon yet?
:
: Be glad to know if it worked..
:
: Thx,
: Ludo Sak,
: L.J.Sak@kub.nl

Yes, it does work, but why??? I mean I bought my Falcon for its advanced features and new GEM environment. MagiC for ST's can be made to work, but all you get is a computer that works like a fast ST in monochrome mode and multitasking. All Falcon specific accesses and features do not exist in MagiC 2.x. So you lose all Xbios DSP calls, Falcon specific 16bit and sample rate Xbios support, 3D GEM support, screen modes (other than ST specific) support, etc. It is essentially giving you a Multitasking ST with a pseudo "PAK" board (because of the Falcon's 68030).

Wait for the real MagiC for Falcon. Don't bother with patching something that was never intended for the Falcon.

Don't get me wrong, I miss my Mag!X OS terribly, but I miss my Falcon's capabilities even more than that.

Rich

3355. Re: objc_draw() redirection?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <412bu3$ssc@oban.cc.ic.ac.uk>
Source record: 24924
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

in article <40u67l$shi@henry.interlink.no>,
Vegard Hofsoey (vegard@henry.interlink.no) wrote:
>I want to draw RSC dialogs to an offscreen mono bitmap (EdDI) and then
[...]
>As I understand it, AES uses VDI for objc_draw(). I have used VDI
>commands to the offscreen bitmap without problems, so there must be a way
>to "trick" objc_draw() to direct its VDI calls to another workstation...?

AFAIK, the AES opens it's own VDI workstation to do any drawing. The handle
of this workstation is what is returned with graf_handle().

As the the workstation is already open, I doubt that you could redirect it
to another handle. The only way that may be possible is by altering the
value of the handle, which I _think_ is stored in the negative-offset LineA
structures. This seems very dodgy though. I doubt it would be compatable
across all TOSes.

On the subject of EdDI and offscreen bitmaps, I'm trying to use NVDI to do
this, with v_opnbm() etc. Unfortunately, I only have the German NVDI
programmer's guide, and I don't speak German, so it's all a bit hit and
miss. I would be grateful if someone could mail or post some sample code
that opens an offscreen bitmap and draws on it, as I keep getting memory
protection errors from MagiC when I try it.

As for EdDI, am I right in thinking that this is a freeware (?) program that
allows you to use NVDI's offscreen bitmap facilities, without NVDI?
If so, where can I get it from, as it doesn't seem to be on the usual FTP
sites.

Thanks for any help,

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`I mean, if you're the police, who will police the police?'
`I dunno. Coast Guard?' - [1f09]

3356. Re: Used Falcon: street price? Quality VS C-Lab Falcon Mk-II?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <412o87$ka5@news.mdata.fi>
Source record: 24925

In article <303236dc1505cb5@discworld.oche.de>,
Michael Schwingen <rincewind@discworld.oche.de> wrote:
>Lauri T Nuuja (nuuja@cc.Helsinki.FI) wrote:
>
>First: C-Lab uses the same D/A and A/D converters as Atari did.

What I've heard is that the D/A converters in Falcon are actually
quite good - problem is the analog part and it's isolating.

>You can get a SoundLifter from Catch Computer in Aachen, Germany - that
>replaces the whole analog audio part and gives you 6 Chinch connectors - 4
>input and 2 output - with line level and a much better sound than the
>original falcon. You will have to de-solder the old codec (or buy a new one
>and leave the old in the main PCB) in order to install SoundLifter.

Just what I need. Anyone know Catch Computer's FAX number etc. ??
Do they sell codecs, too?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3357. Re: searching for address of pak developer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: dl1fdt@magicnet.net
Message-ID: <dl1fdt-1808951510590001@pm1-00.magicnet.net>
Source record: 24926

In article <411m69$nor@com1.dwhl.de>, harbaum@evix2.dwhl.de () wrote:

> I am going to design a graphics card that fits on top of a PAK030 or
> FRAK and uses the 68030s 32 bit bus. Therefor i'am needing the mail
> address of one or more of the PAK/FRAK developers.

Moin!

You can reach Holger Zimmermann at following address:
Holger_Zimmermann@sz2.maus.de
He is the one who developed the PAK3 and the FRAK.

Ralf Zimmermann

3358. Re: What CD ROM drives can an STe use?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <413759$ddq@preeda.internex.net.au>
Source record: 24927

Myeck Waters (Myeck.Waters@p1.f616.n266.z1.fidonet.org) wrote:
: In a message of 03 Aug 95 10:04:06, Julian@connexus.Apana.Org.Au wrote:
:
: J> The drive is properly terminated. He is using The Link 2.
: J> The drive is a Media Vision CDR-H93MV. I personally think that the drive
: J> is faulty. ICD PRO doesn't even see it as a SCSI device.
: -
: Is the little LED on the Link glowing?
: -
Yes the led was on. It turned out to be a faulty cd rom drive. The brand
new Apple 300e is working perfectly. Thanks,

Regards, Julian.

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/�/�|
\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

3359. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-18 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DDIv2F.1Mx@cix.compulink.co.uk>
Source record: 24928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st

In response to ch@valholl.u-strasbg.fr's message:
> BBS that have a Falcon 030 section
> ==========
> UK
> ==
> The Falcon's Realm
> 1254 386151 14.4 Kbps no ratios 8-N-1

```
This BBS is now permanently closed

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
*%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
*%*%*%*%*%* # 90:102/143.0@nest.ftn #
```

3360. prob w/Falcon/SM124 - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-19 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BjKjT25.johnhechtman@delphi.com>
Source record: 24929

This is a repost as the first one got horribly mangled in the upload and I've also gained some information since the original post. But my question still remains - what could cause the "shimmy" I describe and how could it be fixed?

I just recently set up our new (well, almost new) Falcon and hooked it up to our trusty SM124 mono monitor. The good news is that Notator Logic and the Falcon get along great (grin). The bad news is that there seems to be a lot of noise on the SM124 picture. There are also some faintly visible vertical bars on the screen that "shimmy" when any drive is accessed. I got the VGA to SM124 adaptor from Toad and tried the snap-on ferrite bead noise filter that comes with the adaptor, but the problem persists.

My question is, is this normal using the SM124 on the Falcon? I got a less noisy picture with _no_ vertical bars or "shimmy" when it was hooked up to the old 1040STe. Why should I get _worse_ picture quality with the Falcon?

I talked to Steve Cohen of Wizztronics and he said that it might be caused by a bad PSU in the Falcon - he says that anything less then 4.8vdc on the 5v supply indicates a bad PSU and that will pull down the video. Does this sound plausible? I've tried it with _2_ different SM124's and the vertical bars and "shimmy" appear on both. I've also tried relocating the monitor and having it as far away from the cpu as the video cord will reach and I still get the $#@! lines/shimmy! I've also talked to 2 people who have used SM124's or equivalent with the Falcon and they had no problems. I'm a tech and I'll open the Falcon Sunday to have a look at the PSU. What else could cause a symptom such as I describe?

I'd like to hear from anyone who's used the SM124/Falcon combo. Tell me what kind of picture quality to expect. Would a VGA monitor solve the problem? I want to make sure I _have_ a real problem before I start busting the chops of the guy who sold me the Falcon ;)

Thanks in advance to all who reply! It would be especially helpful to direct your information to my Internet address as I am posting this to a number of places to get the broadest possible response. Post replies to: "johnhechtman@delphi.com". And extra thanks to those who already replied, you've helped me make better judgements by sharing your experiences!

3361. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FHTNAGBGUP@cabal.shnet.org>
Source record: 24930

In <40mfj1$1m1u@otho.cc.flinders.edu.au> Bethany Hughes wrote:
>In article <FHCTAHAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> > Speed of Light 3.8 saw the trashcan icon faster than most other programs I
>> tested. Incompatible with my Crazy Dots HC, at least in HC mode.
>
>___Read the docs.____
>SOL only works (according to what the author says) in UP TO 256 colours.
>
>SOL works extremely fast (about 5 or 10 x faster than photochrome and probably
>about 4 or 5 x faster than Imagecopy]I[ ) and has a huge amount of options.
>
>The only prob is that I find it wont work in 16 colours at 320x200 on my
>MegaSTE Tos2.05, 50 meg HD......and my machine is the same as the programmer's!!!

As I said: grab the SOL folder, drag it onto the trashcan icon, release
left mouse button.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3362. Re: MS Mouse and Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-19 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.250.00104535@cfcsc.dnd.ca>
Source record: 24931

In article <ftn_2.200.128.0_327a1e0_Lars.Reynold@midinet.ct.se> lars.reynold@midinet.ct.se (Lars Reynold) writes:
>Does anybody know if it's possible to connect a Microsoft Serial Mouse to a
>Falcon?
>If so, what modifications are needed?
> /Lars
I use my serial port to run a microsoft mouse or my tablet. I got the mouse driver from CyRel/Cybercube in toronto, ontario, canada. the mouse driver part is excellent, but the tablet driver only has relative positioning, no absolute positioning which means if you are tracing something with your tablet pen, that you can't lift the pen up, as you will lose your position vis-a-vis the screen/tablet. I can't use my serial port also, but I donb;t really ewant to be online while I am drawing.
Advantage: allows you to use the atari OR serial(Microsoft) mouse. both are usable.
hope this helps
take care.fait attention
-ken

3363. SLM804 & Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-19 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.245.000F5740@cfcsc.dnd.ca>
Source record: 24932

I while ago I saw something about using the SLM804 with a Falcon030, I can't remember if it was hardware or software, or even if it was real (not RSN :^)
Does anyone remember/ or have info, about this?
sure like to keep my SLM :^)
thanks.merci
-ken

3364. sysquest scsi id jumpers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-19 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.246.000F7B13@cfcsc.dnd.ca>
Source record: 24933

just recently someone asked if I knew how to set the scsi id on a megafile.
well the megafile documentation tells you how to do it on the magefile case,
but if you remove the syquest from the case you might be stuck :^)
here's what i've dug up:
looking at the back of the syquest

power : : : : : :
supply
P T C B A
P=parity
T=test
C=4
B=2
A=1
if A is jumpered (second from the right) then you have a scsi id of 1,
if A and B then a scsi id of 3, etc
if anyone sees anything wriong with this don't hesitate in letting us know.

Syquest tech support
Norfolk VA USA 203-876-9930
Fremont CA USA 510-226-4154
ext 4000 customer service
ext 4127 , or 4280, or 4141, or 4131 tech
good luck. bonne chance
-ken

3365. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950820191911.1061B-100000@nic.cerf.net>
Source record: 24841

Well, what do you use? GEM-view? :>

SOL was very good, except that it only did one JPEG per run on the unregistered copy, and it didn't use the DSP, and it doesn't run in True Color. When he makes a Falcon verison, I'll register it.

3366. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: Koos_Kuil
Message-ID: <3037b522@f397.n282.z2.fidonet>
Source record: 24842

In a message of <18.08.95>, Richard John Kelsch (2:281/202.0) writes:
> Yes, it does work, but why??? I mean I bought my Falcon for its advanced

To make use of Multitasking! That's the reason why i make use of Magic
on my Falcon and i love it. I'm a programmer and i don't miss 3-d buttons,
DSP chip and sample support but i love the speed and the flexibility of
Magic. Although it's a patched version but i don't want to wait until ASH
does have Magic for the Falcon ready.

The screen modes are limited but i'm allways using 2 colors and blowup
and screenblaster are supported so i don't miss anything.

> Multitasking ST with a pseudo "PAK" board (because of the Falcon's
> 68030).

Okay, but i don't have my Falcon to make not use of Multitasking when
possible.

> Wait for the real MagiC for Falcon. Don't bother with patching something
> that was never intended for the Falcon.

I hope this version will come out soon.

> Don't get me wrong, I miss my Mag!X OS terribly, but I miss my Falcon's
> capabilities even more than that.

No, i'm not but this is pure personal teaste :-)

MultiTos may be more give the possibilitys of the Falcon OS but it's
terrible slow to use and Magic is the mirrored of that, it's fast and
you'll get the look that you did buy a new and accelerated computer :-)

Greetings,
Koos

--- JetMail 0.99beta21
* Origin: Atari Octopus BBS Developement Fido/NeST/FAN/AtariNet (2:282/397)

3367. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: Koos_Kuil
Message-ID: <3037b5d3@f397.n282.z2.fidonet>
Source record: 24843

In a message of <16.08.95>, SAK L.J. (2:281/202.0) writes:
> Has anyone used MagiC with patches on a Falcon yet?
> Be glad to know if it worked..

It does work: GREAT!!!!! Wooww!!! Extremely fast and the 3-d buttons are finaly gone because i don't like this extra's.

I use it now for a month and i'm allways working under Magic now on my Falcon. There are a few limits but that doesn't matter, it works!

Okay, DSP support isn't there and also not all screen modes but i don't need that so, what i need was multitasking. My ST can do it and my Falcon too!

Greetings,
Koos

--- JetMail 0.99beta21
* Origin: Atari Octopus BBS Developement Fido/NeST/FAN/AtariNet (2:282/397)

3368. Re: Memory hungry programs & MagiC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: Koos_Kuil
Message-ID: <3037b652@f397.n282.z2.fidonet>
Source record: 24844

In a message of <15.08.95>, William Wong (2:281/202.0) writes:
> Some programs which I use seems not to be releasing memory back to the
> MagiC kernel after it finished executing. One such program is Pure C
> compiler which I use very frequent. Is there any way of making the program
> release the memory back to the kernel other than rebooting? It is getting
> to be a pain as my debug/compile cycle is now only 5 or 6 times before I
> need to reboot the ST to reclaim the lost memory.

I don't know but on my Falcon it was very dangerous to start programms
using ALT-E and ALT-D (debugger). Go back to the desktop with CTRL-Q
and put the PureC and Debugger under function keys and start them from
the desk. This does solve a lot troubles on a Falcon.

ALT-D seems to do not work correctly but on my ST i've never had problems.

Greetings,
Koos

--- JetMail 0.99beta21
* Origin: Atari Octopus BBS Developement Fido/NeST/FAN/AtariNet (2:282/397)

3369. My Falcon's keyboard is dieing!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.950820010719.10049B-100000@grad>
Source record: 24934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need some advice on fixing my Falcon's keyboard. The $85 replacement is NOT an option, since I simply don't have the money to waste.

What's happening is that keys, especially the 'E' key, simply don't respond some times when I press them. I have had the keyboard apart a few times since it started dying on me, trying to fix individual keys. Recently, I discovered that the cup for the E key was torn up. So what I did was sew (with needle and thread) the cup back together, and then switched it with the cup for th Clr/Home key. Ironically, the Clr/Home key works just fine, while the 'E' key with the new cup is not functioning properly. Plus, I am having problems with other keys not responding properly either.

Now, I can either try to fix the problem, if anyone has any suggestions, or I can replace the keyboard from one in a 1040 that has since died with a salvageable keyboard.

Please respond to me in email at millert@grad.csee.usf.edu, because if you post to the newsgroup, I will NOT get your reply.

Thank you.

Timothy Miller millert@grad.csee.usf.edu Computer Engineering
Science Fiction Music Theory Theoretical Linguistics

3370. *** Falcon BBS List update ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <416ove$rtu@apopi.u-strasbg.fr>
Source record: 24935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.07
Here is a List of BBSs that have a Falcon Section, If you Have more
please E-mail me info of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thanki¿½s the people who have
contributed to this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Total Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1
```

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256 1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 33.6 Kbps Midi 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1
> Number unobtainable ...
Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1
> Number is wrong ...

U S A (+ 1)

Alternate Eternities
503 649-7615 0.3-14.4 kbps 1/10 8-N-1

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molinï¿½s Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

SOARing STAR
916 661 1538 14.4 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 9.6-33.6Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.
E-mail: Fg024@Cleveland.freenet.edu

3371. Re: My Falcon's keyboard is dieing!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3037775454d460b0@xs4all.nl>
Source record: 24936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Timothy Miller (millert@csee.usf.edu) wrote:

>I need some advice on fixing my Falcon's keyboard. The $85 replacement
>is NOT an option, since I simply don't have the money to waste.

Yeah, well, sometimes you'll just have to pay a price for a replacement
part in order to get your system running again.
Deal with it, nothing comes for free.

>What's happening is that keys, especially the 'E' key, simply don't
>respond some times when I press them. I have had the keyboard apart a few
>times since it started dying on me, trying to fix individual keys.
>Recently, I discovered that the cup for the E key was torn up. So what I
>did was sew (with needle and thread) the cup back together, and then
>switched it with the cup for th Clr/Home key. Ironically, the Clr/Home
>key works just fine, while the 'E' key with the new cup is not functioning
>properly. Plus, I am having problems with other keys not responding
>properly either.

The keys are connected through a matrix; if you also have trouble with
S, X, D, W, 3, 2, F5 (column) or [control], Q, T, G, I, P, etc. (row)
(some or all keys) possibly a trace on the PCB is broken (or a wire)

>
>Now, I can either try to fix the problem, if anyone has any suggestions,
>or I can replace the keyboard from one in a 1040 that has since died with
>a salvageable keyboard.
>
>Please respond to me in email at millert@grad.csee.usf.edu, because if
>you post to the newsgroup, I will NOT get your reply.

So I guess you'll never read it, eh ? What a waste of bandwidth this is
reply then... :-(

Sorry, if _you_ can't take the time to read a newsgroup after you ask a
question there _I_ can't be bothered to take the effort and write you a
reply. Don't you think time is precious to us all ? Huh ?
If you ask a question at least be so polite as to read your answers at
the place you asked in the first place.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3372. Supra Hard Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: jimofoz@aol.com
Message-ID: <417u54$krr@newsbf02.news.aol.com>
Source record: 24937

I have an old (late 80's) Supra 20 meg hard drive that after a long warmup works fine. The problem is by long I mean an hour or two or sometimes longer. It won't boot up, just clicks a couple times. After the delay, a reset boots it right up. I'm guessing it is probably a power supply problem. Does anyone have any hints to give me? Thanks

Jim Kajpust - Personal Freedoms - Michigan

3373. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <669_9508201152@genesplicer.org>
Source record: 24938

Re: _.GIF or .JPG viewer?_, Thorsten Guenther wrote to All on 19 Aug 95:

TG> As I said: grab the SOL folder, drag it onto the trashcan icon, release
TG> left mouse button.

Because it won't work on your Crazy Dots card in HC mode? Most people don't
OWN a Crazy Dots card, and in fact, most people don't even have >256 colors.
IOW, just because it's not useful to you doesn't mean it's not useful to
ANYONE.

... Join AtariNet - Stay Informed - Freq ATARINET @ 1:209/745!

3374. Re: MS Mouse and Falcon03

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <2fd_9508201741@flight.org>
Source record: 24939

A giant chicken in the guise of Maarten van den Berg clucked:

> Alas, I think it will be of little use to most users here, most of us have a
> _modem_ connected to the (only) serial port. Or haven't we ? :-)

The Falcon has two serial ports, one disguised as a network port...

---
* Kivi (unregistered) 1.41 *
--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------

3375. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-20 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <2fe_9508201741@flight.org>
Source record: 24940

A giant chicken in the guise of Thorsten Guenther clucked:

> >> > Speed of Light 3.8 saw the trashcan icon faster than most other programs
I
> >> tested. Incompatible with my Crazy Dots HC, at least in HC mode.
> >
> >___Read the docs.____
> >SOL only works (according to what the author says) in UP TO 256 colours.
> >
> >SOL works extremely fast (about 5 or 10 x faster than photochrome and
probably
> >about 4 or 5 x faster than Imagecopy]I[ ) and has a huge amount of options.
> >
> >The only prob is that I find it wont work in 16 colours at 320x200 on my
> >MegaSTE Tos2.05, 50 meg HD......and my machine is the same as the
programmer's
> !!!
>
> As I said: grab the SOL folder, drag it onto the trashcan icon, release
> left mouse button.

You have to keep in mind SoL was originally designed to use a flickerdraw
technique to make GIF's look good in ST/e lowres. If you have a CrazyDots card,

what the heck do you need SoL for? :)

---
* Kivi (unregistered) 1.41 *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3376. Re: *** Falcon BBS List update ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5sJbZ3eiqnB@parkview.iaf.nl>
Source record: 24845
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.sys.st,fr.comp.sys.atari

Groningen, /21.08.95 /10:25

Another one: SSAG BBS Almere Netherlands
(Atari & PC, probably the largest Atari BBS in Holland. Large Falcon
section)

tel 031 (?) 36 5333981 (28K8)

cheers,

Paul

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx
CrossPoint v3.02

3377. Re: MS Mouse and Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Message-ID: <41a07r$c8e@rzsun02.rrz.uni-hamburg.de>
Source record: 24846

maberg@xs4all.nl (Maarten van den Berg) wrote:

>>: Does anybody know if it's possible to connect a Microsoft Serial Mouse to a
>>: Falcon?
>Alas, I think it will be of little use to most users here, most of us have a
>_modem_ connected to the (only) serial port. Or haven't we ? :-)

You have a falcon with only 1 serial port??? Funny thing, that. Mine has 2.
(Ok, it really has 3, but most falcons have 2, I suppose.)

Greetings,
Thomas

_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

3378. Re: MS Mouse and Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DDo69s.MA3@crash.cts.com>
Source record: 24847

Maarten van den Berg (maberg@xs4all.nl) wrote:
: Alex Nicholls (alex@avon) wrote:

: >Lars Reynold (lars.reynold@midinet.ct.se) wrote:
: >: Does anybody know if it's possible to connect a Microsoft Serial Mouse to a
: >: Falcon?
: >
: >: If so, what modifications are needed?
: >
: >I think so, a program called PCmouse or something along that line, available
: >on all good ftp sites as well as on this months subscribers ST Format Diskette.
: >
: Yes, several programs allow using a serial mouse on the Atari.
: Mine's called mousev23.*
: Alas, I think it will be of little use to most users here, most of us have a
: _modem_ connected to the (only) serial port. Or haven't we ? :-)

Hello!!! Hello!!! Anyone in there?? The message clearly asked if the
mouse worked on a FALCON. The Falcon has TWO serial ports. One is the
MODEM port and the other is the NETWORK port. Using the NETWORK port is
the most preferred for serial mice.

STILL not reading the entire message before replying (stupidly) again eh?

Rich

3379. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <41aia5$ev2@nyheter.chalmers.se>
Source record: 24848

In article <Pine.SUN.3.91.950820191911.1061B-100000@nic.cerf.net>,
Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> wrote:

>SOL was very good, except that it only did one JPEG per run on the
>unregistered copy, and it didn't use the DSP, and it doesn't run in True
>Color. When he makes a Falcon verison, I'll register it.

In the mean time, why don't you try out MGIF v5? It's much faster at GIF
loading than SoL (in fact, there is no faster program anywhere that I'm
aware of) and runs _very_ nicely in Falcon TC (it works in every other
ST/TT/Falcon mode and on 8 bit cards as well).
For GIF saving and JPEG loading with no or primitive colour quantization
SoL can be quite a bit faster. For greyscale or advanced col. quant JPEG
load, the two programs are more alike.
MGIF loads GIF/JPEG/Targa/PPM/(X)IMG/PI? and writes GIF/Targa/PPM/IMG.

(I posted an article to c.s.a.announce some time ago, but it seems like
it never appeared for some reason. See below for a WWW/ftp site where
the same info can be had.)

SoL and MGIF are very different in their approaches to image processing,
so if you're into that you really should try both.
There is not much of image warping in MGIF (scaling and rotation to any
angle is about it), but it's got more filter functionality and the ability
to manipulate and view 24 bit images.

It should be said that MGIF will not do any kind of palette/flicker
trickery to improve displaying except on monochrome screens. In greyscales
or in high res 16 colour modes, very good results can be had, though.
256 colours modes and Falcon TC normally look very nice indeed.

The current version of MGIF is 5.00beta and until the final release it's
only available on the WWW/ftp site mentioned my the .signature. If you
have any kind of Web access (Lynx is quite nice for text terminals), I'd
recommend that.
I'd very much like to hear any comments from those who try out v5.00beta.

Finally, MGIF is FreeWare so there's no crippling of any kind. The full
source code is available on request for use in other FreeWare (and
similar) programs.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

3380. Release of OASIS 1.30E

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <809037438_OASIS_@yeadontt.demon.co.uk>
Source record: 24849

As of Monday 21/8/95 OASIS 1.30E has been uploaded to the Demon and Hensa FTP sites.

Two files have been uploaded.

OASIS130.TOS is a complete version of OASIS for people who have either never installed OASIS before or who have a version of OASIS below 1.20E.

UPD_130.TOS is the files that have changed from version 1.20E for those who have already installed 1.20E.

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============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========

3381. Re: My Falcon's keyboard is dieing!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DDo5n1.LnH@crash.cts.com>
Source record: 24850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Maarten van den Berg (maberg@xs4all.nl) wrote:
: >Please respond to me in email at millert@grad.csee.usf.edu, because if
: >you post to the newsgroup, I will NOT get your reply.

: So I guess you'll never read it, eh ? What a waste of bandwidth this is
: reply then... :-(

: Sorry, if _you_ can't take the time to read a newsgroup after you ask a
: question there _I_ can't be bothered to take the effort and write you a
: reply. Don't you think time is precious to us all ? Huh ?
: If you ask a question at least be so polite as to read your answers at
: the place you asked in the first place.

Oh pull that crowbar out of your ass. If you woud have looked at the return address, then you would have noticed that it comes from a university. How many times have yu found yourself able to spend lots of time searching through news articles every day in hopes of finding what you need and have time for school-work?? It's much easier to check to see if you have mail and immediately print it out and get on with your busy day.

Besides, if you would have read his entire message BEFORE forwarding to a Newsgroup, then your reply would have been MAILed, because you would have known you needed to send an Email REPLY.

Geez!

Rich

3382. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3038f4d040841df@discworld.oche.de>
Source record: 24851

Auburn Placer County - Tahoe City (libaubt1@nic.cerf.net) wrote:

APCTC>Well, what do you use? GEM-view? :>

If I need to - yes. The image quality is a lot better than SOL when
displaying dithered colour images on my 1280*960 monochrome screen.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
"Nah," he said, eventually. "I've looked at the colours on flowers. They're
definitely built-in." -- Terry Pratchett, Diggers

3383. Broken HD or Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <41aqeg$dau@news.mdata.fi>
Source record: 24852

Just recently my HD started acting strangely. When I opened
one directory, it showed just some garbage in it. Well, I
reseted the machine, and Falcon couldn't find the whole
HD at all (AHDI wasn't loaded, instead disk drive was used).
I managed to get the AHDI running again after keeping the
Falcon closed for awhile (to cool it down).. Then, several
hours later it worked again, but after a minute of use
(approximately) the HD went nuts again. Only garbage was
displayed in the directories, and after resetting
(or switching off) Falcon didn't find the HD.

I opened the machine and looked if the HD was well in place
and it was.

I don't know if the fault is in Falcon or the HD.
If anyone knows what might be wrong, please tell me!
I've got some important stuff in that HD

Now I have to use this bloody PC, so you know how
desperate I am! (it scares the hell out of me
thinking that I might be stuck with PC the rest
of my life! :-)

Regards,
Arto Jalkanen
artoj@mits.mdata.fi
___ Blue Wave/QWK v2.12

3384. Re: MS Mouse and Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <2e4_9508211626@genesplicer.org>
Source record: 24853

Re: _MS Mouse and Falcon030_, Robert Schaffner wrote to All on 20 Aug 95:

```
RS> begin 666 MAUS.TXT
RS> M("HJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ
RS> M*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ*BHJ#0H@*B`@("`@("`@("`@("`@("`@
RS> M("`@("`@("`@("`@("`@("`@("`@("`@("`@("`@("`@("`@("`@("`@("`@
```

Why would you uuencode a text file? The whole purpose of uuencoding is to turn a binary file into text. A text file is alraedy text, and uuencoding it is simply going to create more work and take up more space.

```
* LED v1.30 * ST: The Next Generation -> Falcon030
```

3385. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <2e5_9508211626@genesplicer.org>
Source record: 24854

Re: _.GIF or .JPG viewer?_, Auburn Placer County - Tahoe City wrote to All on 20 Aug 95:

APCTC> Well, what do you use? GEM-view? :>

For Falcons, nothing beats the APEX viewers.

APCTC> SOL was very good, except that it only did one JPEG per run on the
APCTC> unregistered copy, and it didn't use the DSP, and it doesn't run in
APCTC> True Color. When he makes a Falcon verison, I'll register it.

SOL _does_ use the DSP, though it doesn't support true color. To use the DSP you need to put Atari/BrainStorm's JPEGD.TTP in your AUTO folder. (Other programs, such as Imagecopy, also use this.)

As for the one JPEG per run on the unregistered version, I see nothing wrong with that. Unfortunately, a lot of people won't register a program unless there are limitations placed on unregistered copies.

* LED v1.30 * FidoNet SysOps - Please Freq ATARINET @ 1:209/745!

3386. Re: Iomega Zip FAQ 1.6 (FAQ)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.86.000EF61C@cfcsc.dnd.ca>
Source record: 24855
Cross-posted to: comp.sys.mac.hardware.storage,comp.sys.ibm.pc.hardware.storage,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.amiga.hardware

In article <413o8i$o5t@dockmaster.phantom.com> steveg@phantom.com (Steve G.) writes:

interesting FAQ, and advert :^)

>***SECTION 10: IOMEGA ZIP vs SYQUEST EZ135
>SyQuest has released a new drive called the "EZ135" (formerly known by
>its code name, "Roadrunner"). This drive costs ~$230 for an external
>version (~$200 for an internal version) and uses ~$25 cartridges that
>store 135-MB each. EZ135 weighs about 2 lbs (twice as much as the
>diet-conscious Zip), but is also about twice as fast.
>There are many mixed messages about which drive will ultimately prevail.
>However, I personally feel that the Zip drive will be the winner for
>several reasons. Here's why:

>* The Zip drive is cheaper. Zip costs $200 for external, while EZ135 is
>~$30 more.
for a measly $30 you get twice the speed and an extra 30MB. How
can the ZIP compete with that?
Furthermore, the Zip drive is now available
internally from >Power Computing and soon as an end-user installation kit, and
chances are >it will cost considerably less than the EZ135's internal price of
$200.>* Zip cartridges are smaller, lighter, and more transportable. EZ135's
>cartridges need to be stored in the same sort of padded carrying case as
>"standard" SyQuest cartridges, making then considerably more bulky to
>transport. As a result, you'll likely see less of them being used with
>portable computers and, consequently, with desktop machines.>* Zip already
has a substantial market lead over SyQuest. Historically >speaking, the Mac
market hasn't had much in the way of brand-loyalty. >SyQuest drives became the
predominant standard not because of any >outstanding features, but simply
because they were cheap in comparison to >the more expensive Bernoulli drives.
Similarly, the Zip is cheaper than >EZ135.
but if people compare the speed, storage space? an extra 300MB per 10 disks is
nothing to sneeze at!
>* The Zip is being offered as optional equipment in
Power Computing's Mac >clones (and hopefully -- eventually -- Apple's own
products), whereas the >EZ135 is not. This has the potential to give the Zip
drive an even larger >market share.
>* Though EZ135 is faster, Zip is already fast enough for the majority of
>users. QuickTime movies, sound files, and similar time-intensive files
>play just fine from Zip. Only a comparatively few users will actually
>_need_ the additional speed that EZ135 offers, and when you consider this
>in relation to everything else, the EZ135's speed becomes a
>not-so-important factor.

what 'everything else'? people may not _need_ the speed, but I think they will
want it :^)
>* EZ135 cartridges hold about 30-MB more data after formatting,
true, but >is that enough to justify a more expensive, heavier drive?
I generally don't walk around with my drives :^)
I don't think >so. Again, the fact that the Zip is so easily transportable
makes it the >better drive, regardless of the data storage capacity. If
SyQuest's new >drive were to hold, say, 200-MB or more it would be a
considerably >different story.
>* People may be angry at SyQuest for "holding out" on the community. More
>than a few users have wondered out loud why SyQuest didn't introduce the
>EZ135 before Zip came on the scene. The most logical answer is that
>SyQuest was making so much money off its other, lower-capacity drives
lower capacity? only the 5-1/4" 44MB and 88MB, everything else is over 100MB

>that they didn't want to rock the boat by introducing the EZ135. Only
>when Iomega started severely cutting into SyQuest's market did SyQuest
>respond with the EZ135. In short, it seems that SyQuest was more
>interested in lining its own pockets instead of advancing the technology.
>While this is probably good for business, it doesn't make the users any
>happier.
"more than a few users"? I haven't heard ANY users even mention it, quite
frankly.

>It's ultimately a simple matter of time deciding which drive will
>prevail, but if I had to place money on the outcome, I'd bet on Zip.
let me guess. you own stock :^)
>- - - - -
>***SECTION 11: IOMEGA JAZ-THE NEXT GENERATION
now this is a good thing! on my Xmas wish list!
wonder how Syquest will respond?

>steveg@phantom.com
>==========

3387. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <34b_9508220106@flight.org>
Source record: 24856

A giant chicken in the guise of Auburn Placer County - Ta clucked:

> Well, what do you use? GEM-view? :>
>
> SOL was very good, except that it only did one JPEG per run on the
> unregistered copy, and it didn't use the DSP, and it doesn't run in True
> Color. When he makes a Falcon verison, I'll register it.

If you have a Falcon what do ya need SoL for? SoL was originally designed to
mae GIFs actually look good* on an ST. There are much better things for
Falcons.

---
* Kivi (unregistered) 1.41 *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3388. Re: My Falcon's keyboard is dieing!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-21 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5sJc__bDqnB@parkview.iaf.nl>
Source record: 24857
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In a public message dated 21.08.95 Maarten=B7(maberg@xs4all.nl) writes:

>
> Sorry, if _you_ can't take the time to read a newsgroup after you ask a
> question there _I_ can't be bothered to take the effort and write you a
> reply. Don't you think time is precious to us all ? Huh ?
> If you ask a question at least be so polite as to read your answers at
> the place you asked in the first place.
>
Hey, don't be such a jerk - the guy had only a problem with his computer.
If he'd needed someone to piss him off like you just did I'm sure he would
have asked for it.

Paul

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx
CrossPoint v3.02

3389. Wanted: Automation Packer Decompression

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: g-sjopet@jmk.su.se
Message-ID: <g-sjopet-220895090959@130.237.155.14>
Source record: 24858

I'm looking for a decompression utility for files packed with Automation Packer v2.3r. Preferably it should run on a 520STFM or Macintosh. Can anybody help?

Petter Sjoelund, JMK, Stockholm, Sweden

3390. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <41bqqhINN6sk@duncan.cs.utk.edu>
Source record: 24859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3391. FS: Atari ST soft/hardware 1040STe 4meg, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <41c1f8$ivq@india.lm.com>
Source record: 24860
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Most software has original boxes and documentation.
All software are original disks, not back-ups or copies.
Some of the hardware also has the boxes that they came in,
but some do not, such as the hard drives, disk drives for parts,
1040 case and RF shield, etc.

All prices are in US Dollars and do not include Shipping costs.
All prices are negotiable and open to reasonable offers.
Payment by personal check will be shipped after the check clears
my bank, aprox. 5 working days. Payments by money orders will be
shipped the day after payment is received.
Priority will be given to orders of 5 or more items.
This list current as of: 8/20/95

Item Name starting with (P) is possibly sold, in negotiations,
or awaiting payment.

ATARI HARDWARE FOR SALE:
ASKING
PRICE ITEM NAME

$350.00 1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade.
$175.00 1040 ST/F(M?) 1meg memory MIGHT BE 520
$350.00 1040 STE 4megs mem.
$125.00 Color Monitors Atari brands
$125.00 Color Monitors Atari brands
$25.00 (P)Color Monitors Atari brands (broken, power box)
$90.00 SM124 Mono Monitor
$80.00 (P) Indus GT External 720k Floppy
$25.00 The BEst TrackBall
$35.00 The Cordless Mouse (Practical Solutions)
$300.00 Toadfile 130meg + 80meg HD w/ICD+ host
$160.00 ShoeBox 80meg HD w/ICD+ host
$110.00 20meg shoebox, atari adapter
$20.00 Mouse Master
$15.00 Monitor Master(toad brand?)
$30.00 Video Key
$15.00 ST Video Digitizer
$110.00 The Complete Colour Solution (Vidi-ST, Vidi-RGB
and VidiChrome ST)
$100.00 Stereo Replay audio digitizer
$35.00 ST Sound Digitizer (Hippopotamaus)

$8.00 2 assorted internal floppy drives for parts
$10.00 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
ASKING
PRICE ITEM NAME

$5.00 Arctic Fox
$5.00 Atari 1st Word ST
$5.00 Atari 1st Word ST
$5.00 Atari ST Academy
$10.00 Autoduel
$10.00 Backup! (Michtron)
$5.00 Balance of Power 1990 edition
$10.00 (P) Battle Chess
$10.00 Battletech - cresent hawk's inception
$15.00 BBS Express ST
$5.00 Blacklamp
$10.00 Bloodwych
$10.00 (P) Bureaucracy
$10.00 Club Backgammon
$10.00 Codehead G+ Plus
$20.00 Codehead Hotwire
$10.00 Codehead Lookit & Popit
$20.00 Codehead Maxifile
$20.00 Codehead Multidesk Deluxe
$10.00 Codehead Utilities
$15.00 (P) Codehead Warp 9
$10.00 Curse of the Azure Bonds
$10.00 DC Data Diet
$10.00 DC Desktop
$5.00 DC Utilities
$5.00 Death Bringer
$5.00 Death Sword
$10.00 Defender of the Crown
$25.00 Deluxe Paint ST
$15.00 (P) Diamond Back II
$20.00 (P) Diamond Edge
$5.00 Dragons of Flame
$10.00 Dungeon Master
$10.00 Dungeon Master
$5.00 E-Z Data (database)
$10.00 Ed Hak
$10.00 Elite
$5.00 FAST (util)
$5.00 FAST - Key SHell and "AND"
$5.00 Gauntlet
$45.00 GFA Basic 3.5e disk, 3.0 manual
$5.00 H&D Base (database)
$10.00 Hacker II: Doomsday Papers

$10.00 Hard Disk Toolkit (Beckmeyer Develop.)
$10.00 Hillsfar
$10.00 ICD - Advantage ST - Harddrive util disk
$20.00 ICD Clean-up ST
$5.00 Ikari Warriors
$5.00 Image Art - icons, 2 disks
$15.00 Interlink ST (term)
$5.00 (P) Jewels of Darkness
$5.00 Kis Terminal
$35.00 Laser "C"
$5.00 Lock-on
$5.00 Lock-on
$5.00 (P) Lurking Horror
$7.00 Ma Hubbards Cupboard and assorted utils
$10.00 Mega Traveller 1: Zhodani Conspiracy
$7.00 Metro Cross
$15.00 (P) Michtron BBS 3.0
$10.00 Mindshadow
$10.00 MVG - Multi Viewer Graphica
$5.00 (P) Neodesk
$250.00 PACE (Pittsburgh Atari Computer Enthusiasts)
Library Disks Aprox 350 disks
$100.00 PACE UK Disks 200 disk
$5.00 (P) PC Ditto
$10.00 Populous
$5.00 Primetime
$15.00 Print Master Plus, w/ art gallery 1 & 2
$5.00 Pro Copy 1.22
$8.00 Roadwar 2000
$7.00 Roadwar Europa
$5.00 Rogue (2 of them) selling both together
$7.00 Rolling Thunder
$7.00 Scurples
$10.00 Shadowgate
$8.00 Shanghai
$5.00 Space Conquest: A Galactic Odyssey
$15.00 Speedball 2
$5.00 ST Karate
$10.00 ST-Talk Professional 2.0
$15.00 (P) STalker 3 term
$10.00 (P) STeno
$10.00 Temple of Aphsai Trilogy
$5.00 Time Link
$15.00 Timeworks Data Manager ST
$15.00 Timeworks Word Writer ST
$5.00 Tool Box volume 1
$8.00 Top Gun, still in box
$8.00 Top Gun
$15.00 Ultima V: Wariors of Destiny
$15.00 Ultimate Virus Killer

$10.00 Universal Item Selector 3.32
$10.00 Universe II
$10.00 Universe III
$5.00 Wanderer
$10.00 Wizworks Image Cat - pic cataloger
$12.00 Wizworks Mugshot w/data disks 1-3

$65.00 Assorted Atari Magazines: Includes all disks that came with mags.
ST Informer, ST Format, STart, Current Notes, etc
E-mail for a complete listing.

asmo
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
BBS: (412)343-1422 username: SysOp*Aragon

Web page will be added soon to have the current status of Atari
items for sale and asking prices. I will also be adding the
up to date list to my plan file, to get my plan file:
finger asmodeus@telerama.lm.com

3392. Re: Falcon IDE 2.5->3.5

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <41bdtc$ce9@preeda.internex.net.au>
Source record: 24861

SAK L.J. (L.J.Sak@kub.nl) wrote:
: Because I want to change my Falcon internal IDE to a larger 3.5" I
: wanted to know the following
:
: what is the cheapest IDE converter on the market to
: convert 2.5" IDE to normal 3.5"IDE connector, so that I can change
: my internal 85 Mb to a somewhat larger one?
: How long is the length of cable allowed to function properly?
:
: Ludo Sak,
: L.J.Sak@kub.nl

I have recently changed the 85 meg IDE drive in a Falcon to a 256 meg.
Have you considered this may be a lot easier to keep the 2.5 inch size?
You can swap them over in about 10 minutes.

If you do wish to go to a 3.5 inch drive, you need a 2.5 to 3.5 inch IDE
data adaptor. Try computer stores locally or you can get them from

Arrowfield International
2822c Walnut Avenue
Tustin
California 92680
TEL: +1 714 669 0101
FAX: +1 714 669 0526

Maybe about $15 U.S. including postage.

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| | | | |/ | / | /|/| (_ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

3393. Re: MS Mouse and Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3039ef8473b34532@xs4all.nl>
Source record: 24862

Richard John Kelsch (richcsst@crash.cts.com) wrote:

>Maarten van den Berg (maberg@xs4all.nl) wrote:
>: Alex Nicholls (alex@avon) wrote:
>
>: >Lars Reynold (lars.reynold@midinet.ct.se) wrote:
>: >: Does anybody know if it's possible to connect a Microsoft Serial Mouse to a
>: >: Falcon?
>: >
>: >: If so, what modifications are needed?
>: >
>: >I think so, a program called PCmouse or something along that line, available
>: >on all good ftp sites as well as on this months subscribers ST Format Diskette.
>: >
>: Yes, several programs allow using a serial mouse on the Atari.
>: Mine's called mousev23.*
>: Alas, I think it will be of little use to most users here, most of us have a
>: _modem_ connected to the (only) serial port. Or haven't we ? :-)
>
>Hello!!! Hello!!! Anyone in there?? The message clearly asked if the
>mouse worked on a FALCON. The Falcon has TWO serial ports. One is the
>MODEM port and the other is the NETWORK port. Using the NETWORK port is
>the most preferred for serial mice.

Preferred yes, easily done NO.
Show me a mousedriver please that supports the _network_ port...

>STILL not reading the entire message before replying (stupidly) again eh?

COOL it DOWN Rich, I always read whole messages before replying. To this one
I answered in a general matter so that it is applicable to all Atari's.
There's nothing wrong with that, and people who _do_ own a Falcon (LIKE ME)
know perfectly well that it has two serial ports (well, four, actually;
MIDI too, and the DSP port uses serial communication too...)
but only one is a *RS232* port. If someone wants to write drivers and solder
an adapterwire (lots of fun with those *#&%#&^&$ miniDIN-8 plugs) that's
their problem. I only stated that *most users here* have *one* serial port.
Now, as falconowners are not a majority in this group, this figures perfectly.
What gives you the bleedin' right to start yelling and insulting ?
Try and learn to read first, Okay ? Please re-read my post carefully and
tell me where exactly I said Falcons have 1 serialport ? Huh ?

And about that defective-keyboard-post... It's a matter of politeness to stay
in the group to read your expected answers. _I_ have to read a daily feed of
over 400 KB just to keep up with new developments and technologies

AND to *help* other people.
My time is probably even considerably more precious than that of someone with an .edu address (which can be anyone really), as I run a whole computercompany just by myself. And, yes, I did read the whole post before replying, this decision was completely _on purpose_.
The original poster would have had no trouble from me, had he stated he rather _preferred_ email. But no, he said "I will not get your reply if you post to this group". Nasty.

Consider this situation :
You are a student somewhere and you ask a fellowstudent for a favor.
This other student looks at the math-problem you present him and says: "Yeah, let's sit down for a minute, I'll completely explain and solve this problem for you" But you reply: "Naaah, my time is too precious to waste it on that problem, just solve it, write it all down, put it in an envelope and mail it to me, will you ? That would be convenient for me."

So what would _you_ do then, huh ?

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3394. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DDpI1E.3o9@crash.cts.com>
Source record: 24863

Koos_Kuil wrote:
: In a message of <18.08.95>, Richard John Kelsch (2:281/202.0) writes:
: > Yes, it does work, but why??? I mean I bought my Falcon for its advanced

: To make use of Multitasking! That's the reason why i make use of Magic
: on my Falcon and i love it. I'm a programmer and i don't miss 3-d buttons,
: DSP chip and sample support but i love the speed and the flexibility of
: Magic. Although it's a patched version but i don't want to wait until ASH
: does have Magic for the Falcon ready.

I have to agree, I do miss the Multitasking (I refuse to use MultiTOS!),
but I use color modes just as much as the mono ones. I run a lot of
graphics programs and, for me, it is not worth my time. I am sure MagiC
3.0 for Falcon will be an extreme blessing.

: > Don't get me wrong, I miss my Mag!X OS terribly, but I miss my Falcon's
: > capabilities even more than that.

: No, i'm not but this is pure personal teaste :-)

Ok, I'll buy that, but then why did you get a falcon?????????? The other
shoe drops.......

: MultiTos may be more give the possibilitys of the Falcon OS but it's
: terrible slow to use and Magic is the mirrored of that, it's fast and
: you'll get the look that you did buy a new and accelerated computer :-)

"What was the middle part???" I little joke from "A Fish Called Wanda". I
did not "get" all of that previous paragraph.

I don't blame your impatience though. System Solutions are dragging
their heals.

Rich

3395. re: broken hd or falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2337rcain@nest.demon.co.uk>
Source record: 24864

On 21 Aug 95 Arto wrote:
AJ> From: artoj@mits.mdata.fi (Arto Jalkanen)
AJ> Just recently my HD started acting strangely. When I opened
AJ> one directory, it showed just some garbage in it.

FAT corrupt?

Well, I
AJ> reseted the machine, and Falcon couldn't find the whole
AJ> HD at all (AHDI wasn't loaded, instead disk drive was used).

Drive/host adapter logic not working? Power faulty?

AJ> I managed to get the AHDI running again after keeping the
AJ> Falcon closed for awhile (to cool it down)..

Power fault recovered?

Then, several
AJ> hours later it worked again, but after a minute of use
AJ> (approximately) the HD went nuts again. Only garbage was
AJ> displayed in the directories, and after resetting
AJ> (or switching off) Falcon didn't find the HD.
AJ>
AJ> I opened the machine and looked if the HD was well in place
AJ> and it was.
AJ>
AJ> I don't know if the fault is in Falcon or the HD.
AJ> If anyone knows what might be wrong, please tell me!
AJ> I've got some important stuff in that HD

Check that the power leads to the drive are secure.

Check the data cable from HD to Falcon is secure.

Check that any socketed chips are properly seated.

Use the floppy copy of your disc utilities to re-install the driver.

If none of this works you probably have trouble in the HD itself. Have you
any diagnostic programs you could run? Otherwise the cheapest way to locate
the fault would be to temporarily substitute another drive but you would
need a GOOD friend to allow you to borrow his HD!

Roger
rcain@nest.demon.co.uk

--

3396. parallel port configuration

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <41e2k5$bg6@flame.lerc.nasa.gov>
Source record: 24865

There's this fellow selling an EPROM programmer that hooks onto the
PC's parallel port. I was wondering if it works on our ST and TTs.
I looked at the specs and it appears that the thing requries 4 additional
lines on the PC's parallel port. What lines does the ST's parallel port
contain?

Clarence

M2L Electronics is happy to announce a new entry in the device programmer
market:

EZ-EP EPROM Programmer

1) Attaches to PC parallel port.
2) Only $149.95
3) Fast, programs 27C010 in 23 seconds.
4) Programs 2716-27080, plus EEPROMS and FEPROMS
5) Reads and writes binary, ascii hex, Intel Hex, and Motorla S formats.
6) Free software updates available via bbs.
7) Adapters for microcontrollers and programmable logic devices available.
8) Automatic detection of reverse insertion.
9) 30 day money back guarantee.
10) 7 different Vpp voltages (5.0,12.0,12.5,12.75,13.0,21,25)
11) 4 different Vcc voltages (5.0,6.0,6.25,6.5)
12) Automatic Device Identification Supported.
13) Mouse use supported

The EZ-EP is an inexpensive, compact, fast, and versatile EPROM/EEPROM/FEPROM
programmer. In its most basic configuration it supports devices from the
2716 up to the 27080 (2Kx8 to 1Mx8 both nmos and cmos). It also programs
EEPROMs and FEPROMS to 32 pins. It is attached to a PC's parallel port
(cable included) and requires no board inside your computer, thus it is very
easily detached for use at another location. The EZ-EP is also quite small
(3.25 x 5.5 x 1.25 inches) and light (approximately 8 oz). It is powered by
a 12VAC wall transformer (included).

Some other low cost device programmers on the market fail to properly
implement variable Vcc power supplies. The new, high-speed programming
algorithms all require Vcc to be variable (5V up to 6.5V) and some older
programmers do not support this. The EZ-EP properly implements the programming
algorithms specified by the device manufacturers; this ensures reliable
programming with guaranteed margins.

[Specifically, we have carefully reviewed our two nearest price competitors
and found that they do not implement the full range of required Vpp and Vcc

levels. The first unit has Vcc of 5.0 or 6.0 (but not 6.25 or 6.5) and Vpp of 5,12.5,21,25 but not 12.0, 12.75 or 13.0. The other unit is better on Vcc but just as bad on Vpp. For the first unit, this precludes use of the fast (100usec pulse) algorithms. The second unit, as best we can tell, goes ahead and uses the fast algorithms, even though it does not provide the correct voltages.]

The EZ-EP software uses a powerful, menu-driven approach and supports the use of mice. It supports both color and mono screens and works on notebooks. The software runs on PCs from older 8088 based machines up to the latest 486 that we could find to test it. Only 256K of ram is needed to run the software (no matter what size device is being programmed) and a harddrive is recommended but not required. Also, the software will run in "demo" mode without a programmer; you are more than welcome to download a copy from our bbs for a test drive.

Adapter boards for 16 bit eproms and some popular microcontrollers are also available. Their pricing is as follows:

8751 adapter - $39.95 (40 DIP)
8751 adapter (PLCC) - $59.95 (44 PLCC)
8742,48,49 adapter - $44.95 (40 DIP)
PIC adapter - $49.95 (18/28 DIP)
68HC11 E/A series adapter - $59.95 (52 PLCC)
16 bit EPROM adapter - $49.95 (40 DIP)
8755a adapter - $39.95 (40 DIP)
Serial EEPROM adapter - $34.95 (8 DIP)
Serial EEPROM adapter (SOIC) - $34.95 (8 SOIC)
PLCC EPROM adapters - $49.95 (32 PLCC)
SOIC EPROM adapters - $49.95 (28/32 SOIC)
ICT PEEL adapter - $59.95 (20/24 DIP)
(18v8,20g10,22v10)

All adapter units feature high quality zero insertion force sockets.

for more info contact any of the following:

M2L Electronics
3526 Jasmine #4
Los Angeles, CA 90034
310/837-7818 (voice 9AM-1PM Mon-Sat Pacific Time)
310/837-7818 (bbs, all other hours)

or

M2L Electronics on 1:102/526 fidonet mail
M2L.Electronics@f526.n102.z1.fidonet.org internet address
or loving@cs.ucla.edu (the person you got this from)

Also, we can email you the software for trial. We can also email a JPEG file of a picture of the programmer for your viewing pleasure.

--

Clarence T. Chang NASA Lewis Research Center
phone: 216-433-8561 fax -3000 Cleveland, OH 44135
email: fsctc@flame.lerc.nasa.gov Aerothermochemistry Branch, IFMD, Aero
----

3397. SIMPLE VT100 TERM PROG ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-22 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <08221995.223409@empyr.dircon.co.uk>
Source record: 24866

Hi, I'm looking for a simple terminal program that will do proper VT100 emulation. I need it to log onto my university site from home.

I did have an english demo version of Connect that worked OK, ... until my hard drive died ! I downloaded it again, but this one was in German ! Anyway, Connect is far too big for what I want.

Any suggestions ?

Cheers,

Kev.

/// ReJoinDer v1.1L

+--+ |

| Kevan@empyr.dircon.co.uk |

| +------------------------+

| PGP Public Key available on request | No files >50k please ! |

+--+

VQWK 6.20 [Rev H - 04/04/94]

3398. TOS 4.9x programer searched!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: sm001pe@e45-hrze.uni-duisburg.de
Message-ID: <41eu62$77a@h20-hrze.uni-duisburg.de>
Source record: 24867

Dear Atari Programer !

C-Lab is still looking for people to complete the TOS 4.9x Team !
It's urgent !!It's well payed !!!

If you are interested write to:

C-Lab Digital Media GmbH
(for Mr. Buergerhoff)
Postfach 700 303
22003 Hamburg
Germany

Mention what you know best...

Best regards, Filipe :-)

3399. Re: parallel port configuration

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.809165506@YE>
Source record: 24868

fsctc@lerc.nasa.gov (Clarence Chang) writes:

>There's this fellow selling an EPROM programmer that hooks onto the
>PC's parallel port. I was wondering if it works on our ST and TTs.
>I looked at the specs and it appears that the thing requries 4 additional
>lines on the PC's parallel port. What lines does the ST's parallel port
>contain?

>Clarence

>--
>M2L Electronics is happy to announce a new entry in the device programmer
>market:

[specs deleted]

Both the TT and STE have 8 data lines, strobe and busy.
Thats all!!

regards dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

3400. Help with Mint/X-Windows/Chimera

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: bjr@EbiCom.net
Message-ID: <41e94m$5hr@Einstein.EbiCom.net>
Source record: 24869

Aloha,
I recently downloaded the TAF Mint package from Hensa, and have
it installed on my stock 1040STe 4meg system...but something doesn't seem
right. I'll just list my questions below...and hopefuly someone can help
me here.

1. I boot Mint, X-windows loads, and all is fine. I can get chimera, and
the Xterm (tcsh) to load with no problems at this stage, but, once
I establish a good ppp connection...chimera will not load into memory
at all...I get the message "No such application or pid". So...if
I leave my modem online...exit X-windows and do a warm boot...chimera
will finaly load...but...now when I try to download a html...the transfer
appears to take place with no problems and just before the document is
displayed, Chimera just dissapears and I'm looking at an empty desk top
yet again...so I run top to see if maybe it didn't just get hidden in
X-Windows somewhere...but chimera isn't anywhere to be seen. What's
the deal here? Why won't chimera load after ppp/chatfile has run to
establish connection? Why does chimera load fine after a system warm
boot and a pre-established ppp connection, yet remove itself from
memory after downloading an html/gif/etc?

2. Why can't I get my system to disconnect, that is hang up the modem
and kill what ever network apps were running? Once again, when I
try to use the "Disconnect" option in this particular X-Windows
set up I get, "Application or Pid Kill can not be open".

I suspect that something is messing with the path varible somehow, and
X windows simply can't find the applications being asked for...how would
I go about checking my set up to ensure everything points in the same
places?

3. Is there a way I can bypass X-Windows alltogether and use something
like lynux to browse the web? If so...where do I go to find binary
versions of this browser since I know nithing about compiling code?

4. Is it possible to ditch X-Windows? I tried making Mint bypass X-windows
and go straight into tcsh. It worked with one problem...no terminal
emulation at all...no vt52, no vt100, only dumb. What must I do to
give tcsh term capabilities?

5. Might there be a Mint compatible binary of Tiny Fugue, Tiny Muse, or
any similar client out there? It's nice to be able to establish
sessions that will pause the screen for you...and accept long unbroken
lines of text...not to mention capture everything for you in an easily
editable format.

6. Any suggestions for a mail manager?

7. News Reader? (tin prefered)

Thanks in advance for any attempts to get me on the right track here.
Brian

3401. Problem: Harddrive Backup For ATARI FALCON (post for friend)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: jeremy@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <41fen7$6u4@dropit.pgh.net>
Source record: 24870

I'm posting this artcile for a friend. I usually don't go through these groups so
if anyone knows of a better place for this, please put it there.. Thanks and reply-to:
92051468@brookes.ac.uk...

Begin message:

I'm interested in buying a harddrive backup device, suchas a tape streamer,
for my FALCON's SCSI drive.

Can anyone recommend any hardware devices, or anyone who sells hardware,
pefereably in the UK?
Also can anyone recommend any software, or anyone who sells software, pref
in the UK? I'm told Diamond Back II is thebest software to use?

I have a 4 Mb FALCON (TOS 4.04), and a 540 Mb MiniS harddrive (SCSI).

Thanks for your time,
James (92051468@brookes.ac.uk)

3402. Re: SIMPLE VT100 TERM PROG ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <41g2tn$k3b@gti.gti.net>
Source record: 24871

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi, I'm looking for a simple terminal program that will do proper VT100
: emulation. I need it to log onto my university site from home.

: I did have an english demo version of Connect that worked OK, ... until
: my hard drive died ! I downloaded it again, but this one was in German !
: Anyway, Connect is far too big for what I want.

: Any suggestions ?

Uniterm! Say no more say no more. It's small enough to fit on a single
floppy, and runs perfect VT100 emulation (I think it does VT220 also).
It's free. It's fast.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3403. Re: Maus net news group availability?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <41g1c0$r4b@news.rrz.uni-koeln.de>
Source record: 24872

Landstrider (mgrove@owens.ridgecrest.ca.us) wrote:
: Hi,
:
: I am interested in being able to view the various
: Atari newsgroups available on the Maus net. I have
: found some servers that have pointers, but they show up
: as "not active" or "not found" from my server. As I understand
: the operation of the Maus, 2 times a day the information
: on the newsgroup is updated. I assume that means it is not
: available real time. Is there an FTP site where the news
: items can be downloaded from?

Hello,

do you have access to a UNIX-server with a newsgroup-reader like "Tin"?
This is how I get into the newsgroups of the MausNet and other nets
using a simple terminal programme.

So far I know, the Mausboxes exchange and update their data at fixed
times in the middle of the night (MET).
Until now I had no problems with it in reading the newsgroups via telnet.
You 've got to know the times when you connect to a Mausbox directly.

Bye,

Kerstin

3404. Did you C those stacks?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <41fmsu$19@birnie.demon.co.uk>
Source record: 24873

I have recently been working on porting a bunch of News software
to MiNT, on the whole very successfully except for the fact that
I have to do a "fixstk" on most of the stuff before it will run
correctly. I usually remember this after hours of debugging.
What am I doing wrong? Is there an env variable or something to tell
gcc to allocate something other than 0 to the stacksize? How to the
rest of you guys get round this problem and how does one know what
the correct size _is_ for any given application.

puzzled,
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3405. MinixFS fsck sync/lock Problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <41frk2$79@birnie.demon.co.uk>
Source record: 24874

Whenever I do an fsck on my MiNT partitions I always get the response `Cant sync or lock device m: Continue y/n' followed by `Warning Reboot after check'. This only happens on drive m: _but_ if I swap the contents of drive m: with drive p: say, then I get the message `Cant sync ....device p:', so the problem follows the data.
Any ideas?
Drive n: always gives me `Inode (and zone) bitmap not written out when drive n: invalidated'. It does this no matter how often I run minit on drive n: Any hints gratefully received.

regards,
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3406. Re: ICD Link...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <41fedn$bht@batph8.bnr.ca>
Source record: 24875

In article <DDr9EL.57G@ridgecrest.ca.us>,
Landstrider <mgrove@owens.ridgecrest.ca.us> wrote:
>hallvart@oslonett.no (Hallvard Tangeraas) wrote:
>>gordon lupien jr (glupien@cyber1.servtech.com) wrote:
>>
>>
>>: Is this the host adaptor I want to get to run MFM drives off of an
>Adaptec
>>: SCSI to MFM board?
>>
>>: Thanks... Gordon Lupien
>>
>>NO! The Link/Link II allows SCSI drives (or other SCSI units) to be
>>connected to the ST. It acts as an "adapter" between the DMA port and
>>SCSI.
>
>Gorden
>
>Look for an old Supra Drive set-up. Some allow for the use of MFM
>drives. Haven't any idea where to find one though. Mabey B&C Computer
>or Best Electronics in the States.
>

I think you guys missread the question. He is hooking his MFM drives
to an Adaptec SCSI to MFM board. He will then plug the Adaptec (which
is a SCSI unit) into the Link/Link II.

Yes, this will work for you. It is practically the same setup as most
people have (ICD ADSCSI+ with some MFM/RLL controller, where the Link
replaces the ADSCSI). What you will need is a cable that converts from
a 50 pin Centronics (on the Link/Link II) to a 50 pin system cable. I
had one custom made for less than $10. It involves two connectors and
ribbon cable.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3407. SCSI problems with Linux on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <41gab5$n1@nyheter.chalmers.se>
Source record: 24876

I recently fetched Linux-68k v0.9pl10 when I read in the announce
file that some problems with Falcon SCSI had been fixed. The earlier
version I had installed would lock up with some kind of time out error
after a random period of time.
Unfortunately the new version was much worse, it refused to even boot!
I tried two different 0.9pl9 versions as well with the same result.

When I boot the old version (probably 0.9pl7), the SCSI initialization
goes something like:
...
scsi: 1 hosts
Vendor...
Type...
Detected scsi disk sda at scsi0, id0, lun0

With the newer versions I get:
...
scsi: 1 hosts
scsi0: warning: target bitmask 00 lun 0 not in disconnect_queue
scsi0 reselection after won arbitration?

After that nothing more happens and the curson soon freezes.

Does anyone know what's happening? Or even better, how to fix it?
(For some reason I can't make the new versions boot even from ramdisk,
but that could hardly have anything to do with the SCSI problems.)

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

3408. Re: ICD Link...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DDr9EL.57G@ridgecrest.ca.us>
Source record: 24877

hallvart@oslonett.no (Hallvard Tangeraas) wrote:
>gordon lupien jr (glupien@cyber1.servtech.com) wrote:
>
>
>: Is this the host adaptor I want to get to run MFM drives off of an
Adaptec
>: SCSI to MFM board?
>
>: Thanks... Gordon Lupien
>
>NO! The Link/Link II allows SCSI drives (or other SCSI units) to be
>connected to the ST. It acts as an "adapter" between the DMA port and
>SCSI.
>
>Hallvard
>--
>[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
>* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
> [This mail has been written online]

Gorden

Look for an old Supra Drive set-up. Some allow for the use of MFM
drives. Haven't any idea where to find one though. Mabey B&C Computer
or Best Electronics in the States.

Good Luck,

Mike

3409. Maus net news group availability?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DDr9wM.5EB@ridgecrest.ca.us>
Source record: 24878

Hi,

I am interested in being able to view the various
Atari newsgroups available on the Maus net. I have
found some servers that have pointers, but they show up
as "not active" or "not found" from my server. As I understand
the operation of the Maus, 2 times a day the information
on the newsgroup is updated. I assume that means it is not
available real time. Is there an FTP site where the news
items can be downloaded from?

Thanks for any help

Mike

3410. re: problem: harddrive backup for atari falcon (post for friend)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2348rcain@nest.demon.co.uk>
Source record: 24879

On 23 Aug 95 Jeremy wrote:
JB> Can anyone recommend any hardware devices, or anyone who sells
JB> hardware, pefereably in the UK?

You can get a good deal on second-hand SCSI tape streamers. Look in Micro Mart - they ought to be around £80-£100. I have an Archive Viper 2150S and sleep better at nights!

JB> Also can anyone recommend any software, or anyone who sells software,
JB> pref in the UK? I'm told Diamond Back II is thebest software to
JB> use?

DB3 is fine. I use GEMAR (shareware) which also does the job. If you download GEMAR you will find it contains a list of devices and configurations with which it has been tested.

Roger
rcain@nest.demon.co.uk

--

3411. 19" Mono Monitor Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: dac@pyrtech.mis.pyramid.com
Message-ID: <41gngd$7cm@pyrtech.mis.pyramid.com>
Source record: 24880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Folks,
Im looking for a copy of a program called Xmon for the Atari.
It is a screen driver for a Moniterm 19" monitor (SM194). Apparently
it was written by Doug Wheeler (Ex "Code Head" programmer). Any one
know where I may be able to get a copy of this program?
Alternatively any one know what/where drivers are available for the
19" mono monitors. My friend (whom I'm requesting this for) is currently
running bigmon. He's had a few problems with this and was advised to get
xmon. Any differances??? Comments??

Thanks,

David

-----m------ David Anthony Clark ---------------------- dac@pyramid.com.au ---
---__mmm------ P Y R A M I D ---- 173 Pacific Hwy Ph : +61-02-925-2001 -
-____mmmmm-- DATA CENTRE SYSTEMS - North Sydney 2065 Fax: +61-02-925-2090 -
_____mmmmmm--------------------------- AUSTRALIA ----------------------------

3412. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FHXSECALUP@cabal.shnet.org>
Source record: 24881

In <669_9508201152@genesplicer.org> Terry May wrote:
>Re: _.GIF or .JPG viewer?_, Thorsten Guenther wrote to All on 19 Aug 95:
>
> TG> As I said: grab the SOL folder, drag it onto the trashcan icon, release
> TG> left mouse button.
>
>Because it won't work on your Crazy Dots card in HC mode? Most people don't
>OWN a Crazy Dots card, and in fact, most people don't even have >256 colors.
>IOW, just because it's not useful to you doesn't mean it's not useful to
>ANYONE.

If you ever get to own a TT w/ graphics board or any other larger machine
(clone PC, Unix workstation) you will learn to throw away applications
really fast if they don't work correctly.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3413. Re: Maus net news group availability?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <303cc7f4148f463@discworld.oche.de>
Source record: 24882

Landstrider (mgrove@owens.ridgecrest.ca.us) wrote:

L>as "not active" or "not found" from my server. As I understand
L>the operation of the Maus, 2 times a day the information
L>on the newsgroup is updated. I assume that means it is not

The maus BBSs do an update twice a day via modem/ISDN, so that any message is
in every other maus BBS the next day.

The gateway to Usenet is a totally different thing ... there are multiple of
those, and when they are run depends on local configuration of the BBS
running the gateway.

L>available real time. Is there an FTP site where the news
L>items can be downloaded from?

No. You will have to find a news server that carries these groups - most
bigger german newsfeeds should work.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3414. Re: parallel port configuration

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <303cc7f61490d54@discworld.oche.de>
Source record: 24883

Clarence Chang (fsctc@lerc.nasa.gov) wrote:

CC>I looked at the specs and it appears that the thing requries 4 additional
CC>lines on the PC's parallel port. What lines does the ST's parallel port
CC>contain?

8 data (bidirectionsl), strobe and busy - the falcon has ACK and INIT, I
think.

You can get a Juniorprommer, Easyprommer or Vesuv for the Atari (the
Juniorprommer schematics and PCBs were published in the german ST computer
some years ago).

My shareware program 'Pinatubo' will work with these programmers when
attached to any Atari ST/TT/falcon (or Mac with MagicMac + McStout
interface). You can program Eproms up to 27080, 16-bit-EPROMs (like those
used in the falcon), 875x/895x microcontrollers and 28xx EPROMS - some of
these require simple adapters.

The only drawback is that there is only german documentation (an english
ressource is provided) - and you have to get or build the hardware.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3415. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-23 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <94b_9508241353@genesplicer.org>
Source record: 24884

Re: _.GIF or .JPG viewer?_, Thorsten Guenther wrote to All on 23 Aug 95:

TG> If you ever get to own a TT w/ graphics board or any other larger
TG> machine (clone PC, Unix workstation) you will learn to throw away
TG> applications _really_ fast if they don't work correctly.

That's perfectly understandable. But throwing away a program because it doesn't work with your relatively unique system is far different than telling others to throw away that same program that probably works fine on their system. That hardly seems fair nor helpful to the person asking for help.

* LED v1.31 * AtariNet - The International Atari Network!

3416. Re: Supra Hard Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-24 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DDsHt2.AC2@cix.compulink.co.uk>
Source record: 24885

In message <417u54$krr@newsbf02.news.aol.com>, jimofoz@aol.com said:

> sometimes longer. It won't boot up, just clicks a couple times. After
> the delay, a reset boots it right up. I'm guessing it is probably
> a power supply problem. Does anyone have any hints to give me? Thanks

If you suspect the PSU (and its a good a guess as any) then try a PC style PSU unit. It should just plug into the drive powe connector.

Other than that try and measure the DC volatges going into the drive. The RED wire should be 5V and the YELLOW should be 12V. The 2 BLACK wires are ground. A drop of over .5 of a volt might indicate a problem - however comapre these to measurements with the PSU entirely disconnected from the drive/controller.

All IMHO and AFAIK.

:-)

Roland.

@CiX

3417. Re: Maus net news group availability?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FHYSAHHLUP@cabal.shnet.org>
Source record: 24886

In <DDr9wM.5EB@ridgecrest.ca.us> Landstrider wrote:
>I am interested in being able to view the various
>Atari newsgroups available on the Maus net. I have
>found some servers that have pointers, but they show up
>as "not active" or "not found" from my server. As I understand
>the operation of the Maus, 2 times a day the information
>on the newsgroup is updated. I assume that means it is not
>available real time.

Wrong assumption. Once Mausnet ï¿½Ms have passed the gateway to Usenet, they
are in no way different from Usenet articles.

>Is there an FTP site where the news
>items can be downloaded from?

There are hundreds of NNTP servers where these are available, yet most of
them are located in Germany and Austria.

As your local news administrator to carry the groups.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3418. degaussing coils

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2361rcain@nest.demon.co.uk>
Source record: 24887

A general monitor query really.

What are the degaussing coils for and what probs. will I have if I run a
monitor with them disconnected?

While I'm on the subject...the degauss coils are driven from the mains
through a 3-terminal potted device (known as RZ2 on my chassis).
What IS this thing? Some sort of impedance, I assume.

Roger
rcain@nest.demon.co.uk

--

3419. Re: Help! Cannot bootup Tos 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-25 00:00:00 UTC
From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DDuzxJ.EAo@ridgecrest.ca.us>
Source record: 24791

wongck@ti.com (William Wong) wrote:
>
>Help!! I am having problems booting up tos 2.06.
>
>The screen either display random characters, nice vertical bands of
random
>colours or 12 then 20 bombs. The problem occured after I moved my ST.
All the
>wires are intact, and the TOS ROMs are also OK (I plug in my spare and
the
>same error happened). The ST can still boot up in the original tos 1.02
(I
>built a switch for it), so I am not totally without an ST but I really
miss
>tos 2.06.
>
>Anyone experienced this problem before ?
>Is it the TEC board that is bad or the connections ?
>
>William
>,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`
'~*-,
>William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M
HDD/14.4Kbps
>Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M
HDD/WFW3.11
> |/ | \
> "I can't quite make a PC sing, but roll over and play dead is easy!"
>,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view
`'~*-,

William, I have had like problems. When I boot in 2.06 on the ST I must have a floppy in drive A (blank will do). Beats the heck out of me what is going on. I have Compatibility Plus installed and X-Tra Ram card w/4 megs. Probably my soldering job :).

Mike

3420. Re: degaussing coils

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-25 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <41l212$3o@birnie.demon.co.uk>
Source record: 24792

Roger Cain (rcain@nest.demon.co.uk) wrote:

: What are the degaussing coils for and what probs. will I have if I run a
: monitor with them disconnected?

The degauss coils are there to apply a high burst of alternating
magnetic field when your (colour) monitor/tv is first switched on. This
destroys any residual magnetic field that may build up which would
otherwise affect the convergence ot the three electron beams, giving you
fuzzy colour.

: While I'm on the subject...the degauss coils are driven from the mains
: through a 3-terminal potted device (known as RZ2 on my chassis).
: What IS this thing? Some sort of impedance, I assume.

The device of which you speak consists of of two resistors closely
bonded together, one with a high positive temperature coefficient.
The other resistor acts as a heater. At switch on the resistance of
the thermistor is low and a high AC current flows through the degauss
coils. As the heater heats up the thermistor, this current quickly
drops to near zero. It is this busrt of high current that make a
funny noise when you first switch on a colour display.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3421. Re: SCSI HD options

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-25 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DDw4Jw.MAo@cix.compulink.co.uk>
Source record: 24793

In message <41ja4a$5co@batph8.bnr.ca>, troyc@bnr.ca said:

> FAST - Fast SCSI-2 max xfer 10MB/sec
> A/V - Fast SCSI-2 drives tuned for A/V performance (huh?) WIDE - FAST
> WIDE SCSI-2 max xfer rate 20MB/sec
> WIDE AV - guess.

You can ignore the AV versions. They are for doing direct to disk
audio/video sampling.

Wide SCSI is a bit of a waste of time as the TT's SCSI interface is not
Wide.

I'm not too sure if you would get any benefit out of Fast SCSI drives for
the same reason.

Having said that - all such drives *should* work. They should all negotiate
back to boring SCSI-1 that the TT is talking. Some though will do it more
reliably than others ...

> Now, up until now I have just used regular SCSI drives. I know I can
> stick a regular SCSI drive on a SCSI-2 interface. Can I stick a
> SCSI-2 drive on my TT030, which is using the built in SCSI interface?

I have used a basic SCSI-2 drive (Seagate ST1280N) and SCSI-2 CD-ROM (Toshiba
XM5301) on my TT without problem. My boot drive however is a SCSI-1
Connor/Olivetti. The TT doesn't supply any TERMPWR so you will have to sort
this out as well. Should be just a case of enabling the built in active
termination on the new drive.

All IMHO and AFAIK.

:-)

Roland.

@CiX

3422. re: broken hd or falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-25 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <303e48562810219@xs4all.nl>
Source record: 24794

Roger Cain (rcain@nest.demon.co.uk) wrote:

>On 21 Aug 95 Arto wrote:
> AJ> From: artoj@mits.mdata.fi (Arto Jalkanen)
> AJ> Just recently my HD started acting strangely. When I opened
> AJ> one directory, it showed just some garbage in it.
>
>FAT corrupt?
>
> Well, I
> AJ> reseted the machine, and Falcon couldn't find the whole
> AJ> HD at all (AHDI wasn't loaded, instead disk drive was used).
>
>Drive/host adapter logic not working? Power faulty?
>
> AJ> I managed to get the AHDI running again after keeping the
> AJ> Falcon closed for awhile (to cool it down)..
>
>Power fault recovered?
>
> Then, several
> AJ> hours later it worked again, but after a minute of use
> AJ> (approximately) the HD went nuts again. Only garbage was
> AJ> displayed in the directories, and after resetting
> AJ> (or switching off) Falcon didn't find the HD.
> AJ>
> AJ> I opened the machine and looked if the HD was well in place
> AJ> and it was.
> AJ>
> AJ> I don't know if the fault is in Falcon or the HD.
> AJ> If anyone knows what might be wrong, please tell me!
> AJ> I've got some important stuff in that HD
>
>Check that the power leads to the drive are secure.

I know you mean well, but there is no power cable to a 2,5 " drive, it is
incorporated in the datacable. Otherwise you're right.

>Check the data cable from HD to Falcon is secure.
>
>Check that any socketed chips are properly seated.

There aren't too many in a falcon, but yes, check that indeed !

>Use the floppy copy of your disc utilities to re-install the driver.

No.
If your data is important enough to you, *never* _write_ to a harddisk
that has malfunctions at the risk of losing everything.
First try to locate the problem. Try any of these:
-Check correct voltages from PSU.
-Check all cables.
-Try to boot from floppy with a harddisk-driver to ensure it's not a
software-/driver-problem, but do not install it on harddisk...
-(Again) Do NOT write to the harddisk !!
-Try other drive.
-Check drive in other falcon.
-Listen for different sounds coming from harddrive.
-Use falcon, after error occurs, with programs from floppy only.
If that works OK, at least 90 % chance drive is at fault.
-If falcon proves OK, try running a diagnostic program. Note that if
you try to fix a problem this way (with software), when the real cause
is a hardwareproblem, it will only get (very much) worse.
But if the drive isn't recognized, as you say, chances are very small
it is a softwareproblem.

I don't know how long your system works OK, but if data is important to
you try to make a backup on an external SCSI drive using Kobold.
(Kobold for speed, because you obviously haven't much time).
If need be in different sessions after cooling down.
Don't wait with this because if it _is_ your drive that is defective,
a moment will come when it won't do *anything* anymore.
I sure do hope it's not a seagate BTW :-(
If your data is _real_ important consider sending the drive to me.
(but first tell me the brand)

>If none of this works you probably have trouble in the HD itself. Have you
>any diagnostic programs you could run? Otherwise the cheapest way to locate
>the fault would be to temporarily substitute another drive but you would
>need a GOOD friend to allow you to borrow his HD!
>
>Roger
>rcain@nest.demon.co.uk
>

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3423. SCSI HD options

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-25 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <41ja4a$5co@batph8.bnr.ca>
Source record: 24888

I am deciding on a new SCSI hard drive within the next few days for my
TT030.

I have come upon the following SCSI options for hard drives:

First, all drives now seem to be SCSI-2

(the following is stolen from an ad in computer shopper)

FAST - Fast SCSI-2 max xfer 10MB/sec
A/V - Fast SCSI-2 drives tuned for A/V performance (huh?)
WIDE - FAST WIDE SCSI-2 max xfer rate 20MB/sec
WIDE AV - guess.

Now, up until now I have just used regular SCSI drives. I know I can stick
a regular SCSI drive on a SCSI-2 interface. Can I stick a SCSI-2 drive on
my TT030, which is using the built in SCSI interface?

I am sorry if I show my ignorance here. I haven't had to buy drives since I
threw together my MFM/RLL configuration on my old ST.

Please help. I need a new HD soon and want to make a decision before long.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3424. Re: MinixFS fsck sync/lock Problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-25 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzenyapd5u.fsf@issan.informatik.uni-dortmund.de>
Source record: 24889

In article <41frk2$79@birnie.demon.co.uk>, ali@birnie.demon.co.uk (Alasdair Campbell) writes:

|> Whenever I do an fsck on my MiNT partitions I always get the
|> response `Cant sync or lock device m: Continue y/n' followed by
|> `Warning Reboot after check'. This only happens on drive m: _but_
|> if I swap the contents of drive m: with drive p: say, then I get
|> the message `Cant sync ....device p:', so the problem follows
|> the data.
|> Any ideas?

This may happen if your shell is compiled with -mbaserel to make the text segment shareable, and resides on the same partition. MiNT keeps an open descriptor on the program file to prevent other programs from changing it (open for writing will be refused). This also means that MiNT cannot lock the partition, because that would invalidate the file decriptor. You can get around this by starting fsck from the desktop for this partition, or to prepare a copy of the shell that has the sharing flag cleared (toglclr -fshare, i think), and use that when running fsck.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3425. Re: SCSI HD options

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-25 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzd9dupcu9.fsf@issan.informatik.uni-dortmund.de>
Source record: 24890

In article <41ja4a$5co@batph8.bnr.ca>, troyc@bnr.ca (Troy Carpenter) writes:

|> I am deciding on a new SCSI hard drive within the next few days for my
|> TT030.

|> I have come upon the following SCSI options for hard drives:

|> First, all drives now seem to be SCSI-2

|> (the following is stolen from an ad in computer shopper)

|> FAST - Fast SCSI-2 max xfer 10MB/sec
|> A/V - Fast SCSI-2 drives tuned for A/V performance (huh?)
|> WIDE - FAST WIDE SCSI-2 max xfer rate 20MB/sec
|> WIDE AV - guess.

|> Now, up until now I have just used regular SCSI drives. I know I can stick
|> a regular SCSI drive on a SCSI-2 interface. Can I stick a SCSI-2 drive on
|> my TT030, which is using the built in SCSI interface?

Yes, you can also put a SCSI-2 drive on a SCSI-1 controller, but you
won't get the advantages of SCSI-2, of course. I don't think you'll
get problems with WIDE SCSI either, but i'm not sure. In any way, you
will stay within the specs of SCSI-1.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3426. **** Ch.A.O.S. ****

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-26 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <RrGC7P+.woodzy@delphi.com>
Source record: 24795

Hi, and welcome to Ch.A.O.S. Country. Welcome to the revolution. The Cheyenne Area Orphaned Systems, or Ch.A.O.S., is a club devoted solely for the preservation of classic non-IBM systems, such as ours, and for the defeat of Microsoft. If we wanted IB
M compatability, we would have abandoned our systems long ago. Those of us who do have IBMs, but still use our classics, only bought them out of necessity, such as for work or school.��This is not a political organization. We do not hold any specific r
ight wing or left wing political views. We do believe in fair competition and Microsoft is NOT fair. We spent all that time and money on our respective systems because the performed the task or tasks we bought them for. Wether it be for gaming, educat
ion, office, or whatever, our classic systems performed upto our expectations, and in some cases, beyond the original design. Why should we abandoned everything we put into our systems?��I have been working on the designs of two programs that I feel wou
ld unite all of our systems, yet retain the sovereignty or flavor of each individual system:��1. A terminal shell with game maker to allow two or more non-compatable systems to play games over the modem or in a mini-network. Of course, standard protoco
ls will have to be set between computers to ensure game play. But, graphics between two different systems wont have to be the same because screen data wont be sent, just tiny info packets. The games would take full advantage of the graphics and sound c
apabilities of each individual system. The games would be played as close to real time as possible.��2. A DEVICE OPERATING SYSTEM (DOS) desgined on a bi-level format: The primary level is a whole new computer that provides cross-platform compatability
between our classic systems. The computer will be based on the PowerPC. This will allow each classic system to be enhanced to that of at least a 486. Without losing much compatability with the existing sytems. Full compatability is not guaranteed be
cause of the new enhancements to each individual operating system. But, at least you wont have to abandon your whole classic system! The secondary level is a whole new disk operating system for the original classic. This will allow direct disk access
communication between ALL systems. Yes, even IBM. Just imagine, a C64 computer operating system with 38k free RAM, can now have as much as 3.75 Meg free RAM on a 4 Meg System! This is directly accessable without bankswitching or even use as a RAMDISK!
Just imagine the fresh, new applications that can be developed that retained the original C64s flavor. No, this is not limited to the C64, but to all classic systems, such as the Atari, Tandy CoCo, VIC20 (YES!), Apple, etc.��All of our classic systems
have their own uniqueness, their own distinctiveness. That is why we refused to follow the industry or marketing trends. This would allow us to preserve our systems and at the same time develop a cross-platform industry standard. Who says we have to
follow the Microsoft standard? Lets follow a standard, sure, but we should also be allowed to keep our systems we have devoted so much time and energy into!���Cheyenne Area Orphaned Systems�c/o Jeffrey Wood�813 Covered Wagon Drive�Cheyenne, Wyoming 820
07-1671�

3427. Re: [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-26 00:00:00 UTC
From: zonny@dds.dds.nl
Message-ID: <41o4cm$qo2@news.xs4all.nl>
Source record: 24796

Annius Groenink (avg@cwi.nl) wrote:
: mbecroft@iconz.co.nz (Mario Becroft) writes:

: >Also, what does it mean when DIP says "You don't exist - go away" when it
: >is run??? I have had to use a Terminal to dial for now, as I can't get
: >DIP past this strange sounding error!
: it means... Fred van Kempen, who wrote DIP, is an absolute arsehole.
: DIP always comes up with agressive messages when it doesn't understand
: you. Welcome to the UNIX world...

Yup, Welcome to the UNIX world alright. But don't blaim Fred, it's standard
UNIX you can't run anything without a proper UID (user ID). For normal MiNT
users that is root (uid 0). Problem is, DIP and most programs look up the
relevant information from the password file (/etc/passwd) and if the uid is
not in that file, you get that message. It needs to look up homedirs and
default shell etc.
I suspect the DIP install.sh is the problem by the way, it tries to be funny
and hardlinks every file in /etc/ to itself, thereby overwriting the old
file. It's very annoying.

Greets,
Thomas.

```
__ __
\ \ / /
\ \_/ / __ _ __ ___ ____
\ / '_ \| '_ \ / _ \_ /
| || | | | | | | (_) / /
|_||_| |_|_| |_|\___/___|
```

3428. MiNT/MiNTnet/X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-26 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <41o67v$mpn@due.unit.no>
Source record: 24797

YES!

I`ve just installed the TAF/package on my Falcon, and it works! It took
a while to figure out the chatfile, but now everything`s working.

Almost...

Sometimes when I try to start Chimera I get the message "no such filename
(or pid)". And when it starts up it crashes all the time. X itself is quite
stable, but Chimera...

But who cares, I can just run Netscape and enjoy all those HTML 3-sites!
For those of you who don`t know it, here`s the procedure...

write xhosts + in your shell.
telnet to a site which has netscape.
start netscape by writing: netscape -display your-IP-adress:0

If you`re using a dynamic PPP-account you get a different IP-adress everytime
you log on, so be sure to note the adress.

After a couple of minutes Netscape appears on your Atari!

BTW, does anybody know if MiNT/X supports virtual memory? 4 meg is not much,
and Outside is a lot cheaper than 14 megs of RAM...

My version of BlowUP chrash when I run MiNT, are there any (newer) versions
that would work? I`d like som more space on my screen, especially when I`m
running Netscape.

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

3429. Re: MiNT/MiNTnet/X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-27 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DDz3qz.6I1@novice.uwaterloo.ca>
Source record: 24798

In article <41o67v$mpn@due.unit.no>,
Jo Even Skarstein <josk@stud.unit.no> wrote:
>YES!
>
>I`ve just installed the TAF/package on my Falcon, and it works! It took
>a while to figure out the chatfile, but now everything`s working.
>
>Almost...
>
>Sometimes when I try to start Chimera I get the message "no such filename
>(or pid)". And when it starts up it crashes all the time. X itself is quite
>stable, but Chimera...
Memory issues are the problem...

>My version of BlowUP chrash when I run MiNT, are there any (newer) versions
>that would work? I`d like som more space on my screen, especially when I`m
>running Netscape.
The window manager allows you to set up a virtual screen which you can
scroll around. I think we sent it out with 2x2 but you can change this - look
in you $HOME/.fvwmrc file for 2x2.

Sam

3430. Re: [Q] MiNTNet Domain Names and other things

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-27 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <41qr1i$keq@status.gen.nz>
Source record: 24799

Thanks to everyone who has helped with this problem, I now have DIP going perfectly in this respect.

-Mario Becroft (mbecroft@iconz.co.nz)

3431. Ann: Mnilu Tranquil

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-27 00:00:00 UTC
From: jib@login
Message-ID: <41qub0$n54@login.bigblue.no>
Source record: 24800

[No readable article body recovered]

3432. need a monitor cable for 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: edwin@henge.com
Message-ID: <edwin-2708952025240001@ppp1.henge.com>
Source record: 24801

A friend needs tha cable tahat goes between the CPU/keyboard unit and the monitor of his 1040st. If you can help please call DAve directly at 303 442 5675 or email me.
Edwin

3433. Need Help configuring MintNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <41r7rj$rlc@sol.caps.maine.edu>
Source record: 24802

Howdy!

Does anyone know of a concise & straight to the point guide to installing MintNet over MultiTos? I find the docs in the latest MintNet release a bit overwhelming and sparse... perhaps I missed something. I do not need to compile the package. I just want to install the binaries. Any help would be greatly appreciated.

Regards,
Bill

_____
William B. Jones
Student of Computer Science
University of Southern Maine
wjones41@mail.caps.maine.edu

3434. HELP ---> HD floppy with a 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: tom@ug.cs.dal.ca
Message-ID: <DE06uD.AL7@cs.dal.ca>
Source record: 24803

A have a high density (1.44) floppy set up as my B drive. There is power and the drive seems to be up and running... HOWEVER... the HD floppy drive doesn't want to read any disks. The little light comes on (indicating that the floppy is active) however it isn't able to read anything.

Can somebody tell me how I can make it read/write. Is there a software program that will help let my 1040f recognize the HD floppy???

Help!

Reply back here or better yet... reply to: tom@ug.cs.dal.ca

.

3435. Re: SIMPLE VT100 TERM PROG ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: rbk1@aol.com
Message-ID: <41sdqi$s91@newsbf02.news.aol.com>
Source record: 24804

:simple VT100..

Genie requires VT100 for internet access so I started using Storm. It is
available as a download
from genie. It has a nice automatic capture buffer.

Rock

3436. Re: HELP ---> HD floppy with a 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DE14ww.7Jt@freenet.carleton.ca>
Source record: 24805

(tom@ug.cs.dal.ca) writes:
> A have a high density (1.44) floppy set up as my B drive. There is power
> and the drive seems to be up and running... HOWEVER... the HD floppy drive
> doesn't want to read any disks. The little light comes on (indicating that
> the floppy is active) however it isn't able to read anything.
>
> Can somebody tell me how I can make it read/write. Is there a software
> program that will help let my 1040f recognize the HD floppy???
>
> Help!
>
> Reply back here or better yet... reply to: tom@ug.cs.dal.ca
>
As I understand it, th HD mechanism is only part of the solution.
TOS<2.06 does not relate to HD disks. Also, there's something
called an Ajax chip which is necessary to read/write HD disks.

--
Songshop Musical Productions
Box 266, Shawville, Quebec
J0X 2Y0 (819) 647-6022

3437. Re: MiNT/MiNTnet/X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DE159F.DxL@novice.uwaterloo.ca>
Source record: 24806

In article <FH3IBGAFUP@lilfort.mlnet.com>,
Brad Beck <bbeck@lilfort.mlnet.com> wrote:
>In <DDz3qz.6I1@novice.uwaterloo.ca> Samy Mesbah wrote:
>
>>The window manager allows you to set up a virtual screen which you can
>>scroll around. I think we sent it out with 2x2 but you can change this - look
>>in you $HOME/.fvwmrc file for 2x2.
>
>
>Does this virtual screen use any extra ram. If it does how can you
>eliminate it to free up that ram for Chimera?
>
>I am trying to run it on a 4 meg Mega STE but keep running out of memory. I
>have deleted all the 100dpi fonts and am just using the fixed font, that
>freed up some memory. Does the delay image load option work? I have tried
>that but can't seem to load an image when I click on the icon. Any other
>ideas for freeing up some memory?
>
Set it to 1x1 to eliminate the virtual screen. 640x400 is a little
small though. Delayed image loading does not work right - I haven't
been able to figure out why - I am looking into it, though.

Sam

3438. Re: Maus net news group availability?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3042385e6b00ccb@discworld.oche.de>
Source record: 24807

Kerstin Hoef-Emden (a1960563@athena.rrz.Uni-Koeln.DE) wrote:

KHE>Until now I had no problems with it in reading the newsgroups via telnet.
KHE>You 've got to know the times when you connect to a Mausbox directly.

You can't connect to MAUS BBSs directly via the internet - you have to use
dial-up acces via modem.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3439. HOW TO STOP QUANTUM TCUS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <08281995.203622@empyr.dircon.co.uk>
Source record: 24808

Hi, I've just got a Quantum LPS105S, 105Mb SCSI-2 drive, and for the first 10 minutes or so, it is making regular TCUs (Thermal Compensation Updates, or 'chk chk chk' noises !). I *can* access the drive OK during this period, but if the drive is doing a TCU when the ST tries to access it, I get a 'data may be damaged' error. Once it has warmed up, it doesn't seem to do them anywhere near so often.

1) Is is essential that the drive performs these ?

2) If not, can I disable them and how ?

3) If they are essential / non-disableable (is that a word ?!), can I configure something in the ST to wait a little longer before giving me the error message ?

I am using an ICD AdSCSI+ host adaptor, ICDPRO drivers and TCACHE disk cache.

Do you think setting the # of retries to 4 would help ?

Cheers,

Kev.

/// ReJoinDer v1.1L

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

****

* Beta testing 'ReJoinDer', a superb new FREEWARE QWK mail reader *

* for the Atari range..... General release due imminently... *

****

VQWK 6.20 [Rev H - 04/04/94]

3440. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <41tf81INNcgf@duncan.cs.utk.edu>
Source record: 24809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3441. Re: MiNT/MiNTnet/X

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: bbeck@lilfort.mlnet.com
Message-ID: <FH3IBGAFUP@lilfort.mlnet.com>
Source record: 24810

In <DDz3qz.6I1@novice.uwaterloo.ca> Samy Mesbah wrote:

>The window manager allows you to set up a virtual screen which you can
>scroll around. I think we sent it out with 2x2 but you can change this - look
>in you $HOME/.fvwmrc file for 2x2.

Does this virtual screen use any extra ram. If it does how can you
eliminate it to free up that ram for Chimera?

I am trying to run it on a 4 meg Mega STE but keep running out of memory. I
have deleted all the 100dpi fonts and am just using the fixed font, that
freed up some memory. Does the delay image load option work? I have tried
that but can't seem to load an image when I click on the icon. Any other
ideas for freeing up some memory?

Brad

3442. Re: HELP ---> HD floppy with a 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3042567c20379313@xs4all.nl>
Source record: 24811

tom@ug (tom@ug.cs.dal.ca) wrote:

>A have a high density (1.44) floppy set up as my B drive. There is power
>and the drive seems to be up and running... HOWEVER... the HD floppy drive
>doesn't want to read any disks. The little light comes on (indicating that
>the floppy is active) however it isn't able to read anything.
>
>Can somebody tell me how I can make it read/write. Is there a software
>program that will help let my 1040f recognize the HD floppy???
>
>Help!

If it worked fine before, something is broken. I cannot say what offhand.
If you connected it for the first time and it doesn't work, no wonder.
The Atari 1040's need an additional piece of hardware to use HD drives.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3443. 02:Re: Noisey fan on my Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-28 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <299_9508310458@nisc.fidonet.org>
Source record: 24812

In a message of 25 Aug 95 09:33:10, Robscha@data.Rhein-Main.De wrote:

R> M`8(!@`$X`X`"X`&``<`-@`$'@```$Q"``A_@@`$X`X`$`<`088`!@`&``1P#
R> M@`+P`8`!P`V``0^``8`3$(`"'X"``3@#@`0#P!!A@`&``8`!'`.``N`!@`''
R> M#8`!'Q00@`$^`8`!.`.`!`.`&\$"@`$<`X`"X`&``<`-@`$^%!"``?P!@`$X

Wow! That *IS* a noisy fan!

3444. Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <41tspl$i2g@blackice.winternet.com>
Source record: 24813

Help. A friend just dropped off a Meagfile 30 that he bought, used and with no documentation. Also, when he bought it it had a 2nd RLL HD cabled outside. He removed the second HD, squared away the cables but now he can't talk to it and he didn't even try before. My questions:
1. Can someone explain the 3 position DIP switch, marked, left to right: 1 2 X ? I found then as 1 OFF (towards the front), 2 ON, (towards the rear), and X ON (towards the front).
2. The 20 pin control cable for the first Hard Drive: which of the 2 connectors should it be plugged onto? Right now it is plugged into the one towards the front.
Thanks, I checked all the old messages but my server doesn't keep them over 7 days.

Rich Mier

3445. PAK030 Buffer Board?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DE2Bzq.BtK@ridgecrest.ca.us>
Source record: 24814

Can some one that is using the Buffer Board available
for the PAK 030 Card give a brief discription of
the hardware involved. It has been recommended that I install
a 74F08 as a buffer for the clock at U65/Pin 8 (32mhz)
on the Falcon mother board, where the Mighty Sonic gets its
clock signal. This is to allow the Mighty Sonic and DSP to
function at 32Mhz. Does the buffer board allow adjustable clock
frequencys?

Thanks,

Mike

3446. Re: HELP ---> HD floppy with a 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: jxk@crosfield.co.uk
Message-ID: <1995Aug29.142300.15565@crosfield.co.uk>
Source record: 24815

Hi anyone know what type of grease is used on the drive spindle which moves the read/write head backwards and forwards in the 3 1/2 inch floppy disk drives? I,m having trouble with the one in an Atari, and I think re-greasing it may help.

Cheers John

3447. MICHTRON

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: pauldekker@aol.com
Message-ID: <41vdt6$4lj@newsbf02.news.aol.com>
Source record: 24816

Does anybody know if this company (or any successors) still exists?
I'm looking for some old software they produced.

Thanks for your help!

3448. Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: Thomas Scheermesser <phy510@lab.appl-opt.physik.uni-essen.de>
Message-ID: <41uidm$9db@sun1.uni-essen.de>
Source record: 24817

Hi,

I would like to ubgrade my Mega STE, which currently has 2 MB Ram
and a 50 MB HD. However, I have two questions:

1) Can I use normal SIMMS for the Slots on the board (w, w/o parity,
which size)?

2) Can I use any SCSI Harddisk as a replacement?

Any help would be greatly appreciated,

Thomas Scheermesser

****

phy510@lab.appl-opt.physik.uni-essen.de

3449. Re: Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <41uk5j$pj3@c4.hrz.uni-giessen.de>
Source record: 24818

Hi *

In <41tspl$i2g@blackice.winternet.com>,
Rich Mier (rbmier@winternet.com) wrote:

: Help. A friend just dropped off a Meagfile 30 that he bought, used and
: with no documentation. Also, when he bought it it had a 2nd RLL HD cabled
: outside. He removed the second HD, squared away the cables but now he can't
: talk to it and he didn't even try before. My questions:
: 1. Can someone explain the 3 position DIP switch, marked, left to right:
: 1 2 X ? I found then as 1 OFF (towards the front), 2 ON, (towards the rear), and
: X ON (towards the front).
the dip switches labeled "1" and "2" (and even "4", but this one seems
always to be "hard-wirde" using a resistor) are used to select the device
adress (= ACSI target number) ("1" is the LSB). The switch "X" has something to do with
puffering
the signals for further devices on ACSI-out, just try out the right
position.
It may happen that only device 0 (zero) is recognized by the computer or
HD-Soft. So try device number 0 first (switches "1" + "2" off).

: 2. The 20 pin control cable for the first Hard Drive: which of the 2
: connectors should it be plugged onto? Right now it is plugged into the one towards
: the front.
This depends on what drive number (LUN = logical unit number)is selected
on your HD:
You should set your HD jumper for the drive number to 0 (zero) due to the
fact that nearly all HD-drivers lack the ability to use other drive numbers
(except CBHD I think).
The it is the connector with the lower part number (J9, I think). In the
moment I cannot recall the correct position.

Hope it helps

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
cogito, ergo sum... ...hic falso

3450. (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <4202c5$eme@tornix.tornado.be>
Source record: 24819

VME vga card for ATARI MEGA STE???
How am I gonna do that, I allready have a card but it is ISA, are there other ways to fit it into my computer? And what about the software? NVDI et4000 or some shareware? Or is it really necessary that I buy the VME card and NVDI et4000 from ACN in Holland? That would be than about $300... a little expensive, than I'll better wait for the mighty ATARI MICROBOX wich has the best specifications I have ever seen!!!
And my memory, can I put normal 30 pins simms into the sockets or do I need to by simms "specialy" made for that computer. For the moment I have simms 4x1MB but I want to change them with 2x4MB can I just do that?

3451. TEST - IGNORE PLEASE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <08291995.203743@empyr.dircon.co.uk>
Source record: 24820

Date: 08-29-95; 18:58
To: comp-sys-atari-st-tech @cs.utexas.edu (Internet)
From: KEVAN @44792000 (VirtualNet)
Organization: Empyrion BBS
Subject: TEST - IGNORE PLEASE

Just a test to see if I can post to this group via email. Sorry for any
inconvenience.

/// ReJoinDer v1.1L

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

****

* Beta testing 'ReJoinDer', a superb new FREEWARE QWK mail reader *

* for the Atari range..... General release due imminently... *

****

VQWK 6.20 [Rev H - 04/04/94]

3452. Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <5ca_9508300106@flight.org>
Source record: 24821

Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab Thing off
Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I have?

---
* Kivi (unregistered) 1.41a *
--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------

3453. Wanted to buy - Falcn FDI!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-29 00:00:00 UTC
From: sbushman@igc.net
Message-ID: <4203k2$gqv@atlantis.igc.net>
Source record: 24822

If you ave an FDI for use with Cubase Audio for sale...consider it sold!
I really need one badly! E-mail me at sbushman@igc.net they are no
longer made by Steinberg...but they are included with the C-lab Falcon
Mk.2! Oh well....If you've got it...I want it...L8r...

Shane

3454. [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <422s43$rdu@status.gen.nz>
Source record: 24741

Hello,

I have recently obtained X11R5 for MiNT. I had it going in 10 minutes (so much for being hadr to install), but not knowing much about X, I have some questions:

Can that tiny font that is used everywhere be enlarged a little?

Can a more usable keyboard map be installed (I can't even find "/" on the German layout - real nuisance as you can see!)

How do I launch an X Programme? I for example launched XEyes from Sh (which was running in XTerm) and sure enough XEyes ran, but Sh appeared to have gone dead. Thus I was forced to exit and reload X. I would have thought there would be like a graphical sort of filemanager type thing to do this sort of thing.

Is there a MiNT X available that will work in 16 colours? What about one that just uses the VDI, eliminating these silly problesm all together?

Thanks for your help, as you can see I am new to X Windows, so some of these questions may sound somewhat silly. Sorry if these have all been answered before, but I have not been able to find any answers.

Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3455. [Q] MiNTNet and POP email

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <422s94$rdu@status.gen.nz>
Source record: 24742

Hello,

I have recently obtained MiNTNet, and would like to recieve email with
it. First, I was told that all I needed was SMTPd, but this does not
work. My provider has since told me that I need a POP client.

So, what is a POP client? What is POP in the first place?

And of course, where can one be obtained for MiNTNet?

Thanks very much for your help.

Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3456. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <809781786_OASIS_@bpfd.demon.co.uk>
Source record: 24743

In article <5ca_9508300106@flight.org>
CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) said:-

>Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab Thing off
>Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I have?

PLEASE get MagiC and enjoy using THING. It really is the way forward.

Otherwise, I would personally recommend Teradesk, although NO|Desk, Gemini,
Kaosdesk and others are all worthy replacements.

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3457. FS:Atari STuff: New items, prices lowered!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <420r2d$frc@terrazzo.lm.com>
Source record: 24823
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade. $300.00
1040 ST/F(M?) 1meg memory $175.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
(P) Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $270.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00
Mouse Master $20.00
VIDEO:

(P)Monitor Master(toad brand?) $15.00
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $100.00
AUDIO:
Stereo Replay audio digitizer $90.00
ST Sound Digitizer (Hippopotamaus) $25.00
PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield (used) $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $10.00
DMB Backup! (Michtron) $10.00
DMB Balance of Power
1990 edition (SHW) $5.00
DMB Battle Chess $10.00
DMB Battletech -
cresent hawk's inception $10.00
DM BBS Express ST $15.00
DMB Blacklamp $5.00
DMB Bloodwych $10.00
DMB (SOLD) Bureaucracy *******
DMB Club Backgammon $10.00
DM Codehead G+ Plus $10.00
DM Codehead Hotwire $20.00
DM Codehead Lookit & Popit $10.00
DM Codehead Maxifile III $20.00
DM Codehead Multidesk Deluxe $20.00
DM Codehead Utilities $10.00
DM (P) Codehead Warp 9 $15.00
DMB Curse of the Azure Bonds $10.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $10.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $10.00
DMB Deluxe Paint ST $25.00

DM (P) Diamond Back II $15.00
DM (SOLD) Diamond Edge ******
DMB Dragons of Flame $5.00
DMB Dungeon Master $10.00
DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $12.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk, 3.0manual$45.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $10.00
DM Hard Disk Toolkit $10.00
(Beckmeyer Develop.)
DMB Hillsfar $10.00
DM (P)ICD - Advantage ST - $10.00
Harddrive util disk
DM ICD Clean-up ST $20.00
DMB Ikari Warriors $5.00
D (P)Image Art - icons, 2 disks $5.00
D Interlink ST (term) $15.00
DB (SOLD) Jewels of Darkness *****
DB Kis Terminal $5.00
DM Laser C $35.00
DMB Lock-on $5.00
DMB (SOLD) Lurking Horror *****
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Mega Traveller 1: $10.00
Zhodani Conspiracy
DMB Metro Cross $7.00
DMB (P) Michtron BBS 3.0 $15.00
DMB Mindshadow $10.00
DM MVG - Multi Viewer Graphica $10.00
??B Neochrome ???? $5.00
DM (SOLD) Neodesk *****
D PACE Library Disks, $200.00
(Pittsburgh Atari Computer Enthusiasts)
Aprox 350 disks
D PACE UK Disks 200 disk $100.00
D PC Ditto $5.00
DMB Populous $10.00
DMB Primetime $5.00

DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
D Pro Copy 1.22 $5.00
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Shadowgate $10.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $15.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $10.00
DMB (SOLD) STalker 3 term ******
DM (SOLD) STeno $10.00 ******
DMB Temple of Aphsai Trilogy $10.00
DB Temple of Aphsai Trilogy $10.00
D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $15.00
w/cloth map and coin
DM Ultimate Virus Killer $15.00
DM Universal Item Selector3.32 $10.00
DMB Universe II $10.00
DMB Universe III $10.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $10.00
picture cataloger
4DM Wizworks Mugshot $12.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $65.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

3458. Low level hardware drivers?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: bjb@praxis.co.uk
Message-ID: <421k1m$2tt@skolem.praxis.co.uk>
Source record: 24824

Hi,

Can anyone out there help me find information on writing low-level (ie
no TOS/BIOS/GEMDOS etc calls) drivers for floppy drives, hard drives,
keyboard, screen serial ports... basically everything. I am
experimenting with writing simple operating systems so any of this
sort of info would be useful.

TIA
Ben
--
Ben --
--/// ---------------------These opinions are my own and not---------
--bjb @ praxis.co.uk ---------necessarily those of my employers.-----
--_/ --

3459. Linux-67k CD rom

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: Simon Gornall <simon>
Message-ID: <DE4456.9tF@carmen.logica.co.uk>
Source record: 24825

AAAAarrrrrrrrggghhhh.

(I'm annoyed!)

The Linux-68k CD rom seems to insist on mounting all of your HD partitions when you try to install from it. The installation fails if you have a non-MSDOS (or so it claims, I thought there were differences between TOS & MSDOS) partition on the disk.

Think about it - the sort of person who'll install Linux is the sort of person with MiNT/minixFS on his/her disk... So, unless there's some info in the (German only) documentation that I've missed, I have to wipe all my Linux stuff from the disk, zero the partitions back to TOS and install Linux.

I can understand that it wants to mount the partition with the instdisk/ folder on, but WHY does it *need* to mount anything else???

Of course, HDdriver won't zero partitions, the MinixFS 'minit -r' option doesn't work on one of my minixFS drives, and when I installed AHDI (so I could use HDX) the damn thing refuses to boot from the disk it has just read AHDI from!!!

So I now have a dead Falcon - and I can't find my floppy for HDdriver... Fun, Fun, Fun. I *think* I have an old version of HDdriver on my Outside installation disk, but that still doesn't help me zero my partition - a fairly trivial job, one would have thought.

Angry.

Simon.

3460. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.255.00131011@ti.com>
Source record: 24826

In article <5ca_9508300106@flight.org> CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:

>Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab Thing off
>Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I have?

How about Gemini ? Looks good when I used it on Tos 1.02.
Or even KAOSdesk ? or TerraDesk.... there are lots of them, just look at aaue
or Hensa.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Magic2.01/EASE
ProbeHouse Software developer | ||| &
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3461. Re: Problem: Harddrive Backup For ATARI FALCON (post for friend)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: Alain DERENNES <derennes>
Message-ID: <421jrc$o07@melimelo.enst-bretagne.fr>
Source record: 24827

It depends of how many Mbytes you want to backup. The best way I have found isn't a streamer (too much expansive and very slow) but simply a removable hard drive like Syquest. I actually have a 88 Mbytes and I'm waiting for a 540 Mbytes in some months. For software, anything like Kobold is OK; itsn't a backup but a copy, and your "backup" is so fast than a hard drive because it's a hard drive.

3462. Re: MICHTRON

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DE4DHx.HDo@crash.cts.com>
Source record: 24828

PaulDekker (pauldekker@aol.com) wrote:
: Does anybody know if this company (or any successors) still exists?
: I'm looking for some old software they produced.

: Thanks for your help!

Gone...outta here...zero...zip...history...went the way of the doe-doe.

Try contacting Toad Computers. Dave Troy may be able to help you.

Their Email address is:

toad@charm.net

I hope this helps!

Rich

3463. Re: FS:Atari STuff: New items, prices lowered!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: davidw@rd.bbc.co.uk
Message-ID: <421nam$952@bbcnews.rd.bbc.co.uk>
Source record: 24829
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Please could you put the country you live in on the title of your article
if you're selling stuff because it winds me up to go through all these
articles just to find one in the correct country.

-David White.

3464. Re: Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <42122k$k1o@ionews.io.org>
Source record: 24830

Rich Mier (rbmier@winternet.com) wrote:

: Help. A friend just dropped off a Meagfile 30 that he bought, used and
: with no documentation. Also, when he bought it it had a 2nd RLL HD cabled
: outside. He removed the second HD, squared away the cables but now he can't
: talk to it and he didn't even try before. My questions:
: 1. Can someone explain the 3 position DIP switch, marked, left to right:
: 1 2 X ? I found then as 1 OFF (towards the front), 2 ON, (towards the rear), and
: X ON (towards the front).

This is the selector for the logical unit number. I can't remember the
DIP settings for LUN0, but if you use ICD's utilities to format it you
can get a report on which IDs are responding in which DIP positions.

: 2. The 20 pin control cable for the first Hard Drive: which of the 2
: connectors should it be plugged onto? Right now it is plugged into the one towards
: the front.

The one closer to the front is the one you should be using, so that one's
right. The one towards the back may not work; I've heard conflicting
reports that plugging a second mech into it may or may not work
successfully. (Though that may have as much to do with inadequate power
from the 50w power supply; put in a new PS and problem solved if that's
the case -- mine runs on a 130, powering a 250 meg mech, and it's just
fine, but the 50w was insufficient)

: Thanks, I checked all the old messages but my server doesn't keep them
: over 7 days.

: Rich Mier

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

3465. Re: PAK030 Buffer Board?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <304499be15b2e65@discworld.oche.de>
Source record: 24831

Landstrider (mgrove@owens.ridgecrest.ca.us) wrote:

L>Can some one that is using the Buffer Board available
L>for the PAK 030 Card give a brief discription of
L>the hardware involved. It has been recommended that I install

It is a small board that is plugged in to the 68000 processor socket - the
PAK is plugged in to the socket on top of the buffer board.

L>a 74F08 as a buffer for the clock at U65/Pin 8 (32mhz)
L>on the Falcon mother board, where the Mighty Sonic gets its
L>clock signal. This is to allow the Mighty Sonic and DSP to
L>function at 32Mhz. Does the buffer board allow adjustable clock
L>frequencys?

Now what does this have to do with the PAK buffer board? ST and falcon are
completely different systems, and PAK/Mighty Sonic do not have much in
common, either?

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
History, contrary to popular theories, *is* kings and dates and battles.
-- (Terry Pratchett, Small Gods)

3466. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3044ebfc4275b13@xs4all.nl>
Source record: 24832

Thomas Scheermesser (phy510@lab.appl-opt.physik.uni-essen.de) wrote:

>Hi,
>
>I would like to ubgrade my Mega STE, which currently has 2 MB Ram
>and a 50 MB HD. However, I have two questions:
>
>1) Can I use normal SIMMS for the Slots on the board (w, w/o parity,
> which size)?

Either, as parity doesn't matter nor harm. 1 MB SIMM's only.
both 100 ns, 80 ns and 70 ns should work, but try to get the same speed
as the ones you already have.

>2) Can I use any SCSI Harddisk as a replacement?

Sure. *Provided* that you can switch off the parity of the Harddisk, that is.
With parity it will not work at all. So be careful what you buy.
Also you must remove / disable the terminators.

>Any help would be greatly appreciated,
>
>Thomas Scheermesser
>
>***
>
>phy510@lab.appl-opt.physik.uni-essen.de
>

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3467. Goofy SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <61f_9508301536@flight.org>
Source record: 24833

Someone on a local board has a screwey SM124, I hope someone here can help.
Here is a copy of his message:

95Aug27 5:50 pm from Bob Kifferly @ Gateway [NJ]
Anyone familiar with the SM124 mono monitor? I just tried this one out and
it's a it odd. The top of the screen is fine but towards the bottom all the
text gets bent into a kind of a smiley face. Is there a way to straighten this
out?

I will forward all replys to him.
---------- -//- ----------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3468. re: broken hd or falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <421k0h$vl@news.mdata.fi>
Source record: 24834

It was a hardware problem. Thank you for your help Roger
and Maarten!

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

___ Blue Wave/QWK v2.12

3469. GDOS device drivers and timeworks DTP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: lr-lang@csm.uwe.ac.uk
Message-ID: <1995Aug30.104119.9971@pat.uwe.ac.uk>
Source record: 24835

Hi there

Can anyone help me with a strange problem?

I'm using Timeworks DTP using a HP DeskJet 320 printer at 300 dots per inch.
I have an Atari-ST which has been upgraded to 2.5 mega bytes of ram and
a fairly large hard disc partition. I am using the supplied the GDOS
driver for the desk jet. The paper size I use is A4.

Whenever I try to print a page, the bottom inch or so is not printed!
I have tried fiddling with all the options I can think of, but I can't
get it to print. The printer is set up for A4 and will print good old
ASCII very close to the top and bottom of the page.

The same problem also happens when I use the the HP Laser Jet printer
driver either connected to the Desk Jet or an HP Laser Jet printer.

Any suggestions? (Other than buy a PC)

Thanks in advance.

Bob Lang

(PS. If you want to mail me, please use the mail address in the sig file)

~ ~~~ ~~~~ ~~ ~~~ ~~ ~~ ~~ ~~~~~ ~~~ __ ~~ ~~ ~~ ~
_<Zx\ _ -/
Bob Lang || _- -/ _
lr-lang@csm.uwe.ac.uk // _- -_ -/_- /
University of the West Of England //_- _ - _/- =/
~~~~~ ~~~~~~~~ (_-_-_- =_-===_/ ~~~~~
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3470. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <422q97$6q5@tornix.tornado.be>
Source record: 24836

About the simms I almost now for sure that you can use normal
simms from a pc, when they are 30 pins.
I have the same question actually. But you can try it, that is
what I am going to do tomorow.

About the scsi Harddisk I think that you can, but it is best
(I think) to stay with QUANTUM, these are very good harddisks,
I have one in my mega ste4 (105MB) and in my pentium 75 (1.2GB)

Good luck!! Greetings, Jan Dooms.

3471. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <304499c015b4666@discworld.oche.de>
Source record: 24837

Thomas Scheermesser (phy510@lab.appl-opt.physik.uni-essen.de) wrote:

TS>1) Can I use normal SIMMS for the Slots on the board (w, w/o parity,
TS> which size)?

You can use standars 30-pinn (NOT PS/2) simms, either with or without paruity
(ie. 1M*8 or 1M*9). 150ns is enough, faster is OK but does not give you more
speed.

TS>2) Can I use any SCSI Harddisk as a replacement?

Nearly ... you must be able to turn of parity at the drive, and apparently
there are a few drives that will not work with the MSTE adapter.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3472. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: simon@orme.u-net.com
Message-ID: <809788358_OASIS_@orme.u-net.com>
Source record: 24838

In article <5ca_9508300106@flight.org>
CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) said:-

>Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab Thing off
>Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I have?

Try the English version of KaosDesk. Has most of the same features, drag and
drop, customised icons, icons on desktop etc.

Cheers,
Simon..

--

Simon Evans <simon@orme.u-net.com>

3473. TOS 1.4 Upgrade from Tos 1.0 on a 1040StFm

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: harmony@idir.net
Message-ID: <423k23$qgk@sequoia.idir.net>
Source record: 24839

I am attempting to install 1.4 Roms in my ST (6 chip set.)

My TOS 1.0 (1.2?) Roms are printed on the surface with individual numerals
frorm 0150-0155. (Two High, Three wide):

0150 0151 0152
0153 0154 0155

Are how they are layed out on the board (Under the power supply)

My 1.04 's have the following labels: L0,L1,L2,H0,H1,H2. Where do these go
in respect to my TOS 1.0 chips. P.S. the sockets are labeled as follows:

U2 U3 U4
U5 U6 U7

with U2 being in the corner closest to the back and the Midi Ports. (Left
side when keyboard is on and ready to be typed at.)

Beyond that there are no other marks that make the chips unique in labeling.

Please mail replies to harmony@idir.net

Thanks.

3474. Atari St TOS1.04 Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-30 00:00:00 UTC
From: harmony@idir.net
Message-ID: <423kip$qgk@sequoia.idir.net>
Source record: 24840

Where do chips L0,L1,L2,H0,H1, and H2 go in a rainbow tos chipset on a 1040 STFM.

(Sockets:

u2 u3 u4
u5 u6 u7

)

3475. Re: .GIF or .JPG viewer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <423us4$4i5@mserv1.dl.ac.uk>
Source record: 24744

```
>A giant chicken in the guise of Auburn Placer County - Ta clucked:
>
>> Well, what do you use? GEM-view? :>
>>
>> SOL was very good, except that it only did one JPEG per run on the
>> unregistered copy, and it didn't use the DSP, and it doesn't run in True
>> Color. When he makes a Falcon verison, I'll register it.
>
>If you have a Falcon what do ya need SoL for? SoL was originally designed to
>mae GIFs actually look good* on an ST. There are much better things for
>Falcons.
>
>___
>* Kivi (unregistered) 1.41 *
> ---------------------------- -//- ----------------------------
> Internet: CALLUM.LERWICK@flight.org
```

It does use the Brainstorm JPEG decoder if installed and therefore makes use of the DSP (drawback being with only having 256 colours available you lose speed in the TC to 256 process). Registration allows as many JPEG's to be loaded as you want but it does seem very memory hungary and more than 4Mb's is advised for lots of large JPEG's to be used.

SOL does serve many purposes on the Falcon. It is a fast viewer which will display in 256 colours on the Falcon and has a wealth of colour manipulation tools, not seen in many packages. It is also well supported and with the likes of it's filters, scaling, warping and and scripted slideshows it is a very welcome addition to any Atari owners collection, Falcon or not. For the small registration price it certainly is one of the better picture viewers and manipulators.

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+======================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

3476. Re: Lighthouse or desktopper users?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <DE6vEs.4JG@cix.compulink.co.uk>
Source record: 24745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <4245p6$9ai@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk said:

>Has anyone got any comments about either the lighthouse tower case or the
>desktopper case for a falcon?

I have a Desktopper, it's a bit flimsy but there's lots of space inside, I have 3.5" IDE and PSU in it with easily enough space for a CDROM and possibly a 2nd drive. The front of the case has two plastic inserts whch need to be cut to make space for a drive which you need access to, such as a CD ROM - a bit cheap and tacky looking.

You will need Freekeys to go with it, this takes
your keyboard out from the Falcon (or ST) and puts it in a new case. The
cost from Sys Sol last time I looked was £100 for both.

There are some hidden extras, you can mount the power switch and reset
button at the front for another £15 and the SCSI kit is even more.

I don't know about the Lighthouse case, but I should give Sys Sol a list of your requirments and ask for a quote for both cases.

The other option is to get a PC tower case and adapt it.

Phil.

3477. Slip/ppp source code for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: Alex@alshouse.demon.co.uk
Message-ID: <809894278_OASIS_@alshouse.demon.co.uk>
Source record: 24746

I'm wondering if anyone knows of some source code that provides a basic slip/ppp conection with a dialer. I'm thinking of writting some code arround this to provide a graphical interface. I don't think its possible to talk though NOS as i'm only single tasking :)

Thanks in advance for any info.

--

Alex

3478. Lighthouse or desktopper users?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <4245p6$9ai@lyra.csx.cam.ac.uk>
Source record: 24747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone got any comments about either the lighthouse tower case or the
desktopper case for a falcon?
I am looking for a new case, and these are the two choices I have found
so far.
Do these come with a power supply and/or keyboard?
Are they worth the money?

Thanks for any help,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3479. Re: GDOS device drivers and timeworks DTP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DE65qq.EGw@crash.cts.com>
Source record: 24748

Bob,

It would seem that your driver is only set to print in US Letter format.

My recommendation is to find a UK version of the same driver.

Another possibility is to use the now PD "FontGDOS". It had a few
printer drivers, and if I remember correctly, it had an HP driver. Best
of all, they (the drivers) are configurable.

Good luck!

Rich

****

Bob Lang 3P21 x3172 (lr-lang@csm.uwe.ac.uk) wrote:
: Hi there

: Can anyone help me with a strange problem?

: I'm using Timeworks DTP using a HP DeskJet 320 printer at 300 dots per inch.
: I have an Atari-ST which has been upgraded to 2.5 mega bytes of ram and
: a fairly large hard disc partition. I am using the supplied the GDOS
: driver for the desk jet. The paper size I use is A4.
:
: Whenever I try to print a page, the bottom inch or so is not printed!
: I have tried fiddling with all the options I can think of, but I can't
: get it to print. The printer is set up for A4 and will print good old
: ASCII very close to the top and bottom of the page.

: The same problem also happens when I use the the HP Laser Jet printer
: driver either connected to the Desk Jet or an HP Laser Jet printer.

: Any suggestions? (Other than buy a PC)

3480. Sample file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DE65xM.FLw@crash.cts.com>
Source record: 24749

Am looking for a text file or something of the sort that explains the popular sample file formats. AVR, AU, SPL, IFF, WAV, VOC, etc. (I have the DVSM docs).

I would appreciate any help you can give. I have looked on a couple FTP sights, but I haven't found such a file. However, if it may be contained within some kind of sample editing program, then I would appreciate the name.

Thanks,

Rich

3481. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <424pgt$a4f@gabriel.keele.ac.uk>
Source record: 24750

CALLUM LERWICK (CALLUM.LERWICK@f47.n282.z1.fidonet.org) wrote:
: Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab Thing off
: Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I have?

The only reliable one I used under TOS1.0 was Terradesk - it's quite nice
but it doesnt compare with Thing. EASE works with TOS1.0, but it's
commercial. I don't know what hardware and software you have, but I would
seriously consider buying MagiC; gets rid of all those annoying TOS bugs and
seems to double the speed (at least in some cases) of every system function.
You could run Thing fine then!

Cheers,

Richard

--

Richard Evans | JANET | mud08@keele.ac.uk

3482. TT ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <425dkl$rhs@express.ior.com>
Source record: 24751

A friend needs to know the wiring diagrams (Well, he needs to know what each pin does/is for) for the TT's serial and SCSI ports.

If you can help, please reply to my email at danbrown@on-ramp.ior.com as I will pry miss the message if it's in here. Thanks!

Dan Brown

3483. Re: [Q] MiNTNet and POP email (LONG)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: boisson@netpress.fr
Message-ID: <425fvg$p6j@aldebaran.sct.fr>
Source record: 24752

```
Mario Becroft (mbecroft@iconz.co.nz) wrote:
| So, what is a POP client? What is POP in the first place?
| And of course, where can one be obtained for MiNTNet?

Here is one I wrote and I am using. Sorry no man page, you
have to use the source luke!
You will have to set a constant top your pop server..

| Thanks very much for your help.

You're welcome!

---8<----8<----8<----8<----8<----8<----8<----8<----8<----8<----8<-
/*
** pop.c for Pop
** Tiny POP3 implementation
**
** Copyright (C) 1994-1995, Stephane Boisson. All Rights reserved.
** Login <boisson@world-net.sct.fr>
**
** Started on Sat Apr 15 22:41:52 1995 Stephane Boisson
** Last update Sun Aug 27 14:34:52 1995 Stephane Boisson
**
** This file can be redistributed under the terms of the GNU General
** Public Licence.
*/

#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <stdlib.h>
#include <varargs.h>
#include <errno.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <netdb.h>

#ifndef TRUE
#define TRUE 1
#define FALSE 0
#endif

/*--- Definitions ---*/
#define POP_SERVER "world-net.sct.fr"
```

```
/*--- POP prototypes ---*/
int popBegin(char *hostname, FILE **fdinp, FILE **fdoutp);
void popEnd(FILE *fdin, FILE *fdout);
void popSend( /* FILE *fd, char *string, ... */ );
int popReceive(FILE *fd, char *string, int size);
int popGetStatus(FILE *fd, char *string, int size);

/* ------------------------------------------------------------- **
** main - Parse command line **
** ------------------------------------------------------------- */
int main(argc, argv)
int argc;
char **argv;
{
int verbose_flag, delete_flag, all_flag;
char *progname, passwd[128];
FILE *fdin, *fdout;

verbose_flag = delete_flag = all_flag = FALSE;
progname = *argv;
passwd[0] = 0;

/*--- Parse command line ---*/
for(argc--, argv++; argc; argc--, argv++)
if(**argv == '-')
switch((*argv)[1])
{
/*--- Password ---*/
case 'p':
if(argc == 1) break;
argv++, argc--;
strncpy(passwd, *argv, 127);
passwd[127] = 0;
break;

/*--- Verbose ---*/
case 'v':
verbose_flag = TRUE;
break;

/*--- Delete when read ---*/
case 'd':
delete_flag = TRUE;
break;

/*--- All messages ---*/
case 'a':
all_flag = TRUE;
break;

/*--- Usage ---*/
default:
fprintf(stderr, "Usage: %s [-vda] [-p <password>] [<message #>]\n",
```

```
progname);
exit(1);
}
else
break;

/*--- get password ---*/
if(passwd[0] == 0)
{
fprintf(stderr, "Password: ");
fflush(stderr);
if(popReceive(stdin, passwd, 127) == FALSE) exit(1);
}

/*--- Start transaction ---*/
if(popBegin(POP_SERVER, &fdin, &fdout) == FALSE) exit(2);

while(42)
{
char buffer[1024];
int msg_count;

/*--- Authentification ---*/
popSend(fdout, "USER %s", getenv("USER"));
if(popGetStatus(fdin, buffer, 1023) == FALSE) break;

popSend(fdout, "PASS %s", passwd);
if(popGetStatus(fdin, buffer, 1023) == FALSE) break;

/*--- Transaction ---*/
popSend(fdout, "STAT");
if(popGetStatus(fdin, buffer, 1023) == FALSE) break;
if((msg_count = atoi(buffer)) == 0)
{
popSend(fdout, "QUIT");
popEnd(fdin, fdout);
if(verbose_flag != FALSE)
fprintf(stderr, "No mail for %s\n", getenv("USER"));
exit(0);
}

if((argc == 0) && (all_flag == FALSE))
{
/*--- Message list ---*/

if(verbose_flag != FALSE)
for( ; msg_count; msg_count--)
{
popSend(fdout, "TOP %d", msg_count);
if(popGetStatus(fdin, buffer, 1023) == FALSE) continue;
if(popReceive(fdin, buffer, 1023) == FALSE) continue;
printf("%d %s\n", msg_count, buffer);
while(popReceive(fdin, buffer, 1023) != FALSE)
```

```
if(!strcmp(buffer, ".")) break;
}
else
fprintf(stderr, "%s have %d mail%c\n", getenv("USER"),
msg_count, msg_count? 's' : ' ');
}
else
{
/*--- retrive message ---*/

if(verbose_flag != FALSE)
fprintf(stderr, "%s have %d mail%c\n",
getenv("USER"), msg_count, msg_count? 's' : ' ');

while((all_flag && msg_count) || argc)
{
int nb;

if(all_flag == FALSE)
{
argc--;
if((nb = atoi(*argv++)) == 0) continue;
}
else
nb = msg_count--;

popSend(fdout, "RETR %d", nb);
if(popGetStatus(fdin, buffer, 1023) == FALSE) continue;
while(popReceive(fdin, buffer, 1023) != FALSE)
{
if(!strcmp(buffer, ".")) break;
printf("%s\n", (*buffer == '.')? buffer + 1: buffer);
}
if(delete_flag != FALSE)
{
popSend(fdout, "DELE %d", nb);
if(popGetStatus(fdin, buffer, 1023) == FALSE) continue;
}
}
}

/*--- End transaction ---*/
popSend(fdout, "QUIT");
popEnd(fdin, fdout);
exit(0);
}

/*--- Error ---*/
popSend(fdout, "QUIT");
popEnd(fdin, fdout);
fprintf(stderr, "POP error: cannot read messages\n");
exit(1);
```

```
}

/* ---------------------------------------------------------------- **
** popBegin - Start POP connection **
** ---------------------------------------------------------------- */
int popBegin(hostname, fdinp, fdoutp)
char *hostname;
FILE **fdinp;
FILE **fdoutp;
{
struct sockaddr_in sin;
struct hostent *host;
char buffer[1024];
char **addr_ptr;
int sockfd, rc;

/*--- Set server address ---*/
if((host = gethostbyname(hostname)) == NULL)
{
fprintf(stderr, "%s: Unknow host\n", hostname);
return FALSE;
}

memset(&sin, 0, sizeof(sin));
sin.sin_family = host->h_addrtype;
sin.sin_port = htons(110);

/*--- Try all the IP address ---*/
for(addr_ptr = host->h_addr_list, rc = -1; addr_ptr && *addr_ptr; addr_ptr++)
{
if((sockfd = socket(host->h_addrtype, SOCK_STREAM, 0)) < 0)
{
perror("socket");
return FALSE;
}

memcpy(&sin.sin_addr, *addr_ptr, host->h_length);
/*fprintf(stderr, "Trying %s\n", inet_ntoa(sin.sin_addr));*/
if((rc = connect(sockfd, (struct sockaddr *)&sin, sizeof(sin))) == 0)
break;
perror("connect");
close(sockfd);
}
if(rc < 0) return FALSE;

/*--- Setup files handles ---*/
if((*fdinp = fdopen(sockfd, "rb")) == NULL)
{
perror("fdopen in");
*fdoutp = NULL;
close(sockfd);
return FALSE;
```

```
}
sockfd = dup(sockfd);
if((*fdoutp = fdopen(sockfd, "wb")) == NULL)
{
perror("fdopen out");
fclose(*fdinp);
close(sockfd),
*fdinp = NULL;
return FALSE;
}

if(popGetStatus(*fdinp, buffer, 1023) == FALSE)
{
popEnd(*fdinp, *fdoutp);
*fdinp = *fdoutp = NULL;
return FALSE;
}
return TRUE;
}

/* ---------------------------------------------------------------- **
** popEnd - End of POP connection **
** ---------------------------------------------------------------- */
void popEnd(fdin, fdout)
FILE *fdin;
FILE *fdout;
{
if((fdin == NULL) || (fdout == NULL)) return;

popSend(fdout, "QUIT");
fclose(fdin);
fclose(fdout);
}

/* ---------------------------------------------------------------- **
** popSend - Send a string as a <crlf> ended line **
** ---------------------------------------------------------------- */
void popSend(fd, string, va_alist)
FILE *fd;
char *string;
va_dcl
{
va_list ap;

va_start(ap);
vfprintf(fd, string, ap);
va_end(ap);
fputc('\r', fd);
fputc('\n', fd);
fflush(fd);
#ifdef DEBUG
vfprintf(stderr, string, ap);
```

```
fputc('\r', stderr);
fputc('\n', stderr);
#endif
}

/* ------------------------------------------------------------------ **
** popReceive - Receive a <crlf> line from server **
** ------------------------------------------------------------------ */
int popReceive(fd, string, size)
FILE *fd;
char *string;
int size;
{
char *ptr;

if(fgets(string, size, fd) == NULL)
{
if(errno != ENOERR) perror("popReceive");
return FALSE;
}
if((ptr = (char *) strchr (string, '\r')) != NULL) *ptr = 0;
if((ptr = (char *) strchr (string, '\n')) != NULL) *ptr = 0;

#ifdef DEBUG
fprintf(stderr, "%s\n", string);
#endif
return TRUE;
}

/* ------------------------------------------------------------------ **
** popGetStatus - Get status from server **
** ------------------------------------------------------------------ */
int popGetStatus(fd, buffer, len)
FILE *fd;
char *buffer;
int len;
{
char *ptr;
int rc;

if(popReceive(fd, buffer, len) == FALSE) return -1;
rc = strncmp("+OK", buffer, 3)? FALSE: TRUE;

if(rc == TRUE)
ptr = buffer + 3;
else if(!strncmp("-ERR", buffer, 4))
ptr = buffer + 4;
else
return FALSE;

while(*ptr && (*ptr == 32)) ptr++;
memmove(buffer, ptr, strlen(ptr) + 1);
```

```
#ifdef DEBUG
fprintf(stderr, "%s: %s\n", (rc? "TRUE":"FALSE"), buffer);
#endif

return rc;
}
---8<----8<----8<----8<----8<----8<----8<----8<----8<----8<----8<----8<-
```

3484. TT floppy disk problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DE5z66.1yG@cf.ac.uk>
Source record: 24753

Hi reader,
Wondering if anyone has experienced a similar problem as this with writing to floppy disk on the TT. Quite often when saving files to disk, they appear to copy from HDisk to floppy without problems, verify on and directory structure appears fine. However when I try to reload the files, they are corrupted. Picture files appear to be "displaced" at certain points, giving a broken up look. Programs report "not executable file" and midi files don't work at all. However text files seem to be ok! No problems when reading disks, but saved pictures show similar problems on other machines, hence a writing problem. Perhaps it's a heat problem (the disk drive is above my graphics card which gets rather warm), or maybe the disk controller is playing up. I'm going to try an external drive and see if I can identify the culprit!

3485. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: bjb@praxis.co.uk
Message-ID: <423omo$d9k@skolem.praxis.co.uk>
Source record: 24754

>I have recently obtained X11R5 for MiNT. I had it going in 10 minutes (so
>much for being hadr to install), but not knowing much about X, I have
>some questions:

>Can that tiny font that is used everywhere be enlarged a little?
Yes, you'll need some fonts (I can't remember if there are any in the
default distribution), and then you can change things in the
/usr/lib/X11/app-defaults/XTerm etc. files or other places. Two things
you should definitely get (if you haven't yet) are xvt (a much smaller
[code size] XTerm) and fvwm - a much smaller and much better (IMO)
window manager.

>Can a more usable keyboard map be installed (I can't even find "/" on the
>German layout - real nuisance as you can see!)
Yes. What keyboard do you have? There is a UK keyboard map in
clients2.??? I think, or maybe ukxkbd.??? If the worst comes to the
worst there is a program called xmodmap which allows you to map the
keyboard scan codes to characters.

>How do I launch an X Programme? I for example launched XEyes from Sh
>(which was running in XTerm) and sure enough XEyes ran, but Sh appeared
>to have gone dead. Thus I was forced to exit and reload X. I would have
>thought there would be like a graphical sort of filemanager type thing
>to do this sort of thing.
Just put a '&' on the end of the command line to indicate that the
program runs in the background. There are X based filemanagers under
Linux, but I don't know if they've been ported yet.
How much memory do you have? X programs are very big when there is no
DLL system (come on you MiNT guys... :-) so you may only be able to
run a few.

>Is there a MiNT X available that will work in 16 colours? What about one
>that just uses the VDI, eliminating these silly problesm all together?
Nope... neither.

--
Ben --
--/// --------------------These opinions are my own and not---------
--bjb @ praxis.co.uk ---------necessarily those of my employers.-----
--_/ --

3486. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DE5F34.Hwt@cix.compulink.co.uk>
Source record: 24755

In response to rincewind@discworld.oche.de's message:
> Thomas Scheermesser (phy510@lab.appl-opt.physik.uni-essen.de) wrote:
> TS>1) Can I use normal SIMMS for the Slots on the board (w, w/o parity,
> TS> which size)?
> You can use standard 30-pin (NOT PS/2) simms, either with or without
> parity (ie. 1M*8 or 1M*9). 150ns is enough, faster is OK but does
> not give you more speed.

150ns is as fast as necessary using 256k SIMMs (ie to get up to 1Mb) but
when using 1Mb SIMMs it's 120ns (source Paul Rossiter). Not that this is
very important because you'll be lucky to find anything slower than 80ns
nowadays.

> TS>2) Can I use any SCSI Harddisk as a replacement?
> Nearly ... you must be able to turn of parity at the drive, and
> apparently there are a few drives that will not work with the MSTE
> adapter.

Even those drives that don't have jumper pins to set parity can be modified
using software, such as is available with ICD Pro utilities.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3487. Quantum Maverick 540S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <4240sa$baj@m1.cs.man.ac.uk>
Source record: 24756

I recently got one of these babies for my MegaSTe, rather nice! However,
I haven't managed to get the 'drive busy' light working - I don't know
where to plug it! System Solutions told me there is a white plug at the
back of the drive, but when I looked there was no such thing. What I have
found is a _very_ small white plug shown with an 'X' in this diagram.

```
UNDERSIDE OF DRIVE:
+----+--------+
| | | -> power and data cables
| | | ->
| | X | ->
| | |
+----+--------+
^
|
PCB
```

Is this where you plug the light? If it is, I can't, because the plug on the
lead to the light (fixed to the HD housing) as supplied by Atari is too big!
That shouldn't be a problem though, I just want to know *where* to plug it!!

Also, does anyone know what size the cache on this drive is? Karl at SS told
me either 256kb or 0.5Mb, but I'm only curious... if it's the latter then I'll
be impressed - to think, the equivalent of my 520STFM simply for a *cache*!
Maybe I could throw in a 68000 and some other bits, to make another ST.

Now what about the different models? Mine's a Maverick (oh yeah, if anyone knows
the access time for these I'd be glad to know too) but when I asked for a box
to take it home in I got one with 'Lightning' written on it. Which is newer
or what are the differences?

Cheers for any info

S.Lai

P.S. Currently saving hard for Diamond Edge 2, a few weeks ago I 'lost' about
100Mb of free space on my drive C: Methinks it was caused by a system crash. I
had one when playing a module in ProTracker, it must have been corrupted or
something. Is this a good package? (DE2, that is...)
P.P.S. Is there any software that will format a single partition? I have AHDI
(on the MegaSTe 'Advanced Hard Disk Utilities' disk) but the format option, once
selected, seems to kick the drive straight into action. I don't risk it - I hit
the reset button in case there isn't a dialogue box following with a choice of
'Do you want to format the whole drive or just a partition' sort of thing. I also
have HD Driver (very cool) but this doesn't format.

3488. Falcon For Sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: "Info. Sys. Professionals" <isp@teleport.com>
Message-ID: <425eem$nkd@maureen.teleport.com>
Source record: 24757

SYSTEM FOR SALE:

Hardware:
Atari Falcon030 w/ Internal HD Floppy Drive (like new!)
4MB RAM
85MB Hard Drive, partitioned for Falcon Speed
Motorola 68882 FPU
Falcon Speed 6.2 DOS Emulation Daughtercard w/ software
Supra 2400 Modem w/ cable
SCSI-2 Cable to attach an external drive (drive not included)
VGA & RGB Video Cable Adapters -- use a PC monitor!
Latest CPU Modification
Mouse
CPU & mouse covers
Surge Protector

LOTS of software -- almost 100 floppiesï¿½ worth -- such as:
Truepaint (painting/drawing)
Ishar (game)
AtariWorks (word processor / database / spreadsheet)
Chaos Strikes Back (game)
Castles (game)
The Immortal (game)
Hostage Rescue Mission (game)
Dragon Lord (game)
STalker 3.04 (telecommunications / modem software)
STeno 2.11 (text editor)
DOS / Windows 3.1 installed on hard drive, w/ utilities, etc.
LOTS of shareware/freeware/demos
and more....

Comes with all necessary cables, original system disks & manuals. Asking
$1150, but make me an offer!

3489. Change of email address!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <424g5t$4i5@mserv1.dl.ac.uk>
Source record: 24758

I'm writing this small announcement that from tommorow 1st September my current email address msh@dl.ac.uk will no longer be vaild and that you should use my new and permanent email address dlms@nessie.mcc.ac.uk. Please also note that I'm going to be off the net for a few weeks until roughly the 25th of September so please be patient if you write to my new address and don't get an answer. I will deal with all mail when I return and and will clear the 40+ backlog I have at the time of writing this.

Whilst I'm away the Atari Web pages will obviously have a bit of a holiday, but believe me it will be under a major set of revisions, improvements and additions when I return as I have tons of updates just waiting to be included and I'm designed graphics to improve it's appearance.

See you all in just over three weeks. Take care!

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+====================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

3490. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DE78Cz.5FF@cix.compulink.co.uk>
Source record: 24759

In message <422s43$rdu@status.gen.nz>, mbecroft@iconz.co.nz said:

> Can that tiny font that is used everywhere be enlarged a little?

Yes - its the 'fixed' font which AFAICR is defined as 5x7. You need to edit the file 'fonts.dir' and change this to another font you have.

> Can a more usable keyboard map be installed (I can't even find "/"
> on the German layout - real nuisance as you can see!)

Yes - but I don't have the details handy.

> How do I launch an X Programme? I for example launched XEyes from Sh
> (which was running in XTerm) and sure enough XEyes ran, but Sh
> appeared to have gone dead. Thus I was forced to exit and reload X.

What you need to do it tell the X program to run in the background. This cuases the shell to return to the prompt - and the X program to run. Try:

Xeyes &

> I would have thought there would be like a graphical sort of
> filemanager type thing to do this sort of thing.

There are several file manager type programs around. However the whole philosphy of X is not to build anything in - and just provide the bare bones. Unfortunatly the X11R5 for MiNT isn't even a full working distribution of the standard X11R5 system - letalone an enhanced version as supplied by workstation manufacturers. However having said that - MiNT-X is a real X11R5 implementation - and is about as good as you could expect for a MiNT based version. Extra tools and utilities are available for it also.

> Is there a MiNT X available that will work in 16 colours? What about
> one that just uses the VDI, eliminating these silly problesm all
> together?

No 16 colour version AFAIK. Using the VDI is not practical either as it would require much rewriting of the X Server. It would probably be easier to write a 16 colour driver for the current MiNT-X than get the VDI involved.

:-)

Roland.

@CiX

3491. Re: TT floppy disk problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DE78D1.5G3@cix.compulink.co.uk>
Source record: 24760

In message <DE5z66.1yG@cf.ac.uk>, williamssg@cf.ac.uk said:

> Wondering if anyone has experienced a similar problem as this with
> writing to floppy disk on the TT. Quite often when saving files to

My TT's floppy disk drive has started playing up recently. I had a lot of problems with heat and the TT-Hi mode chip getting too hot. Anyway I've fixed that - but part of the fix was taking the Video sheilding out. I'm tempted to put it back in to see if it solves the problem with the floppy.

Having said that - I get different sorts of errors. Mainly:

Drive not ready.
data on drive A may be damaged.

Retrying almost always solves the problem.

Roland.

@CiX

3492. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <424qf3$ao9@gabriel.keele.ac.uk>
Source record: 24761

Richard John Kelsch (richcsst@crash.cts.com) wrote:

: I don't blame your impatience though. System Solutions are dragging
: their heals.

Rich, I dont think it's quite that simple. System Solutions have stated all along that MagiC 3 wont be released until it works properly with the Falcon. There is an awful lot of extra programming that has to go into the Falcon version for the DSP support, extra screen modes etc; the Behne brothers have stated that the Falcon version was much harder to code than MagiCMAC! As far as I know it wont be too much longer before the English release of MagiC 3 appears, but considering how quickly MagiC has been developed in comparison with Microsoft's horrendous attempt on the PC, neither System Solutions or the Behne's should be criticised for dragging their heels.

Cheers,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

3493. Re: HELP ---> HD floppy with a 1040STf

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <DE6t8L.JL0@cix.compulink.co.uk>
Source record: 24762

In message <1995Aug29.142300.15565@crosfield.co.uk>, jxk@crosfield.co.uk said:

>Hi anyone know what type of grease is used on the drive spindle which moves the
>read/write head backwards and forwards in the 3 1/2 inch floppy disk drives?
> I,m having trouble with the one in an Atari, and I think re-greasing it may
>help.

WD 40 would do no harm.

Phil.

3494. re: goofy sm124

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2454rcain@nest.demon.co.uk>
Source record: 24763

On 31 Aug 95 Callum.Lerwick@flight.org wrote:
CL> Anyone familiar with the SM124 mono monitor? I just tried this one
CL> out and it's a it odd. The top of the screen is fine but towards the
CL> bottom all the text gets bent into a kind of a smiley face. Is there
CL> a way to straighten this
CL> out?

Hard to tell from this but it doesn't sound badly wrong. As long as he is aware of precautions to take with tube voltages:

0.SWITCH OFF and leave for an hour.
1.Take off the back.
2.Dust around everything with a 1/2" paintbrush and the nozzle of a vacuum cleaner.
3.Check and clean-up all plugs going into the PCB.
4.Look for any loose wires going into the tube deflection coils.
5.Look for any capacitors which have bled onto the PCB and replace.
6.Switch on and carefully adjust all likely pe-set pots EXCEPT the one labelled B ADJ.

Roger
rcain@nest.demon.co.uk

--

3495. re: upgrading mega ste, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2455rcain@nest.demon.co.uk>
Source record: 24764

On 31 Aug 95 sidcelery@cix.compulink.co.uk wrote:
s> Even those drives that don't have jumper pins to set parity can be
s> modified using software, such as is available with ICD Pro
s> utilities.

Hey, Harry, tell me more! Do you mean BOOTFIX? It didn't work with an IBM I have. Or do you mean SCSI? If so, what is the command chain which needs to be sent?

Roger
rcain@nest.demon.co.uk

--

3496. re: replacement desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2456rcain@nest.demon.co.uk>
Source record: 24765

On 30 Aug 95 gateway@nest.demon.co.uk wrote:
g> Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab
g> Thing off
g> Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I
g> have?

Oh dear! Alas, your highest priority should be getting 1.4 plugged in
-especially if you have a HD.

Roger
rcain@nest.demon.co.uk

--

3497. re: quantum maverick 540s

Newsgroup: comp.sys.atari.st.tech
Date: 1995-08-31 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2463rcain@nest.demon.co.uk>
Source record: 24766

On 31 Aug 95 lais@cs.man.ac.uk wrote:
l> anyone knows
l> the access time for these I'd be glad to know too)

The quoted access times and transfer rates are not very useful as much depends on the host m/c and driver. Use the PD progs HOW_FAST or HDCHK13 to measure them on your m/c.

l> P.P.S. Is there any software that will format a single partition? I
l> have AHDI

No but many utils will "zero" the FATs for a partition which is probably all that's wrong on your drive.

Roger
rcain@nest.demon.co.uk

--

3498. Falcon Clock modification for audio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: egg@yolk.demon.co.uk
Message-ID: <809920384.22953@yolk.demon.co.uk>
Source record: 24767

Does anybody know how to modify the clock on the Falcon in order to
stabilize the running of Cubase Audio?

3499. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: aa860@ccn.cs.dal.ca
Message-ID: <DE7IrB.693@cs.dal.ca>
Source record: 24768

I use Terradesk, which is usable with TOS 1.0 I believe and is also
Freeware! Available at most FTP sites, its easy to use and loaded with
good features. Also try to find Al Fasoldt's article "Secrets Of
Terradesk", it has a numberr of excellent tips.

CALLUM LERWICK
(CALLUM.LERWICK@f47.n282.z1.fidonet.org) wrote:
: Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab Thing off
: Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I have?

: ___
: * Kivi (unregistered) 1.41a *
: ---------------------------- -//- ----------------------------
: Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
: | FlightLine data.612.544.5118 <> note: the views of this |
: | Aviation & FlightSim Resource <> user are strictly his own. |
: ---------------------------- -//- ----------------------------

--

Steven Slater "Implicit Listening"
aa860@ccn.cs.dal.ca Mon. 8-9PM
6209 Allan St CKDU 97.5 FM
Halifax, NS B3L 1G8
Canada Librarian for Nova Scotia Atari
902-492-0609 (h) Computer Users Group

http://www.ccn.cs.dal.ca/~aa860/Profile.html my site
http://www.ccn.cs.dal.ca/Media/CKDU/ckduindex.html CKDU-M's site
http://www.ccn.cs.dal.ca./Technology/NSACUG/NSACUG.html NSACUG's site
"""

3500. Re: Quantum Maverick 540S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <426ica$2i@birnie.demon.co.uk>
Source record: 24769

```
: UNDERSIDE OF DRIVE:
: +----+--------+
: | | | -> power and data cables
: | | | ->
: | | X | ->
: |x' | |
: +----+--------+
: ^
: |
: PCB
```

: Is this where you plug the light? If it is, I can't, because the plug on the
: lead to the light (fixed to the HD housing) as supplied by Atari is too big!
: That shouldn't be a problem though, I just want to know *where* to plug it!!

I have a quantum LT540S known as the Lightning, leastways that's what is
written electronically on the disc media. The Maverick is coded MV540S
The access light fits into a miniscule socket at the front of the drive
marked x' on your diagram. The location is not documented on the data
sheet for the drive. I could not locate a source for the molex plug so with
bated breath I soldered two pieces of fine enammelled copper wire to
where the socket attaches to the PC board and wired a green LED to it
(having first checked the polarity!)

: Also, does anyone know what size the cache on this drive is? Karl at SS told
: me either 256kb or 0.5Mb, but I'm only curious... if it's the latter then I'll

Both models have 128k cache, according to the supplier.

: Now what about the different models? Mine's a Maverick (oh yeah, if anyone knows
: the access time for these I'd be glad to know too) but when I asked for a box
: to take it home in I got one with 'Lightning' written on it. Which is newer
: or what are the differences?

The Lightning has 11ms access time. The other 14ms. But my ICD utility
only rates it at a shade under 14ms (the 11ms one that is).

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3501. Re: Falcon Clock modification for audio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <4269il$5ka@newsbf02.news.aol.com>
Source record: 24770

egg@yolk.demon.co.uk writes:

< Does anybody know how to modify the clock on the Falcon in order to
stabilize the running of Cubase Audio? >

Because there is a problem with it?? (Sfx of my jaws dropping)

George

3502. Re: MICHTRON

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: grmeyer@mcs.com
Message-ID: <grmeyer-0109950751000001@grmeyer.pr.mcs.net>
Source record: 24771

They are dead, gone, and buried The "company" was sold some years ago and the new mgmt basically just dumped the inventory as fast as they could. Gordon Monnier (sp?) doesn't have anything to do with the Atari anymore, AFAIK, and he was the life-blood of Michtron to begin with.

I have a few of their programs around I'd be willing to sell, cheaply, if there's something in particular you're looking for.

--

Gordon Meyer <grmeyer@mcs.com>
http://sun.soci.niu.edu:80/~gmeyer
"Windows 95 = Mac 89"

3503. Re: GDOS device drivers and timeworks DTP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: lr-lang@csm.uwe.ac.uk
Message-ID: <1995Sep1.124453.27956@pat.uwe.ac.uk>
Source record: 24772

In article <DE65qq.EGw@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch)
writes:
> Bob,
>
> It would seem that your driver is only set to print in US Letter format.
>
> My recommendation is to find a UK version of the same driver.
>
> Another possibility is to use the now PD "FontGDOS". It had a few
> printer drivers, and if I remember correctly, it had an HP driver. Best
> of all, they (the drivers) are configurable.
>

YES! I stumbled upon FontGDos in a german PD library a couple of days
ago. You're right about the drivers. However they have expanded the
printable area by about an extra 1cm (which is still useful), but I still
have a margin of about 2cm at the top and bottom. This is acceptable
but I'd still like to do better!

On the bonus side, the Desk Jet driver in Font GDos appears to print faster
than the timeworks driver.

Regards to all

Bob

~ ~~~ ~~~~ ~~ ~~~ ~~ ~~ ~~ ~~~~~ ~~~ __ ~~ ~~ ~~ ~
_<Zx\ _ -/
Bob Lang || _- -/ _
lr-lang@csm.uwe.ac.uk // _- -_ -/_- /
University of the West Of England //_- _ - _/- =/
~~~~~ ~~~~~~~~ (_-_-_- =_-===_/ ~~~~~
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3504. CD-Rom driver

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: Harald M&#65533;ller <pehm>
Message-ID: <4271ka$og4@ikarus.rz.tu-clausthal.de>
Source record: 24773

Hi,
does anybody no how to connect a IDE CD-Rom drive to the Falcon to the
internal IDE port ?

3505. Adding 500MB Seagate 3600N to MegaSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: gcarter@promega.com
Message-ID: <4279cl$hfp@homer.alpha.net>
Source record: 24774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Well, I decided I am going to setup a BBS with my MegaSTE with
version 2.05 of TOS, that has UUCP internet ability. Only thing is I
have the Atari HDX V5.0 program, which doesn't seem to recognize the
Seagate drive I put onto it.
(It came out of my Macintosh Q840AV).

My MegaSTE is a very capable machine and I still enjoy programming
it. So I want it to do something. :)

Does anyone know how to format, partition and install this 500MB
monster on my MegaSTE. I try the AHDI.PRG program, but it won't
acknowledge that a drive is there.

Gregory Carter | "I'm a stranger in a
strange
Unix Network Administrator (Among other things) | land...All alone I
stand...
Promega Corporation | on the outside
look'in in."
gcarter@promega.com (aka root@promega.com) | -Eddie Money

3506. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <690_9509011225@flight.org>
Source record: 24775

A giant chicken in the guise of R.D. Evans clucked:

> : Well, I'm getting tired of my TOS 1.0 desktop, so I decided to grab Thing
off
>
> : Hensa. Alas, it needs >=1.4, what other (PD/Shareware) choices do I have?
>
> The only reliable one I used under TOS1.0 was Terradesk - it's quite nice
> but it doesnt compare with Thing. EASE works with TOS1.0, but it's
> commercial. I don't know what hardware and software you have, but I would
> seriously consider buying MagiC; gets rid of all those annoying TOS bugs and
> seems to double the speed (at least in some cases) of every system function.
> You could run Thing fine then!

Ug, I downloaded Terradesk off of Hensa, turns out with all the other crap I
have loaded in, I only get about 350k free RAM on my 1mb system. Grrr!!!

Anyway: The main reason I want a replacement desktop is so I can move* files.
Copying and deleteing takes too* long. And renameing folders would be nice.
Any ideas?

---
* Kivi (unregistered) 1.41a *
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

3507. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: fuerst@tu-freiberg.de
Message-ID: <fuerst-0109951548540001@hammer.geophysik.tu-freiberg.de>
Source record: 24776

In article <41o67v$mpn@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein)
wrote:

>
> BTW, does anybody know if MiNT/X supports virtual memory? 4 meg is not much,
> and Outside is a lot cheaper than 14 megs of RAM...
>

Nope, MiNT doesn't support Virtuell Memory.

Greetings, Bernhard.

,,,
o o
---------------------------------ooo--O--ooo---------------------------------
REAL PROGRAMMERS don't comment their code -
if it was hard to write, it should be hard to read.

Bernhard Fuerst fuerst@tu-freiberg.de
TU Bergakademie Freiberg

3508. Re: TT floppy disk problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.809944308@YE>
Source record: 24777

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>In message <DE5z66.1yG@cf.ac.uk>, williamssg@cf.ac.uk said:

> > Wondering if anyone has experienced a similar problem as this with
> > writing to floppy disk on the TT. Quite often when saving files to

>My TT's floppy disk drive has started playing up recently. I had a lot of
>problems with heat and the TT-Hi mode chip getting too hot. Anyway I've
>fixed that - but part of the fix was taking the Video sheilding out. I'm
>tempted to put it back in to see if it solves the problem with the floppy.

>Having said that - I get different sorts of errors. Mainly:

>Drive not ready.
>data on drive A may be damaged.

>Retrying almost always solves the problem.

I also had the same problem with the TT floppy disk drive. I purchased
a replacement drive but the problems persisted. Eventually I found that
the problem was the position of the monitor, by moving the monitor
which sits on top of the TT case the problems went away.

dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3509. Re: Adding 500MB Seagate 3600N to MegaSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <427ql5$c7c@tornix.tornado.be>
Source record: 24778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Have you already tried the program HD PLUS 6.0f from
the German company Eickmann? It is a great program to
handle scsi, and other. You can make partitions almost
as big as you want. I have it also for my mega ste with
only a 105 mb scsi but it works really good.
I hope you can do something with this information.

greetings, Jan Dooms.(jandooms@tornado.be)

3510. Re: Adding 500MB Seagate 3600N to MegaSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <427ql6$cal@tornix.tornado.be>
Source record: 24779
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Have you already tried the program HD PLUS 6.0f from
the German company Eickmann? It is a great program to
handle scsi, and other. You can make partitions almost
as big as you want. I have it also for my mega ste with
only a 105 mb scsi but it works really good.
I hope you can do something with this information.

greetings, Jan Dooms.(jandooms@tornado.be)

3511. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42805f$h6m@status.gen.nz>
Source record: 24780

Ben Bell (bjb@praxis.co.uk) wrote:
: >Can that tiny font that is used everywhere be enlarged a little?
: Yes, you'll need some fonts (I can't remember if there are any in the
: default distribution), and then you can change things in the
: /usr/lib/X11/app-defaults/XTerm etc. files or other places. Two things
: you should definitely get (if you haven't yet) are xvt (a much smaller
: [code size] XTerm) and fvwm - a much smaller and much better (IMO)
: window manager.

Ok. I found some fonts. But things like Chimera are all setup for thses
Helvetica fonts. I can't find these Helvetica fonts. Are they available,
or do I just need to change the configuration files to use the ones I
have got?

: >Can a more usable keyboard map be installed (I can't even find "/" on the
: >German layout - real nuisance as you can see!)
: Yes. What keyboard do you have? There is a UK keyboard map in

It's ok, I found a thing called ukXkbd, and that fixed the problem.

: Just put a '&' on the end of the command line to indicate that the

Yes, that works now.

: How much memory do you have? X programs are very big when there is no

4MB ST RAM and 4 MB TT RAM. Doesanyone know ehether X works with outside
virtual ram?

: DLL system (come on you MiNT guys... :-) so you may only be able to

What's a DLL system? I ran about 8 applications at once, then it said
that it had run out of <something>. I forget what it was now. I know that
I could only run 2 XTerms then it was "Out of PTYs" but Ithink this was
something else. It wasn't out of memory though, somehting else.

What is a PTY?

: >Is there a MiNT X available that will work in 16 colours? What about one
: >that just uses the VDI, eliminating these silly problesm all together?
: Nope... neither.

What a pain. Well, is it possible? If it is, somebody must have done it
somewhere. I can't see why it would not be possible. I think it would be
great to have X11 running in a window under GEM (this should be possible
too, all the parts of X11 that draw to the screen would just need to have
some additional handling put on them.)

Where can I find applications compiled for MiNT X? I got it from
ftp.cnam.fr, and there area fw on there.

Thanks for your help!

Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3512. Re: Atari St TOS1.04 Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30489a043b8e93@discworld.oche.de>
Source record: 24781

Michael Wray (harmony@idir.net) wrote:

MW>Where do chips L0,L1,L2,H0,H1, and H2 go in a rainbow tos chipset on a 1040
MW>STFM.

H0 = U4
H1 = U3
H2 = U2
L0 = U7
L1 = U6
L2 = U5

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3513. Re: Wanted to buy - Falcn FDI!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30489a063ba204@discworld.oche.de>
Source record: 24782

Shane Bushman (sbushman@igc.net) wrote:

SB>If you ave an FDI for use with Cubase Audio for sale...consider it sold!
SB>I really need one badly! E-mail me at sbushman@igc.net they are no
SB>longer made by Steinberg...but they are included with the C-lab Falcon
SB>Mk.2! Oh well....If you've got it...I want it...L8r...

Steinberg only sold those, they were manufactured by SoundPool. If they don't sell FDIs anymore - bad luck for them, you can get a better interface (IDA) from Catch Computer here in Aachen - the IDA interface has 4 digital inputs and outputs, and can also handle 32kHz sample rate (DAT longplay). It has a FDI compatible mode.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3514. Ann: Mnilu Tranquil

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: jib@login
Message-ID: <42800a$dr0@login.bigblue.no>
Source record: 24783
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
S T e c t r e
presents

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T r a n q u i l

Welocme to Mnilu . .... Now at least Mnilu Tranquil ,GFA BASIC
'Compiler' is here for all you GFA BASIC coders. It's not the
official GFA compiler ,and nor can it replace the official compiler,
but it will enable everyone without a Compiler to turn their .BAS or .GFA
files into stand-alone .PRG files.

Mnilu Tranquil can be considerd the 'second' version of Mnilu.
It is by no mean the 'old' Mnilu with added support for GFA BASIC 3.5E,
but the GFA v2 compiler part has also had a _huge_ face lift.

Fully compitable with most GFA BASIC (v2 or v3.5e) files.

Mnilu Tranquil will soon be avaliable from the major Atari ftp-sites.
Or email to get back a UUEcoded version.

Please note that Mnilu Tranquil is postcardware.

--
___ __ ___ __ __ ___ _ __ ___________________________________
\ /_ / /_ / / / ) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ \_ / / \ /_ ///
\\\_________________________________ jib@login.bigblue.no ____//
```

3515. Memory upgrade of ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-01 00:00:00 UTC
From: Alan Mathers <alan@browns.co.uk>
Message-ID: <809972129snz@browns.co.uk>
Source record: 24784

Can anyone help me????

I have been trying to upgrade a 520STFM for a friend, but have had some problems doing so.

I believe the mother board is a fairly old example and has 2 banks of 16 memory chips - one filled (47128 chips I think) and the other vacant. I have soldered DIL headers onto the board for the chips and the ST works fine with them in.

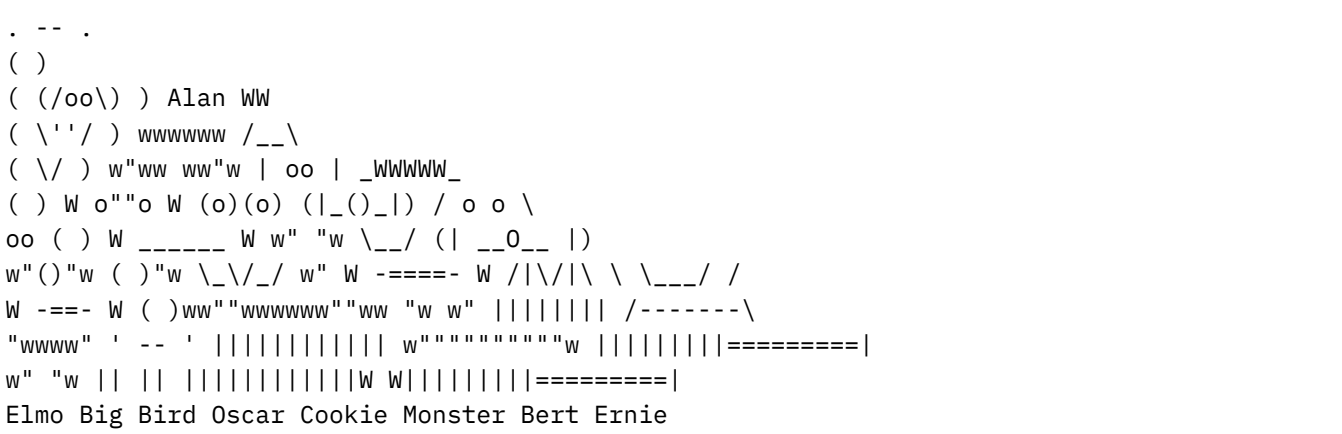
After obtaining some very similiar chips from an old XT board (417128?) and carefully inserting them into the sockets, the ST refuses to start. There is always a family of 2 to 20 bombs on the screen and usually colour washes too! (Very good for a graphics demo I'm sure!)

Does anyone know about any links to be made / broken, or perhaps the XT chips are too slow?? The ST still works fine with 512K.

There are three (256/1024) links on the board, all of which are set to 1024, but I think they are for the ROMs.

I will be very glad if someone could help,

Cheers Alan...

--


3516. BLITTER UPGRADE NOT WORK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09021995.144009@empyr.dircon.co.uk>
Source record: 24641

Hi, I have recently been given a Blitter Chip, and I can't get it to work.

I have an 520 STFM (Rev 'D' board), with the following upgrades already installed:

Marpet XTRA-RAM Deluxe board with 4Mb on it.

TOS has been changed from 1.02 to 1.04 (Possibly 1.41 if such a version exists, as four of the TOS chips have 1.41 on them, the other two have 1.40)

Everything has been working fine up until I tried to install the Blitter.

I got the correct socket (at a price !) and soldered it to the board, the correct way around, NO dry joints / breaks / joins etc. I removed the solder from pads W3 and W4 (Blitter enable points) and installed the Blitter the correct way around (small dot pointing to the left, where pin 1 is marked on the PCB).

When I switch on, all I get is a black screen (hi res mono) and the power light on the ST. Nothing else. The floppy light does not come on and it won't boot at all.

If I remove the Blitter and reconnect the W3 and W4 solder pads, my ST works fine again.

Is there some strange incompatibility with Blitter Chips and TOS 1.04 ??

...or do I have a dead Blitter chip ?

The Blitter part number is: C101643-011, ATARI 1987, B004 38809.

Is there any way I can test it ? I have a variety of test gear, including a 20MHz oscilloscope, a good Digital meter with a zillion functions on it, but no logic probe.

PLEASE !!! Can ANYONE offer me any help on this ? It has taken me almost a month to track down the correct socket and now it all seems in vain.

MANY thanks in advance,

Kev.

/// ReJoinDer v1.1L

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

```
+-------------------------------------------------------------+
| NO uuencoded files to this address please.... Many Thanks |
+-------------------------------------------------------------+
*************************************************************
* Beta testing 'ReJoinDer', a superb new FREEWARE QWK mail reader *
* for the Atari range..... General release due imminently... *
*************************************************************
VQWK 6.20 [Rev H - 04/04/94]
```

3517. [Q] FreeMiNT makes some apps not load. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42ae52$pt9@status.gen.nz>
Source record: 24642

I have obtained FreeMiNT 1.12.4, after beimg advised that it would let
SMail run properly.

However, it causes other problems also, which make it just about unusable:

Certain programmes simply will not load. After double clicking on them,
the hard drive accesses for half a second or so, and that's it. The
programme runs for an instant, then exits. One of the affected programmes
complained about being unable to allocte memory, so I suspect this has
something to do with the problem.
Affected programmes include:
Most programmes compiled in HiSoft BASIC
DuFTP
GEMMail
ESS-Code 6.3 (This is affected in a different way - hangs on quitting.)
And probably a number of others that I will find as I try them.

So, does anybody know how to rectify these problems? Somebody must be
using one of these programmes under FreeMiNT, or else they must be using
smail under normal MiNT - which would also be satisfactory - though I
really want to get FreeMiNT working, as I'm told it fixes a number of
bugs in normal MiNT.

Thanks very much for any help!

Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3518. Re: Sample file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: diehl@twitch.io.org
Message-ID: <42akq1$ekr@ionews.io.org>
Source record: 24643

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Am looking for a text file or something of the sort that explains the
: popular sample file formats. AVR, AU, SPL, IFF, WAV, VOC, etc. (I have
: the DVSM docs).

: I would appreciate any help you can give. I have looked on a couple FTP
: sights, but I haven't found such a file. However, if it may be contained
: within some kind of sample editing program, then I would appreciate the name.

The Audio FAQ is available from ftp.cwi.nl in the directory pub/audio,
files AudioFormats.{part1,part2}. It is also posted to
comp.binaries.sounds.{misc,d} and to comp.dsp, news.answers and comp.answers.
It covers AIFF, AU, IFF, 8SVX, VOC, WAV, AVR and MOD files, and explains
the U-Law and A-Law formats, and has loads of other bits of info --
basically, everything you ever wanted to know about sound but were afraid
to ask. :-)

: Thanks,

: Rich

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

3519. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42adjm$pt9@status.gen.nz>
Source record: 24644

Bernhard Fuerst (fuerst@tu-freiberg.de) wrote:
: In article <41o67v$mpn@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein)
: wrote:
:
: >
: > BTW, does anybody know if MiNT/X supports virtual memory? 4 meg is not much,
: > and Outside is a lot cheaper than 14 megs of RAM...
: >
:
: Nope, MiNT doesn't support Virtuell Memory.

I always understood that Outside worked with MiNT. At least the demo
does, and a club member here uses it with MiNT regularly. But I don't
know whether it works with X11 or not.

Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3520. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42adpc$pt9@status.gen.nz>
Source record: 24645

CALLUM LERWICK (CALLUM.LERWICK@f47.n282.z1.fidonet.org) wrote:
: Anyway: The main reason I want a replacement desktop is so I can move* files.
: Copying and deleteing takes too* long. And renameing folders would be nice.
: Any ideas?

Unfortunately, folders cannot be renamed until TOS 1.4.

Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3521. re: replacement desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2489rcain@nest.demon.co.uk>
Source record: 24646

On 02 Sep 95 Callum Lerwick wrote:
g> Anyway: The main reason I want a replacement desktop is so I can move*
g> files.
g> Copying and deleteing takes too* long. And renameing folders would be
g> nice. Any ideas?

TOS 1.4

Roger
rcain@nest.demon.co.uk

--

3522. Re: Adding 500MB Seagate 3600N to MegaSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3049fd988b1d5@discworld.oche.de>
Source record: 24647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ggcarter (gcarter@promega.com) wrote:

g>version 2.05 of TOS, that has UUCP internet ability. Only thing is I
g>have the Atari HDX V5.0 program, which doesn't seem to recognize the
g>Seagate drive I put onto it.

WHen using the MSTE internal host adapter, you need to
- turn off parity on the disk drive
- set the drive to ID 0
- switch off termination on the drive (jumper or remove termination
resistors)

HDX should then work with the drive - otherwise, you could try the ICD Pro,
or SCSItool software.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3523. Re: [Q] Trying to find a Easy to use editor runs in MiNT Domain

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DEAqLL.2H0@dk3uz.hanse.de>
Source record: 24648

mbecroft@iconz.co.nz (Mario Becroft) writes:

>Hello,

>I am trying to find a editor which runs in the MiNT Domain (to use with a
>minix filesystem) and is easy to use. I donwloaded Elvis, and I couldn't
>figure out how even to quit!

>Does anyone know of a simple editor, not so full of features that only an
>expert can use it?

If you know how to use WordStar (tm) then possibly joe is what you are
looking for.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

3524. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: aa860@ccn.cs.dal.ca
Message-ID: <DEA4yo.EsM@cs.dal.ca>
Source record: 24785

```
: ... lots of stuff you've already read three times deleted....
: Ug, I downloaded Terradesk off of Hensa, turns out with all the other crap I
: have loaded in, I only get about 350k free RAM on my 1mb system. Grrr!!!

: Anyway: The main reason I want a replacement desktop is so I can move* files.
: Copying and deleteing takes too* long. And renameing folders would be nice.
: Any ideas?

Moving files and renaming folders even is most easily done witha program
called Maxifile by Charles Johnson. It is either mouse or keyboard
controlled, works as an acc or program and also works well with his
alternate file selector, Little Green Selector. It also formats disks
etc. The ultimate file management utility for TOS under 2.06 and other
desk replacements

: ___ : * Kivi (unregistered) 1.41a *
: ---------------------------- -//- ----------------------------
: Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
: | FlightLine data.612.544.5118 <> note: the views of this |
: | Aviation & FlightSim Resource <> user are strictly his own. |
: ---------------------------- -//- ----------------------------

---------------------------------------------------------------------
Steven Slater "Implicit Listening"
aa860@ccn.cs.dal.ca Mon. 8-9PM
6209 Allan St CKDU 97.5 FM
Halifax, NS B3L 1G8
Canada Librarian for Nova Scotia Atari
902-492-0609 (h) Computer Users Group

http://www.ccn.cs.dal.ca/~aa860/Profile.html my site
http://www.ccn.cs.dal.ca/Media/CKDU/ckduindex.html CKDU-M's site
http://www.ccn.cs.dal.ca./Technology/NSACUG/NSACUG.html NSACUG's site
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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3525. Re: [Q] Trying to find a Easy to use editor runs in MiNT Domain

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.810049879@news.cwi.nl>
Source record: 24786

mbecroft@iconz.co.nz (Mario Becroft) writes:

>Hello,

>I am trying to find a editor which runs in the MiNT Domain (to use with a
>minix filesystem) and is easy to use. I donwloaded Elvis, and I couldn't
>figure out how even to quit!

:q! (VI user who just wrote something not fit for posting on Usenet)

>Does anyone know of a simple editor, not so full of features that only an
>expert can use it?

Edith Professional works with minix filesystems, and is at least as
easy as any other GEM based text editor. For more information, read

http://www.nl.net/~zfc/

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3526. Re: Sample file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: bil@ccrma.Stanford.EDU
Message-ID: <42a2f8$jr1@nntp.Stanford.EDU>
Source record: 24787

In article <DE65xM.FLw@crash.cts.com> richcsst@crash.cts.com (Richard John Kelsch) writes:
> Am looking for a text file or something of the sort that explains the
> popular sample file formats. AVR, AU, SPL, IFF, WAV, VOC, etc. (I have
> the DVSM docs).

Many of these are described
in the Audio Formats FAQ available via ftp at ftp.cwi.nl:/pub/audio.
They are also discussed in some detail in SoundFiles.ps.Z available
at ccrma-ftp.stanford.edu:/pub/Publications/cmj/Texts.

What is SPL?

3527. [Q] Trying to find a Easy to use editor runs in MiNT Domain

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <428r1v$cf1@status.gen.nz>
Source record: 24788

Hello,

I am trying to find a editor which runs in the MiNT Domain (to use with a minix filesystem) and is easy to use. I donwloaded Elvis, and I couldn't figure out how even to quit!

Does anyone know of a simple editor, not so full of features that only an expert can use it?

Thanks for any help!

Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3528. Re: Linux-67k CD rom

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: drpiper@cix.compulink.co.uk
Message-ID: <DEA91x.51t@cix.compulink.co.uk>
Source record: 24789

> Think about it - the sort of person who'll install Linux is the sort
> of person with MiNT/minixFS on his/her disk... So, unless there's
> some info in the (German only) documentation that I've missed, I have
> to wipe all my Linux stuff from the disk, zero the partitions back
> to TOS and install Linux.
yikees !!

> Of course, HDdriver won't zero partitions, the MinixFS 'minit -r'
> option doesn't work on one of my minixFS drives, and when I installed
> AHDI (so I could use HDX) the damn thing refuses to boot from the
> disk it has just read AHDI from!!!
I can run HDX.PRG even when I've booted with HDDriver. HDDriver is
compatible with AHDI in every respect AFAICT. After all you must have used
HDX.PRG to format your disk.

Bye folks....

--
Darryl

.--.
| email through the InterNet to :- drpiper@cix.compulink.co.uk |
'--'

• 8Meg TT, 625 Mbyte Hard disk, CD Rom, blah, blah, blah...

3529. ST PINOUTS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-02 00:00:00 UTC
From: nicholas@dopey.cc.utexas.edu
Message-ID: <42aec5$nmk@dopey.cc.utexas.edu>
Source record: 24790

I picked up an old 520 ST in a thrift store and it didn't come with a floppy or a monitor, but I have tons of spare amiga parts. I'm figuring that the floppy is similar (as in like a pc floppy) and the monitor must be a 15 khz RGB kinda deal (for the 320x200 and 640x200 modes). So if anyone can get me the pinouts of the monitor and the floppy port I can probably build adapters for them. Let me know if you can help. Thanks!

-nick

--
nicholas@ccwf.cc.utexas.edu (Nicholas Lauland)

3530. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <42c1ru$k53@apopi.u-strasbg.fr>
Source record: 24649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.09
Here is a List of BBSs that have a Falcon Section, If you Have more
please E-mail me info of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thankï¿½s the people who have
contributed to this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Total Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 28.8 kbps no ratios ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1
```

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

Doa-Lin-Haï¿½y (Fido Mail only : No files online)
528197505 2.4-14.4 Kbps 2Meg/Day 8-N-1

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Netherlands (+31)

SSAG
365333981 28.8 Kbps ??? ???
Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256 1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 33.6 Kbps Midi 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1
> Number unobtainable ...
Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1
> Number is wrong ...

U S A (+ 1)

Alternate Eternities
503 649-7615 0.3-14.4 kbps 1/10 8-N-1

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molinï¿½s Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

SOARing STAR
916 661 1538 14.4 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 9.6-33.6Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.
E-mail: Fg024@Cleveland.freenet.edu

3531. Re: Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <42c7d0$jvq@newsbf02.news.aol.com>
Source record: 24650

I have a MegaFile 30 as well, plus the manual. Though I can't send it to you, I can give you any information you want from it. Let me know.

|| | |||
|| | ||| JMZorko

3532. WTB: Atari STuff

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <42c8a6$k2j@newsbf02.news.aol.com>
Source record: 24651

Greetings!

I currently use my Atari Mega ST4 for music composing, running Logic 2.01. I've also several friends with STs that I supplied who need some things, and another friend who's interested in one. We all use the systems for musical applications, running everything from Logic (me) to Omega II to Realtime to Twelve.

We're looking for the following:

1. Cheap 1040s! Most of my friends have 520s, and while they're happy with them, they realize that more RAM is a Good Thing.

2. Cheap SM124s! Unfortunately, one of the SM124s I gave a friend died on him, and he needs a replacement. Another friend of mine has an ST he's dying to use, but he needs an SM124 for it.

3. Cheap SF314s! The 520s I supplied (got them for free from work, they were going to throw them away) all have SF354s, and one friend (the friend who also needs a monitor) has no power supply for his SF354.

|| | |||
|| | ||| JMZorko

3533. TEST OASIS TEST OASIS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: csh@falcon.sdi.agate.net
Message-ID: <810150084_OASIS_@falcon.sdi.agate.net>
Source record: 24652

```
This is just a test.

--

csh@falcon.sdi.agate.net
------------------------
```

3534. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DEC7tB.JpB@crash.cts.com>
Source record: 24653

R.D. Evans (mud08@cc.keele.ac.uk) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : I don't blame your impatience though. System Solutions are dragging
: : their heals.

: Rich, I dont think it's quite that simple. System Solutions have stated all
: along that MagiC 3 wont be released until it works properly with the Falcon.
: There is an awful lot of extra programming that has to go into the Falcon
: version for the DSP support, extra screen modes etc; the Behne brothers have
: stated that the Falcon version was much harder to code than MagiCMAC! As far
: as I know it wont be too much longer before the English release of MagiC 3
: appears, but considering how quickly MagiC has been developed in comparison
: with Microsoft's horrendous attempt on the PC, neither System Solutions or
: the Behne's should be criticised for dragging their heels.

While I completely agree with you on your analysis of the MagiC for
Falcon explanation, I do not agree with my analysis of them "dragging
their heals". Why? Promising a product at a certain time takes
responsibility and a risk. If you are going to promise something, then
you damn well better deliver at the time promised. The MagiC for Falcon
was promised for delivery in late 1994, yet delivery is still "soon".
People wanted to know why Atari kept making similar stupid promises.

It is better to overestimate a delivery date and deliver earlier rather
than underestimate and get customers pissed at you. Sure, the product
will be delivered at exactly the same time in both scenerios, but the
customers have respect for you in only the first. If MagiC for Falcon is
so difficult to code (which I believe is true), then why didn't they just
be honest with customers in the first place and say it was going to take
a while? Instead of promising dates and constantly bumping them up.

That is my definition of a company dragging their heals.

Rich
(still waiting for Falcon030-MagiC)

3535. Re: Sample file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DEC7x4.K2B@crash.cts.com>
Source record: 24654

Bill Schottstaedt (bil@ccrma.Stanford.EDU) wrote:
: In article <DE65xM.FLw@crash.cts.com> richcsst@crash.cts.com (Richard John
: Kelsch) writes:
: > Am looking for a text file or something of the sort that explains the
: > popular sample file formats. AVR, AU, SPL, IFF, WAV, VOC, etc. (I have
: > the DVSM docs).

: Many of these are described
: in the Audio Formats FAQ available via ftp at ftp.cwi.nl:/pub/audio.
: They are also discussed in some detail in SoundFiles.ps.Z available
: at ccrma-ftp.stanford.edu:/pub/Publications/cmj/Texts.

: What is SPL?

A certain sample format. I believe Replay uses it.

Thanks for the info.

Rich

3536. Re: Sample file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DEC7yH.K7M@crash.cts.com>
Source record: 24655

Eric March (diehl@twitch.io.org) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:
: : Am looking for a text file or something of the sort that explains the
: : popular sample file formats. AVR, AU, SPL, IFF, WAV, VOC, etc. (I have
: : the DVSM docs).

: : I would appreciate any help you can give. I have looked on a couple FTP
: : sights, but I haven't found such a file. However, if it may be contained
: : within some kind of sample editing program, then I would appreciate the name.

: The Audio FAQ is available from ftp.cwi.nl in the directory pub/audio,
: files AudioFormats.{part1,part2}. It is also posted to
: comp.binaries.sounds.{misc,d} and to comp.dsp, news.answers and comp.answers.
: It covers AIFF, AU, IFF, 8SVX, VOC, WAV, AVR and MOD files, and explains
: the U-Law and A-Law formats, and has loads of other bits of info --
: basically, everything you ever wanted to know about sound but were afraid
: to ask. :-)

: : Thanks,

: : Rich

: --
: dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
: dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
: dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
: Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

Thank you for the info!

Rich

3537. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DEC856.L0p@crash.cts.com>
Source record: 24656

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Bernhard Fuerst (fuerst@tu-freiberg.de) wrote:
: : In article <41o67v$mpn@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein)
: : wrote:
: :
: : >
: : > BTW, does anybody know if MiNT/X supports virtual memory? 4 meg is not much,
: : > and Outside is a lot cheaper than 14 megs of RAM...
: : >
: :
: : Nope, MiNT doesn't support Virtuell Memory.

: I always understood that Outside worked with MiNT. At least the demo
: does, and a club member here uses it with MiNT regularly. But I don't
: know whether it works with X11 or not.

Outside simulates Extended memory on TOS and MiNT (TT RAM). It
traps the Malloc(), Mxalloc(), Mshrink(), and Mfree() calls. However, it is
not compatible with X11 as it uses a different memory allocation sceme.
I similar driver could be written for X11, but I do not know of one.

Rich

3538. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: drpiper@cix.compulink.co.uk
Message-ID: <DECIAx.Aov@cix.compulink.co.uk>
Source record: 24657

> : : Nope, MiNT doesn't support Virtuell Memory.
>
> : I always understood that Outside worked with MiNT. At least the demo
> : does, and a club member here uses it with MiNT regularly. But I
> don't : know whether it works with X11 or not.
>
> Outside simulates Extended memory on TOS and MiNT (TT RAM). It traps
> the Malloc(), Mxalloc(), Mshrink(), and Mfree() calls. However, it
> is not compatible with X11 as it uses a different memory allocation
> sceme. I similar driver could be written for X11, but I do not know
> of one.

don't talk crap, Outside doesn't catch the calls to the memory
allocation/de-allocation routines, it actually traps the system when it
accesses non existant memory [the virtual memory] and if this is within
the virtual limit set, will swap that memory page into real memory and then
try the instruction again. Of course swapping some virtual memory in also
means swapping some memory out, and thus this gets written back to disk.

Bye folks....

--
Darryl

.---.
| email through the InterNet to :- drpiper@cix.compulink.co.uk |
'---'

• 8Meg TT, 625 Mbyte Hard disk, CD Rom, blah, blah, blah...

3539. QUANTUM HD WARMUP ????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09031995.121730@empyr.dircon.co.uk>
Source record: 24658

Hi, I have got a Quantum LPS105S 105Mb SCSI-2 drive connected to my AdSCSI+ host adaptor. When I first switch my system on, I get 'MSense $FE 0,0' errors quite often. It will sometimes just bypass several auto folder programs and just launch Ease Desktop which is the application selected to autorun in XBOOT.

For the first 10 minutes or so If I try to run any applications, I frequently get 'Data may be damaged on Drive (n)' errors and 'MSense $FE' errors.

After it has 'warmed up' the problems disappear.

The Quantum also makes periodic TCU's (Thermal Compensation Updates, or 'chk chk chk' noises) which I have gathered are quite normal, but these also disappear once the unit has been on for about 20 minutes.

I have recently added a Seagate ST125N 20Mb SCSI drive to the chain, as ID 1, and so far, this has not given any similar problems, although I do not boot from this drive.

Has anyone ever heard of hard drives needing to 'warm up' before they will function correctly before ?

I do not have the docs for the ICDPro drivers I am using, just the handbook for the AdSCSI+ and there is no mention of a 'MSense' error. I have seen 'Sense' errors before on my old and now totally dead Rodime, but never 'Msense'.

Anyone got any ideas ?

Many thanks in advance.

Kev.

/// ReJoinDer v1.1L

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

****

* Beta testing 'ReJoinDer', a superb new FREEWARE QWK mail reader *

```
* for the Atari range..... General release due imminently... *

*****************************************************************

VQWK 6.20 [Rev H - 04/04/94]
```

3540. Falcon Clock modification for audio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_304a1262_Sven.Bornemark@p56.dada.ct.se>
Source record: 24659

Hi there,

> Does anybody know how to modify the clock on the Falcon in order to
> stabilize the running of Cubase Audio?

A complete and correct answer to the above can be obtained from Claes Holmerup.
He's on "claes@dada.ct.se". No-one knows the ins and outs of the Faclon better
than him!

Best regards

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

3541. Re: Cannot open URL

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <42djea$ms9@gti.gti.net>
Source record: 24660
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

David D. Hagood (73437.3162@CompuServe.COM) wrote:

: I suspect that my DNS is set up incorrectly, but have no idea how to set it
: up. I have it pointed to the name server on my Internet host, but it does
: not seem to want to look up the names.

: I REITERATE: WHAT AM I DOING WRONG????

Have you got an /etc/resolv.conf? It looks something like:

domain domain.name
nameserver xx.xx.xx.xx

You can have more than one nameserver (and it's a good idea), but you can
only belong to one domain. You must put IP addresses in the nameserver,
because to resolve hostnames, you need a nameserver to resolve from!

: SO WHY DOESN'T ANYONE HAVE THE GUTS TO RESPOND TO MY QUESTIONS?

Lighten up, bobo. With an attitude like that, you won't get any answers.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3542. Re: Sample file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <793_9509040112@flight.org>
Source record: 24661

A giant chicken in the guise of Bill Schottstaedt clucked:

> What is SPL?

IIRC, SPL is a raw data format, normally unsigned 8-bit data.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3543. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-03 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <794_9509040112@flight.org>
Source record: 24662

A giant chicken in the guise of Mario Becroft clucked:

> Unfortunately, folders cannot be renamed until TOS 1.4.

Why not? Nothing is impossible! :-)

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3544. Cannot open URL

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <42dh9g$52c$1@mhafn.production.compuserve.com>
Source record: 24663
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I cannot get Chimera or DUFTP to work!!
First of all, every time I try to move Chimera around on the screen,
it jumps over to the right edge of the display, leaving me looking at
a few pixels of scroll bar. Also, any time I try to link to any document,
Chimera gives me a "cannot open html::<document name>" message.

WHAT AM I DOING WRONG????

I have a good PPP connection to the net, and I can use FTP.TTP to connect
to a site IF I GIVE THE IP ADDRESS, but if I give the name of the site,
no dice.

Also, DUFTP does not want to connect to any site I give it. It cannot locate
the site.

I suspect that my DNS is set up incorrectly, but have no idea how to set it
up. I have it pointed to the name server on my Internet host, but it does
not seem to want to look up the names.

I REITERATE: WHAT AM I DOING WRONG????

I have repeatedly posted these questions to all the pertainant
COMP.SYS.ATARI groups, with no help. COME ON PEOPLE, LET'S STICK TOGETHER!
I have answered other peoples questions to the best of my ability. I
know there are some people out there who are using Chimera successfully.
SO WHY DOESN'T ANYONE HAVE THE GUTS TO RESPOND TO MY QUESTIONS?
Any advice would be appreciated!

I'd really like to get on the Web, and I'd really like to to it on a
machine that does not have to have a personal blessing from Bill Gates
to boot, but with this level of non-support, even a long-time Atarian
like myself gets a little frustrated. And every one of us that leaves
hurts the community.

COME ON, SOMEBODY ANSWER ME!

3545. Using Lattice C 5 to cross compile to 68K SBC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: ninob@physics1.physics.monash.edu.au
Message-ID: <ninob.51.304A5C16@physics1.physics.monash.edu.au>
Source record: 24664

Simple question. Can Lattice C5 on an ST be used to cross compile C code for a 68K SBC. I have some code, obviously written in C, to port to a 68K SBC. Any pointers would be most appreciated. Thanks in advance.

Nino Benci.

3546. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: bjb@praxis.co.uk
Message-ID: <42eb7d$k68@skolem.praxis.co.uk>
Source record: 24665

mbecroft@iconz.co.nz (Mario Becroft) writes:

>Ok. I found some fonts. But things like Chimera are all setup for thses
>Helvetica fonts. I can't find these Helvetica fonts. Are they available,
>or do I just need to change the configuration files to use the ones I
>have got?
I think you may be able to alias the fonts somehow so that calls for
Helvetica map to a font you do have, but I don't know how to do it off
hand.

>: DLL system (come on you MiNT guys... :-) so you may only be able to

>What's a DLL system? I ran about 8 applications at once, then it said
Dynamic Load/Link Library or something like that. It means that the
the the libraries (the bits of programs which handle the talking to
the operating systems, carrying out common procedures etc) are only
loaded once and all programs share them, so even for 100 X programs
you only need the X libraries (which are big) loaded once. Otherwise
programs each have linked in the same libraries and you get disk space
and RAM being used up for the same code over and over again.

>that it had run out of <something>. I forget what it was now. I know that
>I could only run 2 XTerms then it was "Out of PTYs" but Ithink this was
>something else. It wasn't out of memory though, somehting else.
>What is a PTY?
A pseudo terminal. It's a way of connecting between a program (like the shell
that runs in the Xterm) to an i/o stream other than a physical one,
like the console or serial port. The PTY connects between XTerm and
the program in the XTerm window, and XTerm passes on key presses that
are passed into its window by the window manager.

>Where can I find applications compiled for MiNT X? I got it from
>ftp.cnam.fr, and there area fw on there.
I got things from phlem.ph.kcl.ac.uk, but I think its closed now. Try
Atari archive.

Bye!
--
Ben --
--/// ---------------------These opinions are my own and not---------
--bjb @ praxis.co.uk ---------necessarily those of my employers.-----
--_/ --

3547. Re: Sample file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEDH4n.luq@cf.ac.uk>
Source record: 24666

SPL is the early 8-bit file sample format used by AVR in their samplers.
It was replaced with the AVR file format. SPL can be loaded by the newer
Replay 16 and probably other samplers, it's a fairly standard 8-bit
sample format. Used in Replay 4 I fink.

Simon

3548. can't find Epson Stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: harder@hermes.mpch-mainz.mpg.de
Message-ID: <42effl$hg2@kralle.zdv.Uni-Mainz.DE>
Source record: 24667

Hi all,
I would like to buy an Epson Stylus. Does any1 know where I can get
driver for this printer ? Does somebody use it with the atari st
successfully ?
Thx a lot,
Hartwig

3549. Re: CD-Rom driver

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: BRARDA@vxclia.cern.ch
Message-ID: <BRARDA-040995114348@128.141.55.218>
Source record: 24668

In article <4271ka$og4@ikarus.rz.tu-clausthal.de>, "Harald Mller" <pehm>
wrote:

> Hi,
> does anybody no how to connect a IDE CD-Rom drive to the Falcon to the
> internal IDE port ?

You can find this information on my "ATARI cd-rom FAQ" available on
ftp.cnam.fr in the directory /pub/atari/cdrom.

3550. Re: [Q] FreeMiNT makes some apps not load. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <42eqbj$omg@irzr17.inf.tu-dresden.de>
Source record: 24669

In article <42ae52$pt9@status.gen.nz>,
Mario Becroft <mbecroft@iconz.co.nz> wrote:

> I have obtained FreeMiNT 1.12.4, after beimg advised that it would let
> SMail run properly.
>
> However, it causes other problems also, which make it just about unusable:
>
> Certain programmes simply will not load. After double clicking on them,
> the hard drive accesses for half a second or so, and that's it. The
> programme runs for an instant, then exits. [...]

Just a guess: Are you sure you've set the executable flag on all your
binaries residing on Minixfs partitions?

(Can't help you with the other crashing apps -- I don't use them.)

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

3551. Re: degaussing coils

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <DEDxt6.AnI@exeter.ac.uk>
Source record: 24670

In article <2361rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:

> A general monitor query really.

> What are the degaussing coils for and what probs. will I have if I run a
> monitor with them disconnected?

I'm sure I will be jumped on if I am wrong, but I _think_ they demagnetise
the screen. My monitor once developed a fault where strange blotches of
colour slowly appeared on the screen - the engineer fixed it by replacing
a dodgy cable to the degaussing coils.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3552. Re: TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <42f3hp$4nc@m1.cs.man.ac.uk>
Source record: 24671

In article <DEDGvB.Gn2@cf.ac.uk>, "Dr Simon G.K. Williams" <williamssg@cf.ac.uk> writes:

> that it's heat related, so I am going to fit a small fan behind the
> harddrive (there's just enough space in the case). As far as screening is

I thought the TT had a fan behind the hard disk? Isn't that why they have
an extra fanhole just like the PSU one? I'm annoyed that my MegaSTe doesn't
have a hole in the back of the HD, but then I guess the noise would be incredible!

S.Lai

P.S. There's *plenty* of space for a fan. Get one of those 486 CPU fans, they
can tap off power from the HD supply. I looked in horror when I got my hard disk -
there's room for at least TWO of them in my machine!

3553. Re: TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEDGvB.Gn2@cf.ac.uk>
Source record: 24672

Thank's for everyone who has offered suggestions to these strange disk problems on the TT, looks like I'm not alone!

I tried another drive, but it did not seem to cure the problem. It seems that it's heat related, so I am going to fit a small fan behind the harddrive (there's just enough space in the case). As far as screening is concerned, I removed the video screening as my graphics card get's very bloody hot! I think this is probably not helping the disk drive. In addition my 1GB conner get's Hhhottt! Well, Atari certainly know where to cut the corners! Suprised they bothered putting a fan in the PSU!
So, any TT owners out there beware! FOr starters, I DONT put my monitor on top of the computer! Perhaps I should put a 12inch fan on it!

Simon.

3554. Re: TT ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEDH08.GpH@cf.ac.uk>
Source record: 24673

I'll try and remember to post them tommorow!
Email me if I forget, or just remind me!

Simon.

3555. TT floppy drive problems, the story so far...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEDzCE.AMt@cf.ac.uk>
Source record: 24674

For those of you who haven't followed the thread on problems with TT floppy drives, or for those who are interested in what the problems are, here's a summary of my original problem posted and replies I have had.

Right, well here's my problem at the moment ;

Essentially I have no problems reading floppy disks, and if I write to floppy disks (even with verify on), I don't get any errors. Also no problems formatting disks. But, after using the computer for several hours, quite a number of files after being written to disk don't load back in. For example picture files either become corrupted at some point or fail to load, programs report as being not executable, midi files are corrupt, yet strangely enough ascii files never seem to get into problems. These were the suggestions offered to me from several people :-

1. The AJAX chip may be loose in its socket, over a period of months it can slowly work out due to heat and often will introduce the problems described above. Simply ensure it is pushed in firmly.

2. Problems with head alignment on disk drive, more noticeable on write than read. Possible cause .. dust

3. Interference. Once person who places his monitor on top of the TT said that moving his monitor a few inches cured the problem! Might be lack of screening in this circuitry.

Well, in addition to these points, I suspect my problem is heat related. If I leave the lid of the machine, it doesnt seem to develop. Above the floppy drive components of course is the hard drive, mine a 1GB conner gets VERY hot. Also under this is the ST ram board (also a warmy) and to the left of this lot is the matrix graphics card, that's hotter than the sun! So, with very limited ventilation in this area, what with the nest of ribbon cables for floppy and harddrive, I suspect it get's too hot for the possibly rather temperature sensitive components of the high density interface.
Well, my only thought is to add some ventilation at the rear corner of the machine and to hopefully incorporate a small fan, perhaps on the top cover behind the harddrive, or on the rear of the case. Strange, but after resiting some of the cables and the weather cooling off, the problems arent apparent at the moment! The quest continues, and, to all TT owners with similar problems, I'll keep you posted of the developments in this corner!

Cheers,

Simon.

3556. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <42f767$rml@preeda.internex.net.au>
Source record: 24675

Steven Slater (aa860@ccn.cs.dal.ca) wrote:
: I use Terradesk, which is usable with TOS 1.0 I believe and is also

Use Vers. 1.39 NOT 1.40 as it's not very stable with some .prg's.

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

3557. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: Richard Grable <richie@wolfenet.com>
Message-ID: <42f9di$rrm@news1.wolfe.net>
Source record: 24676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st

Add ACEY BBS to the list supporting the Falcon. Although I just
switched over to a Mac for the bbs there will be a Falcon and Atari St
section. Give me a call at (509)966-8555 (bbs). Also have the 7 disk
Internet set (as on zip file) and the GEM Web brouser. Full access to
first time callers.

3558. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <42ev4l$bmn@duke.cs.duke.edu>
Source record: 24677

From the Holy Book of <42805f$h6m@status.gen.nz>
as spake by mbecroft@iconz.co.nz (Mario Becroft) :

>Ben Bell (bjb@praxis.co.uk) wrote:

>Ok. I found some fonts. But things like Chimera are all setup for thses
>Helvetica fonts. I can't find these Helvetica fonts. Are they available,
>or do I just need to change the configuration files to use the ones I
>have got?

ftp.x.org:/pub/R6untarred/xc/fonts/ should have all the fonts you need.
You'll most likely need the ones in bdf/100dpi; the Helvetica ones are
helv*.bdf.

>: DLL system (come on you MiNT guys... :-) so you may only be able to

>What's a DLL system?

Shared libraries, basically. This comes up every six months or so on
the MiNT mailing list [about the same time as built-in virtual memory
and non-blocking fork() ;)]. The idea is that you have one copy of
the X library code in memory and several programs sharing it --- a
substantial savings, as the X library is pretty !@#$ing big.

> I ran about 8 applications at once, then it said
>that it had run out of <something>. I forget what it was now. I know that
>I could only run 2 XTerms then it was "Out of PTYs" but Ithink this was
>something else. It wasn't out of memory though, somehting else.
>What is a PTY?

Pseudo-terminals --- simulated devices you can attach a program to so
that it thinks it's talking directly to the keyboard and screen. They
show up as /dev/ptyp0 and /dev/ptyp1. You can create more of them by
running pty multiple times as you start X.

>: >Is there a MiNT X available that will work in 16 colours? What about one
>: >that just uses the VDI, eliminating these silly problesm all together?

>: Nope... neither.

>What a pain. Well, is it possible? If it is, somebody must have done it
>somewhere. I can't see why it would not be possible.

Well, X for Linux68K supports color IIRC, so it's possible, at least in
theory.

> I think it would be
>great to have X11 running in a window under GEM (this should be possible

>too, all the parts of X11 that draw to the screen would just need to have
>some additional handling put on them.)

Well, it's not quite _that_ simple. Basically, you'd need a special
window manager that lived in a GEM window --- or if you wanted to get
fancy, perhaps a GEM replacement desktop that could act like an X window
manager.

>Where can I find applications compiled for MiNT X? I got it from
>ftp.cnam.fr, and there area fw on there.

You could try a.a under Mint/X11.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

3559. Running a terminal on my ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <810236490_OASIS_@bpfd.demon.co.uk>
Source record: 24678

I have 2.5Mb STFM with HDD and Mono monitor running MagiC, Thing, NVDI and
others.
I also have a Cambridge Z88 with the bare minimum of memory and no peripherals

I would like to use the Z88 as a terminal on my ST. I have got them
communicating through a terminal program on each computer, but what I really
want to do is to redirect the inputs and outputs of a TOS program which I can
write myself in HiSoft Basic to the Z88.

My aim is to write some simple POS and stock control software on my ST and then
use the Z88 on my shop counter as a POS terminal.

So is there an easy way to do this or do I have to code the entire program
differently, writing directly to the serial port rather than just using PRINT
and INPUT?

I _think_ this could be done using MiNT but as you can see I do not have a MiNT
system running - it is all MagiC based, and I would really like to carry on
using my computer with this POS software running in the background.

Any tips greatfully appreciated!

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3560. Re: [Q] MiNTNet and POP email (LONG)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: Cliff Cook <ccook@icis.on.ca>
Message-ID: <DEE4tJ.DrG@icis.on.ca>
Source record: 24679

boisson@netpress.fr (Stephane Boisson) wrote:
>
> Mario Becroft (mbecroft@iconz.co.nz) wrote:
> | So, what is a POP client? What is POP in the first place?
> | And of course, where can one be obtained for MiNTNet?
>
> Here is one I wrote and I am using. Sorry no man page, you
> have to use the source luke!
> You will have to set a constant top your pop server..

You've done the world a big favour by putting this together. Merci!

Why don't you post the binaries somewhere with instructions? SVP.
Then I won't have to use this old PC to read mail.

3561. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Sep4.202629.9578@alder.cc.kcl.ac.uk>
Source record: 24680

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Ok. I found some fonts. But things like Chimera are all setup for thses
: Helvetica fonts. I can't find these Helvetica fonts. Are they available,
: or do I just need to change the configuration files to use the ones I
: have got?

Either edit /usr/lib/X11/app-defaults/Chimera & change the font settings, or perhaps you need to create a "font.alias" file in each of the font directories. Under Linux, "mkfontdir" will help in making the "font.dir" files - has this been ported to MiNT?

: 4MB ST RAM and 4 MB TT RAM. Doesanyone know ehether X works with outside
: virtual ram?

It should do.

: What is a PTY?

Pseudo tty. IIRC there is a prog that needs to be run to make more pttys for Mint.

: Where can I find applications compiled for MiNT X? I got it from
: ftp.cnam.fr, and there area fw on there.

If you can compile prorams your self, there are plenty of source in the Slackware distribution :-
src.doc.ic.ac.uk:/packages/linux/slackware-source-mirror/xap

--
Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\\

3562. Re: [Q] MiNTNet and POP email (LONG)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Sep4.202634.9579@alder.cc.kcl.ac.uk>
Source record: 24681

```
Mario Becroft (mbecroft@iconz.co.nz) wrote:
| So, what is a POP client? What is POP in the first place?
| And of course, where can one be obtained for MiNTNet?

I'm told the popclient from the Linux source compiles & works fine under
Mint.

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
//////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\//////////////////////////////////////
```

3563. FS:Atari STuff: New items, prices lowered!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <42fot4$anl@india.lm.com>
Source record: 24682
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 9/4/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade. $300.00
1040 ST/F(M?) 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
(P) Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $270.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
(SOLD)Monitor Master(toad) ******
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $100.00

AUDIO:
Stereo Replay audio digitizer $90.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield (used) $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ==
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $10.00
DMB Backup! (Michtron) $10.00
DMB (P)(SOLD) Balance of Power
1990 edition (SHW) ******
DMB Battle Chess $10.00
DMB Battletech -
cresent hawk's inception $10.00
DM BBS Express ST $15.00
DMB Blacklamp $5.00
DMB Bloodwych $10.00
DMB (SOLD) Bureaucracy *******
DMB Club Backgammon $10.00
DM Codehead G+ Plus $10.00
DM Codehead Hotwire $20.00
DM Codehead Lookit & Popit $10.00
DM Codehead Maxifile III $20.00
DM Codehead Multidesk Deluxe $20.00
DM Codehead Utilities $10.00
DM (SOLD) Codehead Warp 9 ******
DMB Curse of the Azure Bonds $10.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $10.00
DM DC Utilities $5.00

DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $10.00
DMB Deluxe Paint ST $25.00
DM (SOLD) Diamond Back II ******
DM (SOLD) Diamond Edge ******
DMB Dragons of Flame $5.00
DMB Dungeon Master $10.00
DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $12.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk, 3.0manual$45.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $10.00
DM Hard Disk Toolkit $10.00
(Beckmeyer Develop.)
DMB Hillsfar $10.00
DM (SOLD)ICD - Advantage ST - ******
Harddrive util disk
DM ICD Clean-up ST $20.00
DMB Ikari Warriors $5.00
D (SOLD)Image Art-icons, 2disks******
D Interlink ST (term) $15.00
DB (SOLD) Jewels of Darkness *****
DB Kis Terminal $5.00
DM Laser C $35.00
DMB Lock-on $5.00
DMB (SOLD) Lurking Horror *****
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Mega Traveller 1: $10.00
Zhodani Conspiracy
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $15.00
DMB Mindshadow $10.00
DM MVG - Multi Viewer Graphica $10.00
??B Neochrome ???? $5.00
DM (SOLD) Neodesk *****
D PACE Library Disks, $200.00
(Pittsburgh Atari Computer Enthusiasts)
Aprox 350+ disks

D PACE UK Disks 200 disk $100.00
D PC Ditto $5.00
DMB Populous $10.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
D Pro Copy 1.22 $5.00
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Shadowgate $10.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $15.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $10.00
DMB (SOLD) STalker 3 term ******
DM (SOLD) STeno $10.00 ******
DMB Temple of Aphsai Trilogy $10.00
DB Temple of Aphsai Trilogy $10.00
D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $15.00
w/cloth map and coin
DM Ultimate Virus Killer $15.00
DM Universal Item Selector3.32 $10.00
DMB (P)(SOLD)Universe II ******
DMB Universe III $10.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $10.00
picture cataloger
4DM Wizworks Mugshot $12.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $65.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00

book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

3564. Re: upgrading mega ste, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DEEFBG.JsL@cix.compulink.co.uk>
Source record: 24683

In response to rcain@nest.demon.co.uk's message:
> On 31 Aug 95 sidcelery@cix.compulink.co.uk wrote:
> s> Even those drives that don't have jumper pins to set parity can be
> s> modified using software, such as is available with ICD Pro utilities.
>
> Hey, Harry, tell me more! Do you mean BOOTFIX?

That's what I meant.

> It didn't work with an IBM I have.

Oh...

> Or do you mean SCSI? If so, what is the command chain which needs to
> be sent?

No way Roger. You don't get me that easy... <g> Can't you contact IBM
to find out what you'd need to send? (Portsmouth, isn't it?)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3565. Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <42fnp1$1cs@gti.gti.net>
Source record: 24684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a TT that's acting up in several annoying ways.

First, the floppy isn't working correctly. The machine was originally TOS 3.05, but was upgraded to a WinX patched version of German 3.06, and has the upgraded floppy controller chip (AJAX?). I can read high-density floppies created on my Falcon, but cannot read double-density (720k) floppyies created on the same machine. Nor can I even format floppies at all. Running Profiler 2.4 tells me that drive A: is a high-density floppy.

I tried to install a new drive mech. to test it out, but the system doesn't even recognize that a floppy exists with this new mech. I know the drive mech. works fine, since I also use it on my 486 system. When I power the TT on (with the new drive mech. in), the drive light glows real sickly (weak). When I try to access A:, I get "drive A: does not exist". Is there any thing I should be aware of when replacing the mech? I noticed some jumpers on both the old and new, but they don't match. Even when I matched them up, it still doesn't work.

Also when running Profiler 2.4, it tells me that there is no blitter installed in the system. I thought these were stock on TT's? I didn't see any empty sockets when I opened the machine, so hopefully this doesn't mean that I have a bad blitter!

Finally, does anyone know of a way I can get hold of a English (american) TOS 3.06? Call me a purist or anal retentive but I like to have things like this as original as possible.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3566. Re: TT floppy disk problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DEEKn3.ELI@cix.compulink.co.uk>
Source record: 24685

In message <dba.809944308@YE>, dba@jet.uk said:
> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > My TT's floppy disk drive has started playing up recently. I had

> > Drive not ready.
> > data on drive A may be damaged.
>
> > Retrying almost always solves the problem.

> I also had the same problem with the TT floppy disk drive. I purchased
> a replacement drive but the problems persisted. Eventually I found
> that the problem was the position of the monitor, by moving the
> monitor which sits on top of the TT case the problems went away.

I thought of that - but my TT's monitor is 'miles' away. I do have a 14"
multisync on top of the TT's case for use by all my machines - but the TT
has the problem even when the multisync is off.

I think I'm going to have to put the sheilding back in.

:-)

Roland.

@CiX

3567. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DEEKn4.EM4@cix.compulink.co.uk>
Source record: 24686

In message <42adjm$pt9@status.gen.nz>, mbecroft@iconz.co.nz said:
> Bernhard Fuerst (fuerst@tu-freiberg.de) wrote:

> : Nope, MiNT doesn't support Virtuell Memory.
>
> I always understood that Outside worked with MiNT. At least the demo
> does, and a club member here uses it with MiNT regularly. But I don't
> know whether it works with X11 or not.

From what I've heard - MiNT *does* support VM - though MiNT-X is none too happy with it. Also MiNT likes more than 4Mb of real memory before you start turning on the VM.

All in all not a particularly useful combination.

:-(

Roland.

@CiX

3568. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <DEEFHo.K7x@cix.compulink.co.uk>
Source record: 24687

>> : : Nope, MiNT doesn't support Virtuell Memory.
>>
>> : I always understood that Outside worked with MiNT. At least the demo
>> : does, and a club member here uses it with MiNT regularly. But I
>> don't : know whether it works with X11 or not.
>>
>> Outside simulates Extended memory on TOS and MiNT (TT RAM). It traps
>> the Malloc(), Mxalloc(), Mshrink(), and Mfree() calls. However, it
>> is not compatible with X11 as it uses a different memory allocation
>> sceme. I similar driver could be written for X11, but I do not know
>> of one.
>
>don't talk crap, Outside doesn't catch the calls to the memory
>allocation/de-allocation routines, it actually traps the system when it
>accesses non existant memory [the virtual memory] and if this is within
>the virtual limit set, will swap that memory page into real memory and then
>try the instruction again. Of course swapping some virtual memory in also
>means swapping some memory out, and thus this gets written back to disk.

But presumably Outside needs to intercept the memory (de)alloc routines so
that it knows when an access to non-existant memory occurs. And how does
the OS allocate more memory than is available without help?

Cheers,
Simon

```
=====================================================================
= Internet: srobins@cix.compulink.co.uk = NeST: 90:100/401@nest.ftn =
=====================================================================
```

3569. Re: Falcon For Sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: haxton_k@ix.wcc.govt.nz
Message-ID: <42fufe$roc@golem.wcc.govt.nz>
Source record: 24688

In article <425eem$nkd@maureen.teleport.com>, Info. Sys. Professionals <isp@teleport.com> writes:
>SYSTEM FOR SALE

> and more....
>
>Comes with all necessary cables, original system disks & manuals. Asking
>$1150, but make me an offer!
I am interested in this system (or one like it)
Can you please email me your location (city,state,country)

What methods of payment could you accept
My address is
Haxton_k@kosmos.wcc.govt.nz

3570. Re: Falcon & SCSI Caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <42g19h$i6p@gti.gti.net>
Source record: 24689

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hello,

: I've recently built my Falcon in a Lighthouse Tower, and now have
: the room to spare at last for an extra HD. Can I simply buy a bare
: SCSI drive with the appropriate SCSI2-cable and put it in? This would
: save about 75$ on the casing - BUT, some Tower vendors are offering
: `SCSI kits'. What's in them? What extras would I need? If it's just
: a power supply and some cables, could I simply use the old 260ST
: powersupply I've got lying around, if the Falcon's original PS can't
: take the drive? Extra fan? Anyone?

I would use an extra power supply to drive your drives. IMHO the Falcon
power supply is rather weak (or just engineered to drive what's inside
only). You may want another fan, but that doesn't matter.

You can just put the drive in the case and have at it, but beware of
mating cables. Hopefully you're already aware of the difficulties:

The Falcon connector is a 50-pin mini centronics. While this is standard
enough in many systems, matching it to something is sometimes an adventure.
If you want to simply cable the Falcon to a bare drive, you'll need some
conversion in the middle. SCSI drives uses 50-pin dual header connectors.
What I have is a cable on my Falcon that goes to 50 pin standard centronics,
and then another cable that takes the centronics to a 50-pin dual header,
so I can plug it directly into the drive...

Some shoeboxes have internal cabling so that the external connector is
already in the proper type and gender, so that would negate that problem.
I run my drive bare (who cares how it looks, it works!), so did a little
cable gymnastics.

Geez, I hope that above paragraph makes sense!!

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3571. REPOST: BLITTER UPGRADE..

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09041995.204640@empyr.dircon.co.uk>
Source record: 24690

Hi,

Sorry to repost this but I have had no replies yet, and this blitter problem is annoying me !

I have tried adding a Blitter chip to my 520 STFM, but when the chip is in place, the ST won't boot at all, just a black screen (mono).

My system is :

520 STFM, 4Mb Marpet XTRA-RAM Deluxe board fully populated, TOS 1.4 upgrade (it originally came with 1.2). Everything else is standard.

I had to fit a socket for the Blitter and I have triple checked for dry joints etc. I have removed the solder pads on points W3 and W4 (blitter enable points) and installed the chip the correct way around.

Does anyone know if a Blitter will work with TOS 1.4, and if there is any way to test it. I have an Oscilloscope if that makes any difference.

Many thanks in advance,

Cheers,

Kev.

/// ReJoinDer v1.1L

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

****

* Beta testing 'ReJoinDer', a superb new FREEWARE QWK mail reader *

* for the Atari range..... General release due imminently... *

****

VQWK 6.20 [Rev H - 04/04/94]

3572. Falcon & SCSI Caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <42fope$icv@wn1.sci.kun.nl>
Source record: 24691

Hello,

I've recently built my Falcon in a Lighthouse Tower, and now have
the room to spare at last for an extra HD. Can I simply buy a bare
SCSI drive with the appropriate SCSI2-cable and put it in? This would
save about 75$ on the casing - BUT, some Tower vendors are offering
`SCSI kits'. What's in them? What extras would I need? If it's just
a power supply and some cables, could I simply use the old 260ST
powersupply I've got lying around, if the Falcon's original PS can't
take the drive? Extra fan? Anyone?

Please help me out - I have about 2 bytes to spare, and then my HD
is _FULL_.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3573. re: degaussing coils

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2513rcain@nest.demon.co.uk>
Source record: 24692

On 04 Sep 95 cs93dlh@vega.dcs.exeter.ac.uk wrote:
>> What are the degaussing coils for and what probs. will I have if I run
c> a
>> monitor with them disconnected?
c>
c> I'm sure I will be jumped on if I am wrong, but I _think_ they
c> demagnetise the screen. My monitor once developed a fault where
c> strange blotches of colour slowly appeared on the screen - the
c> engineer fixed it by replacing a dodgy cable to the degaussing
c> coils.

It's OK, Dan - you are definitely RIGHT! I have sussed things out now and got the coils and monitor working again.

Just behind the screen is a shadow mask screen which is ferromagnetic. It is this which has to have its magnetisation reduced to zero by a high 50 c/s field at switch on which then decreases to something small over a couple of seconds.

Roger
rcain@nest.demon.co.uk

--

3574. re: can't find epson stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2512rcain@nest.demon.co.uk>
Source record: 24693

```
On 04 Sep 95 harder@hermes.mpch-mainz.mpg.de wrote:
h> I would like to buy an Epson Stylus. Does any1 know where I can get
h> driver for this printer ? Does somebody use it with the atari st
h> successfully ?

What does it emulate? You need a driver to suit this. Probably Epson 850-LQ
is one of the modes - drivers for this are everywhere.

BTW, the Epson is a good choice - nice technology, nice printing.

Roger
rcain@nest.demon.co.uk

--
```

3575. re: memory upgrade of st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2514rcain@nest.demon.co.uk>
Source record: 24694

On 04 Sep 95 alan@browns.co.uk wrote:
a> Does anyone know about any links to be made / broken, or perhaps
a> the XT
a> chips are too slow??

Unlikely to be too slow. A 8Mhx ST will work with RAM at 150ns and below. There should be a number on the chips 70, 80, 100, 120, 150 etc. indicating the access time.

Been a while since I did a memory job on my PCB but the three important signals for Bank 1 are RAS1 CAS1H and CAS1L which, on my PCB are labelled and are around the centre of the board (my PCB is one of the original 512Kb only - not even positions for the second bank). Also, eack RAM chip should have a decoupling capacitor of about 0.2 uF connected between 5v and ground. For cost reasons these may have been left out on the 512K model.

a> The ST still works fine with 512K.

Yup. The TOS knows there is more than 512K connected but it is failing the memory read/write check - I guess it could be lack of decoupling which is causing the prob. as the extra 512Kb is obviously addressable.

Roger
rcain@nest.demon.co.uk

--

3576. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-04 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <4dc_9509050121@genesplicer.org>
Source record: 24695

Re: _Replacement Desktops_, CALLUM LERWICK wrote to Mario Becroft on 03 Sep 95:

CL> A giant chicken in the guise of Mario Becroft clucked:
CL>
>> Unfortunately, folders cannot be renamed until TOS 1.4.
CL>
CL> Why not? Nothing is impossible! :-)

MaxiFile can rename them in versions < 1.4.

* LED v1.31 * Freq ATARINET @ 1:209/745 and increase your Atari knowledge!

3577. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DEEo3s.y1@cix.compulink.co.uk>
Source record: 24696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <42fnp1$1cs@gti.gti.net>, azog@gti.gti.net said:

> Also when running Profiler 2.4, it tells me that there is no blitter
> installed in the system. I thought these were stock on TT's? I didn't
> see any empty sockets when I opened the machine, so hopefully this
> doesn't mean that I have a bad blitter!

No blitter in a TT at all. The machine is too fast for the standard ATARI
blitter AFAIK. Just add NVDI if you want a little more speed.

:-)

Roland.

@CiX

3578. Re: TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DEEo3v.yq@cix.compulink.co.uk>
Source record: 24697

In message <DEDGvB.Gn2@cf.ac.uk>, williamssg@cf.ac.uk said:

> screening is concerned, I removed the video screening as my graphics
> card get's very bloody hot! I think this is probably not helping the
> disk drive. In addition my 1GB conner get's Hhhottt! Well, Atari

Most likely.

> starters, I DONT put my monitor on top of the computer! Perhaps I
> should put a 12inch fan on it!

I tried mounting a small 8cm equipment fan on top of my TT to blow air down onto the circuit board. Unbelievably ineficient and a total waste of time!

I had previously removed the internal PSU and replaced it with an external PC one. This time around I blocked up all the holes in the case which weren't proper air vents (to force the air to be drawn over the circuit board) and removed the plastic grill behind where I had left the original PSU fan.

It was also at this point that I took the speaker and VME slot shieldign out.

Seems to have done the trick as far as TT-Hi shimmer is concered - though my floppy disk is fussier than it was.

:-)

Roland.

@CiX

3579. Re: TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DEEo3x.zI@cix.compulink.co.uk>
Source record: 24698

In message <42f3hp$4nc@m1.cs.man.ac.uk>, lais@cs.man.ac.uk said:
> In article <DEDGvB.Gn2@cf.ac.uk>, "Dr Simon G.K. Williams"
> <williamssg@cf.ac.uk> writes:
>
> > that it's heat related, so I am going to fit a small fan behind the
> > harddrive (there's just enough space in the case). As far as
> > screening is
>
> I thought the TT had a fan behind the hard disk? Isn't that why they
> have an extra fanhole just like the PSU one? I'm annoyed that my
> MegaSTe doesn't have a hole in the back of the HD, but then I guess
> the noise would be incredible!

Early TTs did have this second fan - but my 1992 one had exactly the same arrangement of PSU and single fan that my (now sold) 1992 MSTE had.

Its not even easy to fit the fan behind the hard drive as the shielding covers the back panel and the circuitry goes right up to the sheilding.

Roland.

@CiX

3580. HP Printers with Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: cunham@teleport.com
Message-ID: <42gpne$4dm@maureen.teleport.com>
Source record: 24699

Does anyone know a source for printer drivers for the HP540, HP520, HP 4L, HP 660c, HP 600, HP 500c and HP 560c printers
that can be used with AtariWorks and Pagestream 2.2

****

I would rather be right, than politically correct !

****

3581. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: Simon Gornall <simon>
Message-ID: <DEF6qL.6nE@carmen.logica.co.uk>
Source record: 24700

bjb@praxis.co.uk (Ben Bell) wrote:
>
>>Where can I find applications compiled for MiNT X? I got it from
>>ftp.cnam.fr, and there area fw on there.
>I got things from phlem.ph.kcl.ac.uk, but I think its closed now. Try
>Atari archive.

Phlem is indeed dead. I've moved to work at Logica now, and my wonderful supervisor decided that the ftp site was a waste of space. He removed he thought was related to me. Sorry guys - nothing I could do.

I have a DEC alpha here at Logica, but the firewall people seem fairly keen to only allow what they want through, so it looks like I can't set up a second site.

ATB,
Simon.

3582. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <42h58r$153k@c4.hrz.uni-giessen.de>
Source record: 24701
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi *

In <42fnp1$1cs@gti.gti.net>, azog (azog@gti.gti.net) wrote:
: I have a TT that's acting up in several annoying ways.

: First, the floppy isn't working correctly. The machine was originally
: TOS 3.05, but was upgraded to a WinX patched version of German 3.06,
: and has the upgraded floppy controller chip (AJAX?). I can read
: high-density floppies created on my Falcon, but cannot read double-
: density (720k) floppyies created on the same machine. Nor can I even
: format floppies at all. Running Profiler 2.4 tells me that drive A:
: is a high-density floppy.
: I tried to install a new drive mech. to test it out, but the system
: doesn't even recognize that a floppy exists with this new mech. I know
: the drive mech. works fine, since I also use it on my 486 system. When
: I power the TT on (with the new drive mech. in), the drive light glows
: real sickly (weak). When I try to access A:, I get "drive A: does not
: exist". Is there any thing I should be aware of when replacing the
: mech? I noticed some jumpers on both the old and new, but they don't
: match. Even when I matched them up, it still doesn't work.
All PC disk drives has to be jumpered (?) as drive 1 (one). You do this
choosing Drive Select 1 (one) with the jumpers.
The Atari needs drives that react as drive 0 (zero). So you have to chance
the jumper in the drive you got from your PC.
I'm not sure ybout it, but I can imagine that the floppy controller needs
the information if there's a DD disk inserted. You may reach this setting
the right jumper in the disk drive.

: Also when running Profiler 2.4, it tells me that there is no blitter
: installed in the system. I thought these were stock on TT's? I didn't
: see any empty sockets when I opened the machine, so hopefully this
: doesn't mean that I have a bad blitter!
The TT has _NO_ Blitter. Due to the new Video System and the higher clock
rate on the bus the blitter would _slow down_ the speed.
BTW: TOS 3.06 still supports the blitter. You may see this when you use a
68030-Card with TOS 3.06 in you ST.

: Finally, does anyone know of a way I can get hold of a English (american)
: TOS 3.06? Call me a purist or anal retentive but I like to have things
: like this as original as possible.
No idea. Sorry.

Hope it helps.

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
cogito, ergo sum... ...hic falso

--
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
"Wenn ist das Nunstueck git und Slotermeyer?
Ja! ... Beiherhund das Oder die Flipperwaldt gersput." Monty Python (1969)

3583. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <DEFpE9.n55@exeter.ac.uk>
Source record: 24702

> : Nope, MiNT doesn't support Virtuell Memory.
> I always understood that Outside worked with MiNT. At least the demo
> does, and a club member here uses it with MiNT regularly. But I don't
> know whether it works with X11 or not.

Outside works with a plain MultiTOS system. It doesn't work on
a MiNT/MiNTOS/minixfs/MiNT-NET system, and certainly not with X-Windows.
Shame really.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3584. Big IDE Disk Problem on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: Matthias Helge Hennig <hennimba@rz.ruhr-uni-bochum.de>
Message-ID: <Pine.HPP.3.91.950905144807.8453B-100000@hp138.rz.ruhr-uni-bochum.de>
Source record: 24703

Hi, everybody!

I got an IDE-Drive (850 MB, "new" IDE-Connector, whatever this is...) and tried to connect it to my Falcon. The only thing that works is to format it with HDX (in Master/Slave mode with a second Drive). Then everything works fine (booting, r/w etc..) until ... I switch off my computer. After that nothing works (of course I switched on my comp again!), HDX responds with "Root Sector unreadable" and after formating the drive again, it works until ... well, we had that.

I hope, somebody knows something abaout that,
Matthias

hennimba@hp138.rz.ruhr-uni-bochum.de

3585. Re: Memory upgrade of ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <304c8946134a059@discworld.oche.de>
Source record: 24704

Alan Mathers (alan@browns.co.uk) wrote:

AM> I believe the mother board is a fairly old example and has 2 banks of 16
AM> memory chips - one filled (47128 chips I think) and the other vacant. I
AM> have soldered DIL headers onto the board for the chips and the ST works
AM> fine with them in.

What you need are 256kBit * 1 Chips, called 41256 or similar. Yours might
be compatible, although I can not tell from the number you give.

AM> After obtaining some very similiar chips from an old XT board (417128?)
AM> and carefully inserting them into the sockets, the ST refuses to start.
AM> There is always a family of 2 to 20 bombs on the screen and usually
AM> colour washes too! (Very good for a graphics demo I'm sure!)

You need to check if the RAS/CAS lines are connected. You might need to
fit 2-3 68 Ohm resistors on the PCB in the traces between the RAMs and
the MMU. Look for 2 or 3 68 Ohms resistors on the PCB with vacant space
for more resistore beside.

AM> Does anyone know about any links to be made / broken, or perhaps the XT
AM> chips are too slow?? The ST still works fine with 512K.

150ns Chips are maximum, faster is OK.

AM> There are three (256/1024) links on the board, all of which are set to
AM> 1024, but I think they are for the ROMs.

Right.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3586. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: davef@impala.inmos.co.uk
Message-ID: <42i2jl$mpc@lion.inmos.co.uk>
Source record: 24705

In article <690_9509011225@flight.org>, CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:
|>
|> Anyway: The main reason I want a replacement desktop is so I can move* files.
|> Copying and deleteing takes too* long. And renameing folders would be nice.
|> Any ideas?
|>
|> ___

You can move files with GEM desktop by holding down the control key (if my memory serves me) as you position the selected files over the destination directory. Simply select the files as you would normally, and then drag to where you want them moved to and hold down the control key as you release the mouse button. This should give you a panel where 'move' replaces 'copy' assuming you have 'verifies' set to on (prefs pulldown menu).
You can rename folders by selecting them and then pulling down the 'show info' menu. You should then be able to click in the folder name and edit it.
--
+---------------------------(Dave Foy)------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@bristol.st.com |
+----------------------(+44 454 616616 X526)-------------------------+

3587. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <42i0po$9vr@nyheter.chalmers.se>
Source record: 24706

In article <DEEFHo.K7x@cix.compulink.co.uk>,
Simon Robins <srobins@cix.compulink.co.uk> wrote:
>
>But presumably Outside needs to intercept the memory (de)alloc routines so
>that it knows when an access to non-existant memory occurs. And how does

You mostly access memory between the allocation and deallocation calls,
you know. What you are suggesting has no chance of working.

>the OS allocate more memory than is available without help?

But the memory _is_ available. At least as far as the OS is concerned.

A simple explanation of how virtual memory works:
- Some hardware inside the '030 checks the address of _every_ (logical)
memory access and changes the address to the correct physical RAM
address (they do not have to be the same).
- If the processor decides that the requested logical address is illegal
(not mappable to RAM) there will be a bus error.
- Outside traps the bus error, makes room for the missing memory block
(possibly by writing another block out to disk) and loads it into RAM.
- Finally the execution of the instruction that caused the bus error is
continued.

This is not simple at all and requires that the processor has the ability
to continue (or restart) an instruction that accessed unavailable memory.
The hardware must also be capable of remapping memory addresses on the fly.
The 68000 Ataris can't do either and can therefore not use virtual memory.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

3588. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <810306318_OASIS_@bpfd.demon.co.uk>
Source record: 24707

In article <42adpc$pt9@status.gen.nz>
mbecroft@iconz.co.nz (Mario Becroft) said:-

>CALLUM LERWICK (CALLUM.LERWICK@f47.n282.z1.fidonet.org) wrote:
>: Anyway: The main reason I want a replacement desktop is so I can move* files.
>: Copying and deleteing takes too* long. And renameing folders would be nice.
>: Any ideas?
>
>Unfortunately, folders cannot be renamed until TOS 1.4.

Actually they can - there is just no 'legal' way to do it.
When I wanted to rename a folder under TOS 1.2 I just used UIS III
And I _think_ Teradesk can do it also. Kobold almost certainly can!

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3589. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DEGB7L.LCG@cix.compulink.co.uk>
Source record: 24708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <42fnp1$1cs@gti.gti.net>, azog@gti.gti.net said:

>I have a TT that's acting up in several annoying ways.

>First, the floppy isn't working correctly. ...

Is switch 7 on J203 on?

>I tried to install a new drive mech. to test it out, but the system
>doesn't even recognize that a floppy exists ...

You need to change the jumpers to select `drive 0'.

Also check that pin 1 on your 34 way cable is connected to pin 1 on the
drive.

What is the drive model number?

>Also when running Profiler 2.4, it tells me that there is no blitter
>installed in the system.

There is no blitter in the TT.

>Finally, does anyone know of a way I can get hold of a English (american)
>TOS 3.06?

You can get UK versions from Compo, for US try Best in San Jose.

ATB Barry wilsontjb@cix.compulink.co.uk

3590. Re: Falcon & SCSI Caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DEGB7M.LD2@cix.compulink.co.uk>
Source record: 24709

In message <42fope$icv@wn1.sci.kun.nl>, sanders@sci.kun.nl said:

>I've recently built my Falcon in a Lighthouse Tower, and now have
>the room to spare at last for an extra HD. Can I simply buy a bare
>SCSI drive with the appropriate SCSI2-cable and put it in?

Yes, your Lighthouse manual should include details of SCSI drive
installation.

> This would
>save about 75$ on the casing - BUT, some Tower vendors are offering
>`SCSI kits'. What's in them?

Typically: SCSI connectors (50 way Centronics and DIN), internal
ribbon cable to drive, and power supply.

>What extras would I need? If it's just
>a power supply and some cables, could I simply use the old 260ST
>powersupply I've got lying around, if the Falcon's original PS can't
>take the drive? Extra fan? Anyone?

Some of the older drives require more power on the 12V line than a ST
or Falcon power supply can provide.

The fan may be required depending on your drive, I have an IDE drive which
just doesn't get warm, and a big SCSI drive that you could fry eggs on.

ATB Barry wilsontjb@cix.compulink.co.uk

3591. CANCEL: BLITTER PROBLEM !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09051995.211401@empyr.dircon.co.uk>
Source record: 24710

Hi,

Further to my plea for help in getting my Blitter upgrade to work, there is now no need for any assistance...it works !

The problem was an intermittent connection on my Marpet XTRA-RAM board which just happened to go away when I removed the Blitter after thinking the Blitter was bad.

I have seen a few of these Marpet Boards go funny, especially the solder joints, they seem to oxidize and leave salt residues. Anyone else had similar experieces with them ?

RIght, now I am fully Blitterised, erm...what improvements am I supposed to be seeing ? So far, the only difference I can see is a small increase in performace of the Gem Draw routines, and then I only discovered that by running QuickIndex !

I was rather hoping it would provide a similar performance increase as NVDI has already done to my system.

Thanks to everyone who replied.

Cheers,

Kev.

/// ReJoinDer v1.1L

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

****

* Beta testing 'ReJoinDer', a superb new FREEWARE QWK mail reader *

* for the Atari range..... General release due imminently... *

****
VQWK 6.20 [Rev H - 04/04/94]

3592. MONSTER ST OF CSA CONTEST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09051995.211405@empyr.dircon.co.uk>
Source record: 24711

How far has anyone gone in upgrading a plain vanilla Atari ST ?

I would love to hear of some 'Monster STs' in existence !

Not that I stand a chance of holding the title of
'Monster ST of C.S.Atari', but I'll start the ball rolling with my current
setup:

Started off as: Atari 520 STFM, TOS 1.02, 0.5Mb RAM, bugger all else.

Current upgrades: 4Mb RAM on Marpet board, TOS 1.04, Blitter Chip, Mono &
Color monitors, 105Mb and 20Mb SCSI-2 hard drives,
AdSCSI+ host adaptor with real time clock, 9600 baud
modem and Audio Out from monitor socket going to Stereo
Amplifier. Plus Maxtor 800Mb optical SCSI WORM drive
waiting to be connected as soon as I can get the media !

So....come on, I'm SURE there are much higher spec STs out there !!!

Let's hear from you ! (..and be HONEST ;-)...also only equipment you
already own can be counted. (I was going to say *already connected*, but
then that would have excluded my WORM drive ! ;-))))

Kev.

/// ReJoinDer v1.1L

```
+-------------------------------------------------------------------+
| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |
+-------------------------------------------------------------------+
| NO uuencoded files to this address please.... Many Thanks |
+-------------------------------------------------------------------+

*********************************************************************
* Beta testing 'ReJoinDer', a superb new FREEWARE QWK mail reader *
* for the Atari range..... General release due imminently... *
*********************************************************************
VQWK 6.20 [Rev H - 04/04/94]
```

3593. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <42ip0f$fkh@gti.gti.net>
Source record: 24712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
: In message <42fnp1$1cs@gti.gti.net>, azog@gti.gti.net said:

: >I have a TT that's acting up in several annoying ways.

: >First, the floppy isn't working correctly. ...

: Is switch 7 on J203 on?

: >I tried to install a new drive mech. to test it out, but the system
: >doesn't even recognize that a floppy exists ...

: You need to change the jumpers to select `drive 0'.

: Also check that pin 1 on your 34 way cable is connected to pin 1 on the
: drive.

I don't want to sound nasty, especially since I am asking for help, and
you were kind enough to reply. But you apperently didn't read my entire
post, or missed the point:

The floppy can read previously formatted HD floppies, so the switch
on the main board is set properly, and also implies that the cable is
connected properly. You don't know me, but these are the things that
I would normally check before posting for help...

I was able to make some progress with it today. There are a series of
jumpers on the drive, and I just took each position and noted the
behaviour. I was able to get it to operate in the reverse manner!
Prior, I could read HD flops, but not DD. Now I can read DD but not
HD! Odd thing is, now I can *format* HD flops, even tho I can't read
them afterwards. Still can't format DD flops...

I am thinking of just putting the old controller chip back in the machine
and dealing with it. This is a bummer, tho...

:
: What is the drive model number?

The original drive, which I have a feeling may be bad, is a Teac FD-235HF.
The drive I am trying to work with is Mitsumi D359T3.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3594. re: falcon & scsi caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2532rcain@nest.demon.co.uk>
Source record: 24713

On 05 Sep 95 sanders@sci.kun.nl wrote:
s> I've recently built my Falcon in a Lighthouse Tower, and now have
s> the room to spare at last for an extra HD. Can I simply buy a bare
s> SCSI drive with the appropriate SCSI2-cable and put it in?

Yes, this is the joy of the standard SCSI interface.

s> This would save about 75$ on the casing - BUT, some Tower vendors are
s> offering `SCSI kits'. What's in them?

Can't be very much - go faster stripes, perhaps :)

s> What extras would I need? Ifit's just a power supply and some cables,
s> could I simply use the old 260ST powersupply I've got lying around, if
s> the Falcon's original PS can't take the drive? Extra fan? Anyone?

Depends on the drive - if you get a modern one it won't need much more than
20 watts. I doubt whether the Falc. supply will be happy with this but the
260ST PSU should cope provided the 12v line can deliver enough.

How much room have you got in the tower? If you are likely to carry on
chaining SCSI devices it may be a good idea to get hold of a used PC PSU
(around 200 watt) and bung this in. Don't bother with a fan unless you have
trouble later. Again, if you get a modern drive (and it's not absolutely
enormous) the dissipation is very low.

Roger
rcain@nest.demon.co.uk

--

3595. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <42hop1$fj2@doffen.uninett.no>
Source record: 24714

rincewind@discworld.oche.de (Michael Schwingen) wrote:
>TS>2) Can I use any SCSI Harddisk as a replacement?
>
>Nearly ... you must be able to turn of parity at the drive, and apparently
>there are a few drives that will not work with the MSTE adapter.

Actually, I've got a drive that doesn't work with my MSTe adapter, and it works with my MSTe adapter. Apparently, the mistake from Atari's side is that they forgot to put the "power good" signal on pin 40. If you life your harddisk up, count to 40 from the left to to 10 from your right on the flat cable. Isolate it by carefully cutting between wire 39 and 40 and between 40 and 41. Then cut off wire 40 and add +5V on the harddisk side of the cable, so that the disk gets the signal it wants. Voila! It works! (Thanks to a lot of people for giving me the solution to this problem. ;^)

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

3596. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-05 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <935_9509080134@flight.org>
Source record: 24715

A giant chicken in the guise of Terry May clucked:

> >> Unfortunately, folders cannot be renamed until TOS 1.4.
> CL>
> CL> Why not? Nothing is impossible! :-)
>
> MaxiFile can rename them in versions < 1.4.

Ahhh, this will save me a lot* of file copying/moving. Thanks.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3597. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42iphl$i5a@status.gen.nz>
Source record: 24716

Keith Tomlin (tomlin@zippy.spods.dcs.kcl.ac.uk) wrote:
: Mario Becroft (mbecroft@iconz.co.nz) wrote:
: : Ok. I found some fonts. But things like Chimera are all setup for thses
: Either edit /usr/lib/X11/app-defaults/Chimera & change the font settings, or
: perhaps you need to create a "font.alias" file in each of the font
: directories. Under Linux, "mkfontdir" will help in making the "font.dir"

I used mkfontdir, to make a "font.dir" file. But someone else has let me
know where to obtain the helvetica files, so this is now no problem.

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3598. Re: [Q] FreeMiNT makes some apps not load. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42ipkr$i5a@status.gen.nz>
Source record: 24717

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
: In article <42ae52$pt9@status.gen.nz>,
: Mario Becroft <mbecroft@iconz.co.nz> wrote:
:
: > Certain programmes simply will not load. After double clicking on them,
[...]
: Just a guess: Are you sure you've set the executable flag on all your
: binaries residing on Minixfs partitions?

That fixes the problem of apps not loading at all. Thanks.

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3599. [Q] FreeMiNT causes some apps to crash randomly

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42iqnj$i5a@status.gen.nz>
Source record: 24718

I have now got the apps to load under FreemiNT (it was the permissions), but now I find that certain apps just hang for no particular reason under FreeMiNT.

For example Thing crashes after selecting a couple of objects in a window (but sometimes I can select 10 somtimes 1 and so on.) ESS Code 6.3 would seems to crash frequently when quitting.

The computer just hangs alltogether and I have to reboot.

This has only started happening after another user sent me a patched FreeMiNT which had an FLock (?) bug fixed. Apparently it was just one line changed. Well, this seems to be what's causing the trouble. But if I use the old version of FreemiNT 1.12.4, which does not have this patch, then smail doesn't work, which is no good either.

Thanks for any help!

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3600. [Q] How to change MTOS "desk menu long name" of another app?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42ir6k$i5a@status.gen.nz>
Source record: 24719

Under MultiTOS, the name of an app. appears under the desk menu when it is loaded. Using the menu_register() call, this name can be changed to a more descriptive one, rather than the filename.

However, many apps do not do this, esp. older ones.

I am trying to write an application which will set the "long name" of an appliaction other than itself.

I tried using appl_find() to get the apid of the application who's name needs changing, then calling menu_register() and passing that apid to it. It worked! So, I tried it on another application just to be sure, and it had no effect at all. I then tried it on the application that it worked on to begin with, and it didn't work here any more either. Since then, I have been unable to get this method to wrk at all :-(

Does anybody know how I can do this?

Thanks fo any help.

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3601. Re: [Q] MiNTNet and POP email (LONG)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: boisson@netpress.fr
Message-ID: <42jm19$skk@aldebaran.sct.fr>
Source record: 24720

Cliff Cook (ccook@icis.on.ca) wrote:
| Why don't you post the binaries somewhere with instructions? SVP.

I am going to try this (a different version) but later, as I
don't have time right now..
I also made a tiny `sendmail' and a tiny `dip'..

Ciao, Stephane

3602. Re: falcon & scsi caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <42k366$me8@lyra.csx.cam.ac.uk>
Source record: 24721

rcain@nest.demon.co.uk (Roger Cain) writes:
>How much room have you got in the tower? If you are likely to carry on
>chaining SCSI devices it may be a good idea to get hold of a used PC PSU
>(around 200 watt) and bung this in.

How do you just "bung it in"?
I have looked at the connector on my (dead) falcon PSU, my ST's and a PC's.
They all have different connectors.
Tha falcon (which I need a PSU for) has eight(?) big pins, the ST had
eight(?) small pins and the PC had two sets of six big pins.
(I may have the numbers mixed up but they are all different.)
So, what do I get? I suppose it's possible to solder the wires to the
right places, but I can't do any soldering.

I would like a PC supply as I need one for a couple of SCSI disks, but
from the power supplies I have looked at, I may need to get a falcon
supply and a PC supply.

Help!
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3603. Re: Running a terminal on my ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: Hrafnkell Hlodversson <freyr>
Message-ID: <42k3na$e87@odin.diku.dk>
Source record: 24722

steve@bpfd.demon.co.uk (Steve Taylor) wrote:
>I have 2.5Mb STFM with HDD and Mono monitor running MagiC, Thing, NVDI and
>others.
>I also have a Cambridge Z88 with the bare minimum of memory and no peripherals
>
>I would like to use the Z88 as a terminal on my ST. I have got them
>communicating through a terminal program on each computer, but what I really
>want to do is to redirect the inputs and outputs of a TOS program which I can
>write myself in HiSoft Basic to the Z88.
>
>My aim is to write some simple POS and stock control software on my ST and then
>use the Z88 on my shop counter as a POS terminal.
>
>So is there an easy way to do this or do I have to code the entire program
>differently, writing directly to the serial port rather than just using PRINT
>and INPUT?
>
>I _think_ this could be done using MiNT but as you can see I do not have a MiNT
>system running - it is all MagiC based, and I would really like to carry on
>using my computer with this POS software running in the background.
>
>Any tips greatfully appreciated!
>__
>
>STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
>Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
>Outside UK, substitute your international code +44 for first '0'.
>
>

No need to use MiNT... If your TOS-program uses standard out to write to the
screen and std. in to read from the keyboard, you can redirect them to the
COM port. (Or is it called AUX on the ST? - I'm not sure.)

The easiest way I can think of is to use a command line interpreter, that
permits redirection of std. in and out. It could be done with a command line
such as...
myprog < COM: > COM:
.. where "myprog" is the name of the program you want to run.
A good idea would be to run the CLI again, with the output directed to the
terminal. That way you could lounch other programs from the terminal.

I can't reccomend you on wich CLI you should use, as I keep forgetting
what they are called.

And finally... be sure your Z88 is running an vt54 terminal emulator if your program uses control codes.

Hope I could help

PS. I have never actually tried this, but I'm preatty sure it'll will work.

--

```
_ _ __ __ __ _ __
| |/ / | \ | \ / | | | | \
| | / | \ | \/ | | | | \
| /_ | |\ \ | |\ /| | | | | |\ \ GCS d?>++(---) H+>++@ s+:-( ) g+ p?
| |/ / | |/ / | | \/ | | | | | |/ / !au a? w+>(+++) v C++(+++) UH(?) P-
| | / | / | | | | | | | / L 3 E- N+@ K- W--->? !M !V po- Y
| / | \ | | | | | | | \ t+(+++) !5 !j R+(++) G''''>? tv+@
| | | |\ \ | | | | | | | |\ \ b+ D+ B--- e(*)>---$ u**(++(--))
|_| |_| \_\ |_| |_| |_| |_| \_\ h!(*)>+ f+@ n- !y+(*)
```

(Hrafnkell Freyr Hlodversson, freyr@diku.dk or freyr@m-net.arbornet.org)

3604. re: cancel: blitter problem !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2537rcain@nest.demon.co.uk>
Source record: 24723

On 06 Sep 95 kevan@empyr.dircon.co.uk wrote:
k> I have seen a few of these Marpet Boards go funny, especially the
k> solder joints, they seem to oxidize and leave salt residues. Anyone
k> else had similar experieces with them ?

I've had a couple of instances recently where the STM refuses to boot or gives about 500 bombs while booting. This IS a store problem but haven't diagnosed, yet, whether it's my re-engineered Bank 1 or the Marpet board which makes up Bank 2. My gripe about the Marpet board is that the plastic clips which retain the SIMMs are very insubstantial - one of mine has broken off so it could well be that I am getting an intermittent through lack of retaining pressure.

Roger
rcain@nest.demon.co.uk

--

3605. Re: [Q] FreeMiNT makes some apps not load. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <42kodk$1q@birnie.demon.co.uk>
Source record: 24724

```
Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
: : In article <42ae52$pt9@status.gen.nz>,
: : Mario Becroft <mbecroft@iconz.co.nz> wrote:
: :
: : > Certain programmes simply will not load. After double clicking on them,
: [...]
: : Just a guess: Are you sure you've set the executable flag on all your
: : binaries residing on Minixfs partitions?

: That fixes the problem of apps not loading at all. Thanks.

Ahem, Mario, a little quote from a recent e-mail exchange:-
>
>Mario Becroft
>>I have downloaded your "fixed" freemint.
>>
>>sendmail had a bus error, after having put the file into
>>/usr/spool/smail/xxx. I sent mail to root (sendmail -d2 root) but it did
>>not appear in /usr/spool/mail/root. Should it have? I have yet to try
>>actually posting to an address on the internet.
>>
>Have you by any chance created a _directory_ called /usr/spool/mail/root?
>The mail does not "go into" /usr/spool/mail/root - it goes into
>/usr/spool/mail where it is appended to a _file_ called root.
>
>>Also, this bug whereby certain appilcations crash when they have hardly
>>loaded (doble lick, HD accesses for half a second, and the programme
>>exits) stil exists. It appears to have something to do with the
..........
>> It olads ok, but the machine hangs when you select to quit. All this
>>makes FreeMiNT unusable. ...........
>>
>Well, I really cannot see how you can say that FreeMint is unusable, when
>quite clearly and obviously it is not, since I and dozens of other people
>use it all day every day! I am using the copy I sent you this very
>minute and elm will be using smail the moment I finish editing this reply!
>One area you might have wrong is the exec bits in your file modes.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Freemint checks these whereas the previous versions of mint did not.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>

`And some fell on stony ground...':-)
```

--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3606. Re: TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_304dc63e_Sven.Bornemark@p56.dada.ct.se>
Source record: 24725

Hi Shiuming,

>> that it's heat related, so I am going to fit a small fan behind the
>> harddrive (there's just enough space in the case). As far as screening
>> is
>
> P.S. There's *plenty* of space for a fan. Get one of those 486 CPU fans,
> they can tap off power from the HD supply.

I used my MEGA/STe for years without tampering with any extra fan. The built-in one seems to be okay for the job, but after years of use it gets noisier.

I never installed a regulated fan into my machine, but it *is* a good idea, if you want to keep noise down.

Best regards

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

3607. can't find Epson Stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_304dd098_Sven.Bornemark@p56.dada.ct.se>
Source record: 24726

Hi Hartwig,

> I would like to buy an Epson Stylus. Does any1 know where I can get
> driver for this printer ? Does somebody use it with the atari st
> successfully ?

Certainly! One choice is Imagecopy 4. It supports all sorts of printers,
including the one you mention. Imagecopy has gone from strength to strength,
and version 4 (especially the CD variety) is a masterpiece!

There is also an Epson Stylus printer driver in Calamus SL, but this works
only with the Oct/Nov'94 release of SL.

Positive Image (coming soon) supports the Stylus as well. PI supports almost
anything actually...

Aproximate prices:
Imagecopy 4 DM 88,-
Imagecopy 4CD DM 100,-
Calamus SL DM 500,-
Positive Image DM 170,-

Hope this helps.

Say hello to Germany from me, will you?

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

3608. Re: can't find Epson Stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <DEHyxq.GDM@cix.compulink.co.uk>
Source record: 24727

In message <42effl$hg2@kralle.zdv.Uni-Mainz.DE>, harder@hermes.mpch-mainz.mpg.de said:

>I would like to buy an Epson Stylus. Does any1 know where I can get
>driver for this printer ? Does somebody use it with the atari st
>successfully ?

A driver comes with NVDI 3 and Papyrus also has it's own Stylus printer,
but if you're stuck for either of these I think an Epson LQ drivers will
work.

As for quality, mine is variable, especially after an ink cart change, I
often get streaking on the paper (I'm using inkjet paper) which I think
might be caused by paper dust on the print head. Cartridges are cheaper
than HP Deskjets, but don't seem to last as long.

If you can afford the extra, get a laser - they tend to be cheaper in the
long run.

Phil.

3609. SCSI-drive order & id's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: contacts@walrus.megabaud.fi
Message-ID: <42kt3g$c3o@walrus.megabaud.fi>
Source record: 24728

A quick question:
does it matter in which physical order you put the drives,
if you have the id's set correctly?

In another words: if SCSI drive (id 0) is connected to the cable
connector that's situated *after* SCSI drive (id 1)'s cable connector,
and id 2 after id 3, etc - does the SCSI chain work?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3610. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: chrish@qnx.com
Message-ID: <bwcd248y@qnx.com>
Source record: 24729

In article <4dc_9509050121@genesplicer.org>,
Terry May <Terry.May@rebel.genesplicer.org> wrote:
> Re: _Replacement Desktops_, CALLUM LERWICK wrote to Mario Becroft on 03 Sep 95:
>
> CL> A giant chicken in the guise of Mario Becroft clucked:
> CL>
> >> Unfortunately, folders cannot be renamed until TOS 1.4.
> CL>
> CL> Why not? Nothing is impossible! :-)
>
> MaxiFile can rename them in versions < 1.4.

Just like to point out that MaxiFile does folder renames on TOS < 1.04
by copying the folder to the new name, then deleting it. This is very
slow on floppies...

That said, MaxiFile is the most-used commercial app on my harddrive.

--
---------===----------
Chris Herborth, R&D Technical Writer Arcane Dragon chrish@qnx.com
QNX Software Systems, Ltd. -==(UDIC)==- ||| JAGUAR
http://quest.jpl.nasa.gov/Info-ZIP/people/cjh/chris.html DNRC / | \ 64-bit

3611. re: can't find epson stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_304dd8d0_Sven.Bornemark@p56.dada.ct.se>
Source record: 24730

h>> I would like to buy an Epson Stylus. Does any1 know where I can get
h>> driver for this printer ? Does somebody use it with the atari st
h>> successfully ?
>
> What does it emulate? You need a driver to suit this. Probably Epson
> 850-LQ is one of the modes - drivers for this are everywhere.

Wot???

I don't beleive *one word* of the above! The Epson Stylus is an extremely
powerful printer, producing glorious colourful results at 720dpi!

The Epson 850-LQ is something far more simple, like 24 pin dot matrix and
stuff...

> BTW, the Epson is a good choice - nice technology, nice printing.

I agree to that! And with a sensible price tag too.

Stay cool everyone!

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

3612. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <42ka7p$3tm@epsilon.qmw.ac.uk>
Source record: 24731

On mud08@cc.keele.ac.uk, R.D. Evans (mud08@cc.keele.ac.uk) typed away:
: Rich, I dont think it's quite that simple. System Solutions have stated all
: along that MagiC 3 wont be released until it works properly with the Falcon.
Latest reports say end of this month...

: There is an awful lot of extra programming that has to go into the Falcon
: version for the DSP support, extra screen modes etc; the Behne brothers have
AFAIAA, the Falcon version was finished a couple of months ago... just
not been translated yet... someone care to comment on this?

: stated that the Falcon version was much harder to code than MagiCMAC! As far
Please note that the Behne brothers did not code MagiCMac... it was
Thomas Tempelmann.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3613. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <42kd8n$cev@batph8.bnr.ca>
Source record: 24732

In article <42i2jl$mpc@lion.inmos.co.uk>,
David Foy <davef@impala.inmos.co.uk> wrote:
>In article <690_9509011225@flight.org>, CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:
>|>
>|> Anyway: The main reason I want a replacement desktop is so I can move* files.
>|> Copying and deleteing takes too* long. And renameing folders would be nice.
>|> Any ideas?
>|>
>|> ___
>
>You can move files with GEM desktop by holding down the control key (if my
>memory serves me) as you position the selected files over the destination
>directory. Simply select the files as you would normally, and then drag to
>where you want them moved to and hold down the control key as you release the
>mouse button. This should give you a panel where 'move' replaces 'copy' assuming
>you have 'verifies' set to on (prefs pulldown menu).
>You can rename folders by selecting them and then pulling down the 'show info'
>menu. You should then be able to click in the folder name and edit it.
>--

Unfortunatly, he does not have the correct TOS version for those desktop features. That is why he is asking the question.

IIRC, he has a pre 1.4 version of TOS. No move command. No folder rename.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3614. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <304dd52a91a847@discworld.oche.de>
Source record: 24733

Simon Robins (srobins@cix.compulink.co.uk) wrote:

SR>But presumably Outside needs to intercept the memory (de)alloc routines so
SR>that it knows when an access to non-existant memory occurs. And how does
SR>the OS allocate more memory than is available without help?

No, it does not need to do so - get some book on virtual memory
management.

Outside simply enlarges the addressable memory space (eg. from physical
4MB to 8MB). TOS now thinks it has got 8MB and uses it as it would use
real 8MBs of memory. Now whenever a program tries to acces a page in
memory that is not physically present, a page fault is generated and
another page is swapped out to disk by Outside, the contents of the
needed page are swapped in from disk and the page is mapped to the
correct virtual address - voila.

Neither the TOS nor application programs will see the difference to real
memory (except for the speed and some rare cases, eg. stack access to a
swapped out page, which are prevented by Outside).

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3615. Question about Epson SMD300 diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <42kju5$bjr@sinsen.oslonett.no>
Source record: 24734

I've aquired an Epson SMD-300 disk drive (3.5"), but I'm a little
confused about the DIP switch settings.

Can someone please tell me what the different jumpers are for?
I need to get a density "high/low" signal out from the drive
depending on which type of disk is used.
I'd also like to hear what other experiences people have with this drive-
durability, reliability etc.
Thanks.

Hallvard

--
[SunOS Unix/Sun SPARCstation 20]
Norway- land of the fjords and the midnight sun
[Online mail -Unix EMACS 19.28.1]

3616. Re: MONSTER ST OF CSA CONTEST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <42l6jj$mur@blackice.winternet.com>
Source record: 24735

> kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>
>
> How far has anyone gone in upgrading a plain vanilla Atari ST ?
>
> I would love to hear of some 'Monster STs' in existence !
>
> Not that I stand a chance of holding the title of
> 'Monster ST of C.S.Atari', but I'll start the ball rolling with my current
> setup:
>
> Started off as: Atari 520 STFM, TOS 1.02, 0.5Mb RAM, bugger all else.
>
> Current upgrades: 4Mb RAM on Marpet board, TOS 1.04, Blitter Chip, Mono &
> Color monitors, 105Mb and 20Mb SCSI-2 hard drives,
> AdSCSI+ host adaptor with real time clock, 9600 baud
> modem and Audio Out from monitor socket going to Stereo
> Amplifier. Plus Maxtor 800Mb optical SCSI WORM drive
> waiting to be connected as soon as I can get the media !
>
>
>
>>>>
1040 STe, upgraded to 4 Meg. 340meg Hard Drive. 150 Meg
Archiver Tape Back Up. 1.44meg Floppy upgrade. TOS 2.06. 14.4 FAX Modem.
Epson LX800 printer. Amplified Stero ComputerEyes Color Digitizer.
(AdSCSI+ host adaptor with RT clock with the Hard drive and Tape.)

FALCON 4/85. 540Meg SCSI2 HD. 150 meg Archiver Tape Back Up (2nd one).
68882 FPU. ScreenBlaster II with SONY multiscan 15sf monitor. 28.8 FAX Modem.
Panisanic KX-P2123 printer with Color option. Amplified stero speakers. On the back
shelf waiting for case: 21 Meg Floppical and 4X SONY SCSI2 CD. On the back
burner (not yet pruchased) 14 Meg upgrade and EPSON Sylus Color printer.

Rich Mier

3617. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <42lc49$emn@news.chatlink.com>
Source record: 24736

Chris Herborth (chrish@qnx.com) wrote:
: In article <4dc_9509050121@genesplicer.org>,
: Terry May <Terry.May@rebel.genesplicer.org> wrote:
: > Re: _Replacement Desktops_, CALLUM LERWICK wrote to Mario Becroft on 03 Sep 95:
: > CL> A giant chicken in the guise of Mario Becroft clucked:

: > >> Unfortunately, folders cannot be renamed until TOS 1.4.

: > > Why not? Nothing is impossible! :-)
: > MaxiFile can rename them in versions < 1.4.
: Just like to point out that MaxiFile does folder renames on TOS < 1.04
: by copying the folder to the new name, then deleting it. This is very
: slow on floppies...

: That said, MaxiFile is the most-used commercial app on my harddrive.

.........ANOTHER PRODUCT that handles ANY renaming chore, as well as
MOVE, COPY, DELETE, FIND, etc is Universal Item Selector v3.32 (UIS.III)
which can handle these chores on ALL versions of TOS from 1.0 up to the
Falcon TOS 4.4.

Regards from A&D Software and
Rod MacDonald, Publisher | (503)476-0071 | stinformer@chatlink.com
ST Informer Magazine(US$22)|Fx (503)479-1825 | "Keep on Keepin' On"
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Grants Pass, OR 97526 | MC/Visa/Discover | CompuServe: 75300,2514

3618. *.ttf fonts and NVDI - font damaged?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.115.000B341A@cfcsc.dnd.ca>
Source record: 24737

I have copied *.ttf fonts from my CorelDraw CD-ROM to my font directory on C:, but when I reboot and NVDI reads them it says the fonts are damaged! Since they are the same size/date/time that is unlikely. Scanning them from the NVDI XControl panel CPX doesn't give me any message at all. I've tried a suggestion from Al Fasoldt(sp?) to put 'check_fonts = 0' in the last line of my NVDI.INF file, to no avail. It still checks the fonts, and reports them damaged. Does anyone have an idea of the header that NVDI expects when it's scanning fonts? maybe I could change the present header to the appropriate one and solve this problem that way.
This is tad frustrating as Speedo5 never had this problem! Perhaps I'll have to abandon the GDOS part of NVDI in favour of Speedo5.
Any help appreciated.
merci.thanks

do you 'ken'?-Atari/TOS1.062- MAC/System6.08- IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnulaich-speaking only for myself
CFCSCollege, Toronto, Ontario, Canada = macdonald@cfcsc.dnd.ca
OR ken.macdonald@canrem.com

3619. TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_4e4bbd1_Lars.Reynold@midinet.ct.se>
Source record: 24738

Sven Bornemark wrote in a message to S94:

SB> I used my MEGA/STe for years without tampering with any
SB> extra fan. The built-in one seems to be okay for the job,
SB> but after years of use it gets noisier.

Sven, sorry if I'm off-topic,

I did (or have done, am doing :)) the very oposit. I cut the cord from that _very_ noisy fan in my Falcon. I don't use a fan for my external SCSI. Now I _hear_ what I'm doing on that D2D thing of mine :) It's not remarkably hot, warm but not overheated. After all a car is running better in a certain temperature. So does electronic equipment :) I've never had any problems. I used to run a BBS on a Mega ST4 a couple of years ago, 24 hours a day for several years, just the whirl of the spinning HD and it never broke down.

SB> I never installed a regulated fan into my machine, but it
SB> *is* a good idea, if you want to keep noise down.

I suspect that the noise will come when installing a fan fitted in either a Falcon or a Megafile cabinett. You used a RLL/MFM that are much more "heataware". Nowdays a SCSI or even a IDE doesn't require a fan.

Even if my 1.8GB should break down I know that I had such a pleasant time lacking that fan noice. But I could install a temp. regulated fan. Hmmm.... have to think about that :)

/Lars

3620. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <810418278_OASIS_@aybee.demon.co.uk>
Source record: 24739

Erm,

Teradesk uses less memory than Gemini & Kaosdesk (don't know about t'Thing
though)

If you have (like me) an early tos version. Why should I get 1.4 roms?
-Compo are, I believe, selling 1.4 for 19ukp Magic for 59 ukp

So, if you can afford it, Magic solves all problems, and more.

Or does it? My point is- does anyone need to buy or fit tos upgrades as well
as installing Magic, is there any reason to?

--

Alan Baker alan@aybee.demon.co.uk
Atari-owner/improv/world music/dumb questions +44 1705 529099

3621. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-06 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FIGLFBATUP@zaphot.augusta.de>
Source record: 24740

In <42i2jl$mpc@lion.inmos.co.uk> David Foy wrote:

>In article <690_9509011225@flight.org>, CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) writes:
>|>
>|> Anyway: The main reason I want a replacement desktop is so I can move* files.
>|> Copying and deleteing takes too* long. And renameing folders would be nice.
>|> Any ideas?
>
>You can move files with GEM desktop by holding down the control key (if my
>memory serves me) as you position the selected files over the destination
[...]

But this is not possible with TOS older than 1.4! And the guy, which's
mail you quoted has TOS 1.00 IIRC..

Ciao...

--
Arno Welzel aw@zaphot.augusta.de
Arno_Welzel@A.maus.de

3622. Help finding tv-video monitor conversion box!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: lderbery@wam.umd.edu
Message-ID: <42n85d$lo5@cville-srv.wam.umd.edu>
Source record: 24591
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

A friend of mine has a problem. He used to own an Atari 800 and now
he wants to get a 'converter box' (his term) that one can plug in to the
video input to let the monitor be a tv. It is an old monitor that uses
'chroma' and 'luma' inputs, and he says the atari catalog used to list
just such a device.
The monitor is a Commodore 1702 Video Monitor w/ video & audio inputs
on the front and chroma, luma, and audio inputs on the back, with a fronty
mounted toggle switch to choose front or back inputs. (in case that helps)

If anyone knows how to get or make such a converstion device, please
respond to me via email.

Thanks,
Linoleum Man

3623. Re: SCSI-drive order & id's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DEIEzH.3vL@cix.compulink.co.uk>
Source record: 24592

In message <42kt3g$c3o@walrus.megabaud.fi>, contacts@walrus.megabaud.fi
said:
> A quick question:
> does it matter in which physical order you put the drives, if you have
> the id's set correctly?

No

Any old order will do - as long as the termination is still correct (ie
terminate the last in the chain - *not* the highest numbered id).

:-)

Roland.

@CiX

3624. Re: SCSI-drive order & id's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <DEIEqu.3CJ@cix.compulink.co.uk>
Source record: 24593

In message <42kt3g$c3o@walrus.megabaud.fi>, contacts@walrus.megabaud.fi said:
> A quick question:
> does it matter in which physical order you put the drives, if you have
> the id's set correctly?
> In another words: if SCSI drive (id 0) is connected to the cable
> connector that's situated *after* SCSI drive (id 1)'s cable connector,
> and id 2 after id 3, etc - does the SCSI chain work?

Hello Pekka,

It does not matter in which physical order the drive IDs appear on the SCSI bus, and your example above should work OK (as long as the bus remains terminated at both ends).

Best Regards,
Brian

brobson@cix.compulink.co.uk

3625. Re: TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DEJq4B.32D@cix.compulink.co.uk>
Source record: 24594

>I tried mounting a small 8cm equipment fan on top of my TT to blow air down
>onto the circuit board. Unbelievably ineficient and a total waste of time!
Did you cut out holes in the top of the TT case then? ;-) Of course it would be useless if there wasn't any air being pushed/pulled *through* the fan!

>Seems to have done the trick as far as TT-Hi shimmer is concered - though
>my floppy disk is fussier than it was.
I seem to remember something about the bottom of the floppy needing to be shielded or insulated as it gets too close to the motherboard and gets interference from it.

Glad to see your shimmer has gone away at last!

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

3626. Re: can't find Epson Stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEJ9wy.IrL@cf.ac.uk>
Source record: 24595

There's Speedo GDOS drivers also available for the Epson Stylus color, try hensa.micros.uk or any other main archive.

Incidentally I use the Epson Stylus COlor on my Atari TT, imagecopy produces far better output than the windows drivers on a pc! Also I've got the driver pack for Calamus SL, p.s. you don't need the latest version of calamus for 720dpi output, there are 2 versions of the job module available, depending on which version of calamus you use. For really good output on calamus, you need the star screening module.

Also NVDI3 supports the epson stylus and stylus color, i.e. via any gdos application. There are also drivers now available on the latest versions of DA vektor, DA vektor pro, DA's picture and probably DA layout!

Simon

3627. Re: TT floppy disk problems...continued

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DEK6y0.KDu@cix.compulink.co.uk>
Source record: 24596

In message <DEJq4B.32D@cix.compulink.co.uk>, msbaines@cix.compulink.co.uk
said:
> > I tried mounting a small 8cm equipment fan on top of my TT to blow

> Did you cut out holes in the top of the TT case then? ;-) Of course
> it would be useless if there wasn't any air being pushed/pulled
> *through* the fan!

Nope - I was trying to make use of the existing vent slots. They are just
not big enough though - and I didn't really want to cut the top of the case.

> I seem to remember something about the bottom of the floppy needing
> to be shielded or insulated as it gets too close to the motherboard
> and gets interference from it.

Thanks. Its something I need to look at again anyway.

> Glad to see your shimmer has gone away at last!

:-) I'm expecting it back any day though! ;-)

Roland.

@CiX

3628. ST-PC compatible diskette format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: emel <mellene@innet.be>
Message-ID: <42m97o$cdl@news.INbe.net>
Source record: 24597

I need to convert a large datafile from the atari st to a pc.

I have received the programs PCTrans.com for the pc and
STTRANS.PRG/INF/RSC (shareware software)

These programs are all on a 1.44 HD ms-dos diskette.
The Atara ST cannot read this floppy to install the software.

Please advise for a way to load a ms-dos diskette to the atari.

Suggestions are welcome as answers or as email to mellene@innet.be.

Thanks.

Greatings from Belgium

3629. TOS chip codes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: contacts@walrus.megabaud.fi
Message-ID: <42nb7s$fbq@walrus.megabaud.fi>
Source record: 24598

How to place TOS 1.02 ROM chips, coded:

H0 H1 H2 L0 L1 L2

into an ST with ROM-TOS 1.0 chips, coded:

U1 U2 U3
U4 U5 U6

(viewed from top/keyboard side)

????

It's an Atari STF, motherboard rev.C 1986.

I have already tried

H0 H1 H2
L0 L1 L2

L0 L1 L2
H0 H1 H2

L0 H0 L1
H1 L2 H2

but no success...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3630. re: falcon & scsi caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2549rcain@nest.demon.co.uk>
Source record: 24599

On 06 Sep 95 pd@mole.bio.cam.ac.uk wrote:
p> rcain@nest.demon.co.uk (Roger Cain) writes:
>> How much room have you got in the tower? If you are likely to carry
>> on chaining SCSI devices it may be a good idea to get hold of a used
>> PC PSU (around 200 watt) and bung this in.
p>
p> How do you just "bung it in"?
p> I have looked at the connector on my (dead) falcon PSU, my ST's and a
p> PC's. They all have different connectors.
p> Tha falcon (which I need a PSU for) has eight(?) big pins, the ST
p> had eight(?) small pins and the PC had two sets of six big pins.
p> (I may have the numbers mixed up but they are all different.)
p> So, what do I get? I suppose it's possible to solder the wires to
p> the right places, but I can't do any soldering.
p>
p> I would like a PC supply as I need one for a couple of SCSI disks,
p> but from the power supplies I have looked at, I may need to get a
p> falcon supply and a PC supply.

Ah, sorry, Phil. My response was only concerned with powering the SCSI devices which, of course, have standard connectors and will mate with the ones sprouting out of a PC PSU. You can buy "Y-splitters" if you have more devices than connectors. There is also, usually, a small 4-pin connector for a 3.5 in. floppy.

I didn't realise you had a dead Falc. PSU. Not familiar with the insides of these machines. When you say it has pins do you mean they are the sort which will take a connector (preferable) or do they HAVE to be soldered?

The ST has 6 pins because it doubles up on the high current leads for +5v and ground. I have the diagram if you need it.

It's a bad idea to get both a Falc. supply AND a PC PSU (cost, space etc.) as there is no doubt the PC PSU will supply the Falc power once you have it sussed out.

Why can't you do soldering? It may not be necessary as many connecters use crimped joints (squeeze with a pair of pliers) but I usually prefer to solder critical bits like this. You would also need access to a primitive voltmeter to check the PC rails. I can't remember the coding exactly but you can bet on RED +5v BLACK Ground YELLOW +12v. (I think -12v is BLUE, but don't take my word for it!).

Go for it, Phil. You can get a PC PSU (out of an old case) for around £15.
You will then have enough money left over to buy a soldering iron and voltmeter!

Roger
rcain@nest.demon.co.uk

--

3631. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <934_9509080134@flight.org>
Source record: 24600

A giant chicken in the guise of David Foy clucked:

> You can move files with GEM desktop by holding down the control key (if my
> memory serves me) as you position the selected files over the destination
> directory. Simply select the files as you would normally, and then drag to
> where you want them moved to and hold down the control key as you release the
> mouse button. This should give you a panel where 'move' replaces 'copy'
assumin
> g
> you have 'verifies' set to on (prefs pulldown menu).
> You can rename folders by selecting them and then pulling down the 'show
info'
> menu. You should then be able to click in the folder name and edit it.

I'm talking about TOS 1.0, d00d. No moving, no folder renaming, just really
slow copying without help...

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------- -//- ----------

3632. re: can't find epson stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-07 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2560rcain@nest.demon.co.uk>
Source record: 24601

On 07 Sep 95 sven.bornemark@p56.dada.ct.se wrote:
>> What does it emulate? You need a driver to suit this. Probably Epson
>> 850-LQ is one of the modes - drivers for this are everywhere.
sb>
sb> *Wot???*
sb>
sb> I don't beleive *one word* of the above! The Epson Stylus is an
sb> extremely powerful printer, producing glorious colourful results at
sb> 720dpi!

I don't remember the guy asking saying that it was a colour Stylus, Sven.

Roger
rcain@nest.demon.co.uk

--

3633. Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: barry2@mail.powerup.com.au
Message-ID: <42o644$6k@enterprise.powerup.com.au>
Source record: 24602

Excuse my ignorance but I need to find out some information on my 1040ST.

Is it possible to download files onto my IBM then somehow use them on my Atari? Sorry if this is a simple question but I have limited knowledge of the Atari. Also can the Atari emulate an IBM?

Thanks for your help!!

Baz

3634. Re: Help finding tv-video monitor conversion box!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DEKxw4.8F2@westminster.ac.uk>
Source record: 24603

```
: A friend of mine has a problem. He used to own an Atari 800 and now
: he wants to get a 'converter box' (his term) that one can plug in to the
: video input to let the monitor be a tv. It is an old monitor that uses
: 'chroma' and 'luma' inputs, and he says the atari catalog used to list
: just such a device.

Can't help I afraid. But I looked into a converter box so that the composite
video output from my video could be put into my Microvitec multisync.
I thought "well, it can handle tv sync rates, must be something".

It was 20 pounds for a modulator for a pc, but I wanted the reverse.
Tried to RS catologue, no luck, phoned a couple of places in "Television"
servicing magazine - 100 pounds! I could buy a tv for that.

Anyone know the cheap solution ?

Phil.

--
/*------------------------------------------------------------------------*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU
```

3635. Re: TT has 20 bombs on Bootup. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-0809951128320001@macmax.irfmn.mnegri.it>
Source record: 24604

In article <42nvog$9a4@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) wrote:

> My friend has just changed the battery in his TT030 but now the machine
> won't bootup. At switch on, it comes up with 20 bombs and hangs.
> The original battery was 6volt. The replacement from TOAD has 3.6 volt
> marked on the case, but reads 6volts on a voltmeter. Anyway he simply
> unplugged the old battery and plugged in the new and is in big trouble.
>
> Has anyone changed the battery before or encountered this problem. Any
> suggestions would be appreciated.
>
> -Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
> -President Tariland Computer Club Auckland New Zealand--------------------

I replaced my TT battery in march. The voltage in TT Europe seems to be
6V but in USA seems to be 3.6V.
When I changed the battery (2 SONY Lithium 3V each) I used the same
DIOD of the previous battery pack (of the + polarity, if I remember...)
Have you do this ?

(sorry for my orrible english)

==
| /|/| |
| / |AX |
| Institute of Pharmacology Research "Mario Negri" |
| E-mail: massimo@irfmn.mnegri.it |
==

3636. stupid question about .z files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: bj624@FreeNet.Carleton.CA
Message-ID: <DEKIqJ.Lqn@freenet.carleton.ca>
Source record: 24605

```
Please someone tell me what's wrong with -dfvc bart_snd.z when
compress.ttp is in the same folder as is bart_snd.z; it doesn't seem to
decompress with that command.
gary
```

3637. Re: [Q] Trying to find a Easy to use editor runs in MiNT Domain

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <42pglk$80u@cc.tut.fi>
Source record: 24606

```
: I am trying to find a editor which runs in the MiNT Domain (to use with a
: minix filesystem) and is easy to use. I donwloaded Elvis, and I couldn't
: figure out how even to quit!

: Does anyone know of a simple editor, not so full of features that only an
: expert can use it?

Well, if you'll want a text only editor, I'll recommend ME (the Mutt
Editor). It's very simlar to Emacs in use, but considerably smaller and
IMHO easier to 'install'. I like these Emacs style editors as they
buffer keyboard input intelligently (ie. output to screen only when
they have time (eg. when scrolling down etc.).). I have compiled v3.5
(base relative version) of ME (150k) on my WWW page
http://modeemi.cs.tut.fi/~puujalka. There aren't sources as my
harddrive chrashed before I had time to do that. The original Unix
source (GNU copyleft) are available from the ME author's ftp.site.

- Eero
```

3638. Re: SCSI-drive order & id's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3050ade22801f19@discworld.oche.de>
Source record: 24607

Pekka Saarinen (contacts@walrus.megabaud.fi) wrote:

PS>A quick question:
PS>does it matter in which physical order you put the drives,
PS>if you have the id's set correctly?

No. Just be sure that the last drive (physical, not ID) on the cable is
terminated.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
"When a man is tired of Ankh-Morpork, he is tired of ankle-deep slurry."
-- (Terry Pratchett, Mort)

3639. Re: CANCEL: BLITTER PROBLEM !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DELLIo.7Fp@cix.compulink.co.uk>
Source record: 24608

>RIght, now I am fully Blitterised, erm...what improvements am I supposed
>to be seeing ?
At the most 30% in screen drawing functions.

>I was rather hoping it would provide a similar performance increase as
>NVDI has already done to my system.
No way!! ;-)

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

3640. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <42q1qv$c5j@fitzherbert.pavilion.co.uk>
Source record: 24609

barry2@mail.powerup.com.au (Baz) wrote:

>Is it possible to download files onto my IBM then somehow use them on my
>Atari? Sorry if this is a simple question but I have limited knowledge of
>the Atari. Also can the Atari emulate an IBM?

I use a prog called Ghostlink which connects my PC with the Atari
through a null modem cable and allows me to copy move and unzip or zip
files on the PC from my Atari. This just looks like I have another
drive on the Atari. It will not run progs though. BTW the PC 720K disc
can be read bt the Atari.

Hope this is useful?

Keith
100:1011/12.0 Always ready to chat
2:254/108.12 about Jesus

3641. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DELLD4.Mx@freenet.carleton.ca>
Source record: 24610

Baz (barry2@mail.powerup.com.au) writes:
> Excuse my ignorance but I need to find out some information on my 1040ST.
> Is it possible to download files onto my IBM then somehow use them on my
> Atari? Sorry if this is a simple question but I have limited knowledge of
> the Atari. Also can the Atari emulate an IBM?
>
> Thanks for your help!!
>
> Baz
>
720Kb disks formatted for DOS can usually be read/written to by an ST.
PC's and ST's use the disk in much the same way, and can read/write each
other's directories, text files and some data files. For instance, a Lotus
file from an IBM can be read into LDW, and edited, etc. The resulting
file cannot be read back to Lotus, unless it is run through the convert
prg. Word Perfect can export a DOS text file which can be read by most
Atari word processors, or even from the GEM desktop. MaxiFile, and TLC
formatter (and probably others) will format DOS compatible disks on an ST.
I frequently have to import text and data files from my wife's PC, to
do DTP or data functions on Atari.

--
Songshop Musical Productions
Box 266, Shawville, Quebec
J0X 2Y0 (819) 647-6022

3642. Re: Cannot open URL

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <42q40p$j9t$1@mhadg.production.compuserve.com>
Source record: 24611
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Well, I figured out what I was doing wrong. I had used the environment variable RESOLV_CONF_FILE (I believe that's the name, I'm not at my computer at this time so I cannot look it up) to relocate the resolver config. file from u:/etc/resolv.conf to c:/mintnet/resolv.cnf. Unfortunately, either the resolver wasn't paying attention to the variable or the variable was being set after the drivers were loaded by MiNT. Result: No config. file (as far as the resolver was concerned) and therefor no nameserver.
I put the file in /etc/resolv.conf and all was well.

Thanks for everybodies help.

3643. degaussing coils

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: bseburn@vaxxine.com
Message-ID: <DEKFMr.5ss@vaxxine.com>
Source record: 24612

r > What are the degaussing coils for and what probs. will I have i
r > monitor with them disconnected?

They keep the picture tube from becomine too magnetized in one area of the tube. if this happens, you will get colour blotchs on the screen, and or uneven color througout. Running without it.. may or may not cause you a problem. TVs never used to have them, and we used to have to use a degausing ring to solve the problem I described as part of servicing them. I'm unsure if anything will result in a monitor though, but seeing as they are mroe or less a TV without alot of parts, the results should be the same.

Brian

___ Mountain Reader II - #00000039

3644. Re: ST-PC compatible diskette format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: bkp3@Ra.MsState.Edu
Message-ID: <42ort7$m4f@NNTP.MsState.Edu>
Source record: 24613

Is your drive HD (1.44 Meg)?
I read/write PC Disks on my atari 1040st without any programs...
The disk just needs to be 720K (DD)

-Barry

emel (mellene@innet.be) wrote:
: I need to convert a large datafile from the atari st to a pc.

: I have received the programs PCTrans.com for the pc and
: STTRANS.PRG/INF/RSC (shareware software)

: These programs are all on a 1.44 HD ms-dos diskette.
: The Atara ST cannot read this floppy to install the software.

: Please advise for a way to load a ms-dos diskette to the atari.

: Suggestions are welcome as answers or as email to mellene@innet.be.

: Thanks.

: Greatings from Belgium

--
Barry Patterson E-mail: bkp3@ra.msstate.edu
URL: http://www2.msstate.edu/~bkp3/warped.html
That's it.... Have a nice day!

3645. Syquest 270 removable HDD crashed. Do you use one?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42ose6$3th@status.gen.nz>
Source record: 24614

I am now on my 3rd replacement 270 drive and it has just crashed within about 10 minutes of operation. And this is the new enhanced drive. It spins down and up again at random even when you are not using it and it also does the same but alot more when you are reading/writing. This is a real bummer. I want to meet other people using this drive.

I have used it with HD driver and AHDI, also the LINK 2, all to no avail. It is in the recommended list of drives to use with Cubase Audio, so if you are using it please get in touch.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------
-Makeatape at Createatape in the Freezer at Kumeu in the Country----------

3646. Falcon memory connector pinout?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Sep8.132518.67@cathy.ijs.si>
Source record: 24615

Does anybody happen to have the pinout of the two connectors for the
Falcon's memory board?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3647. Re: falcon & scsi caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <42p5b0$p6c@lyra.csx.cam.ac.uk>
Source record: 24616

rcain@nest.demon.co.uk (Roger Cain) writes:
>Ah, sorry, Phil. My response was only concerned with powering the SCSI
>devices which, of course, have standard connectors and will mate with the
>ones sprouting out of a PC PSU. You can buy "Y-splitters" if you have more
>devices than connectors. There is also, usually, a small 4-pin connector
>for a 3.5 in. floppy.

A PC supply can power my HD's, monitor and floppy no problem, I just need
one will will power the main board too! :)

>I didn't realise you had a dead Falc. PSU. Not familiar with the insides of
>these machines. When you say it has pins do you mean they are the sort
>which will take a connector (preferable) or do they HAVE to be soldered?

It is the same *type* of connector, but the pins are larger, so an ST
supply won't fit, and it is eight pins while the PC supply I have looked
at has two connectors with six pins on each.

>Why can't you do soldering?

Well, I don't have a soldering iron, and have never tried soldering
anything before. But who knows? I may be a natural!!

>Go for it, Phil. You can get a PC PSU (out of an old case) for around £15.
>You will then have enough money left over to buy a soldering iron and
>voltmeter!

I am a bit wary of messing with power supplies. I would rather not risk
frying either myself, or the falcon. I was sold a PC supply before from a
shop (which will remain nameless) which zapped me when I switched it on.
(through the switch itself)
When I took it back, I was told I shouldn't have been sold it in the
first place as it was taken of the "broken, needs to be repaired" shelf!!
I was not impressed....

Anyway, I am still looking for a PC supply which has a connector which
will fit the falcon. I am willing to pay a bit more for it if necessary.

Thanks for the help,
Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3648. Gellermann & Fellmuth- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-08 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <42q6pm$m7p@sinsen.oslonett.no>
Source record: 24617

I've been trying for several months now to get some
information about an IDE harddisk interface which supposedly also
works for the STe and is made by a German company called;
Gellermann & Fellmuth, which is based in Berlin.

For some reason they don't reply. I've written to them a couple of
times and someone else on the net faxed them several months ago, but
not a word from them.

So what's up with them? Have they closed down? Aren't they interested
in selling their products? Don't they do exports (even brochures)?
Has anyone been in touch with them?

Hallvard

--
[SunOS Unix/Sun SPARCstation 20]
Norway- land of the fjords and the midnight sun
[Online mail -Unix EMACS 19.28.1]

3649. Re: [Q] Trying to find a Easy to use editor runs in MiNT Domain

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: Hub3 <the_cafe@hub.co.uk>
Message-ID: <42rtgo$j6h@luggage.rednet.co.uk>
Source record: 24618

ehramm@dk3uz.hanse.de (Edmund H. Ramm) wrote:
>mbecroft@iconz.co.nz (Mario Becroft) writes:
>
>>Hello,
>
>>I am trying to find a editor which runs in the MiNT Domain (to use with a
>>minix filesystem) and is easy to use. I donwloaded Elvis, and I couldn't
>>figure out how even to quit!
>
>>Does anyone know of a simple editor, not so full of features that only an
>>expert can use it?
>
> If you know how to use WordStar (tm) then possibly joe is what you are
>looking for.
>
> rgds, Eddi

I like using the Devpac editor - I was supprised, but it doesn't mind using long (Minix) filenames if you have freedom installed. (The full filename even comes up on the windows title.) Of course, you have to be running with GEM installed...

If anyone knows of a better (ie less specific to assembly) GEM editor that runs fine with a minix filesystem, then let me know...

>--
> Distribution of this message via the Microsoft Network is prohibited

I like it!!! :)

Anthony Jacques

WWW: http://www.cs.man.ac.uk/~jacquesa/
mailto:jacquesa@cs.man.ac.uk

3650. [Q] hardwaremod. for modemport

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: someone@ping.be
Message-ID: <810607768_OASIS_@ping.be>
Source record: 24619

Hi there,

I've been lurking around for a while now. The more I read these messages,
the more questions I have.
I'm thinking to speed up my modem port. For the moment I use the HSMODEM6
patch on my TT. With this alone I can't go further than 19200. Do I need
hardware to accelerate the modem 1 port or are I just doing something
wrong with the HSMODEM6 patch?
I haven't the slightest idee how the different drivers are configurated.
I've used them just like they are when I've downloaded HSMODEM6. I do have
a 28800 modem and I want to use them at 28800. Certainly now I've received my
telephonebill. It was quite a lot I can tell you that. :-((

```
// //| // //|
|| || | || || |
|| || | On the seventh day He created Atari || || |
|| || /\_ Please reply to Martin.Byttebier.ping.be || || /\_
_/|| ||\_ /| _/|| ||\_ /|
|_/ |_| \_|/ |_/ |_| \_|/
```

3651. Re: falcon & scsi caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <42s6fh$j7u@wn1.sci.kun.nl>
Source record: 24620

In <2549rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:

>Ah, sorry, Phil. My response was only concerned with powering the SCSI
>devices which, of course, have standard connectors and will mate with the
>ones sprouting out of a PC PSU. You can buy "Y-splitters" if you have more
>devices than connectors. There is also, usually, a small 4-pin connector
>for a 3.5 in. floppy.

Do you know, by any chance, the layout of the drive power socket, and
what power is needed (5 or 12)? (This might be included with the
drive docs, but just in case...) I have a multimeter, so I can figure
out the connections from my old ST PSU myself. I'd rather not use an
ex-PC PSU - my system is completely PC-clean and I'd like to keep it
that way. No second hand SCSI drives for me either - you never know
what they've been inside... :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3652. Re: [Q] X11R5 Questions (KbdMap etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Sep9.103734.9660@alder.cc.kcl.ac.uk>
Source record: 24621

Simon Gornall (simon) wrote:
: I have a DEC alpha here at Logica, but the firewall people seem fairly
: keen to only allow what they want through, so it looks like I can't set
: up a second site.

Nice to see ya back Simon. If you want to upload anything you can put it on
zippy.spods.dcs.kcl.ac.uk.

BTW, what's your email address now? When you post here it dosn't come up
correctly.

--
Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\\

3653. Re: *.ttf fonts and NVDI - font damaged?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEnDAF.p9o@cf.ac.uk>
Source record: 24622

Don't abandon the GDOS side of NVDI, it's excellent and much faster than the former.
I've had a few coreldraw ttf font's give such errors, but in general most ttf fonts load without problems. Check your cache size and integrity of the files, try a few other font's to see if those ones are suspect. Failing that, let me know what font's your after and I'll see if I can help you.

Simon.

3654. Re: *.ttf fonts and NVDI - font damaged?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <42s0ro$1hj@gabriel.keele.ac.uk>
Source record: 24623

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: suggestion from Al Fasoldt(sp?) to put 'check_fonts = 0' in the last line of
: my NVDI.INF file, to no avail. It still checks the fonts, and reports them

I think that you need NVDI V3.02 or higher to use 'check_fonts = 0', and you presumably have an earlier version. If not, you have possibly made a mistake in changing the .INF file. I wouldnt change to Speedo if I were you, as NVDI is better in most respects! (BTW a common problem with TT fonts seems to be that they are lacking an ID number in the header. Unfortunately I dont really know what this is for yet!).

Cheers,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

3655. Re: [Q] hardwaremod. for modemport

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: erlingh@129.241.120.223
Message-ID: <42sor3$91n@due.unit.no>
Source record: 24624

someone=Martin.Byttebier (someone@ping.be) wrote:
> Hi there,

> I've been lurking around for a while now. The more I read these messages,
> the more questions I have.
> I'm thinking to speed up my modem port. For the moment I use the HSMODEM6
> patch on my TT. With this alone I can't go further than 19200. Do I need
> hardware to accelerate the modem 1 port or are I just doing something
> wrong with the HSMODEM6 patch?
> I haven't the slightest idee how the different drivers are configurated.
> I've used them just like they are when I've downloaded HSMODEM6. I do have
> a 28800 modem and I want to use them at 28800. Certainly now I've received my
> telephonebill. It was quite a lot I can tell you that. :-((

Well, I am using (bought yesterday) a USR 28.8 sportster modem on my TT.
Just connect it to the serial2 port instead of modem1. Right now, I am
connecting through mintnet slip on 115200 baud.
This will *really* save quite a bit on the telephonebill.

Erling

(Hmm, if this got through, then my tin-setup is working as well :-)

3656. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <42s883$pf2@dux.dundee.ac.uk>
Source record: 24625

: How about Gemini ? Looks good when I used it on Tos 1.02.
: Or even KAOSdesk ? or TerraDesk.... there are lots of them, just look at aaue
: or Hensa.

Ther is also Object-Top which is due out in the near future its Shareware.
For meore details email me.

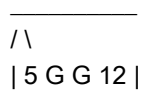
Rod
--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
ex-President, University of Dundee, Dramatic Society

3657. re: falcon & scsi caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2598rcain@nest.demon.co.uk>
Source record: 24626

On 09 Sep 95 sanders@sci.kun.nl wrote:
s> Do you know, by any chance, the layout of the drive power socket,
s> and what power is needed (5 or 12)? (This might be included with
s> the drive docs, but just in case...)

Indeed! Looking into the top end of the plug (where the wires go in) and
with the bevelled edges uppermost the connections are in order:



s> I have a multimeter, so I can
s> figure out the connections from my old ST PSU myself.

Yup.

s> I'd rather not
s> use an ex-PC PSU - my system is completely PC-clean and I'd like to
s> keep it that way. No second hand SCSI drives for me either - you
s> never know what they've been inside... :-)

PCs may be bad technically but they're not infected you know :)

For me they are a good and cheap source of bits as the PC market is churned
so much they are always throwing things away.

Roger
rcain@nest.demon.co.uk

--

3658. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3054951c40436641@xs4all.nl>
Source record: 24627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

azog (azog@gti.gti.net) wrote:

>BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
>: In message <42fnp1$1cs@gti.gti.net>, azog@gti.gti.net said:
>
>: >I have a TT that's acting up in several annoying ways.
>
>: >First, the floppy isn't working correctly. ...
>
[...]
>
>I was able to make some progress with it today. There are a series of
>jumpers on the drive, and I just took each position and noted the
>behaviour. I was able to get it to operate in the reverse manner!
>Prior, I could read HD flops, but not DD. Now I can read DD but not
>HD! Odd thing is, now I can *format* HD flops, even tho I can't read
>them afterwards. Still can't format DD flops...
>
>I am thinking of just putting the old controller chip back in the machine
>and dealing with it. This is a bummer, tho...

You're getting into deep trouble fiddling with the jumpers on the drive.
I did so a couple of years back and got so stressed and discouraged that
I gave it a rest. I did manage to get *one* brand of drives working after
some weeks(!) trying, and have never used any other brand since.
The trouble you're experiencing lies herein (I had the *exact* same
effects as you describe above) : When the drive has a HD floppy inserted
The drive and the computer both need to know that and act accordingly.
With the jumpers you can do this, but most jumpers seem to influence the
settings of the others. I mean, it is possible that even if all but one
jumper is in the right place, the drive still doesn't do anything...
I had a drive with 10+ jumpers. Still have nightmares about it ;-)
It gets more complicated in that TOS 2 and above have a weird way of
dealing with floppies and that PC-drives sometimes use other pins for
the output/input of the HD-signal.
See next list of possibilities...

pin 2 acts as output, Switch also used for drive.
pin 34 acts as output, Switch also used for drive.
pin 2 acts as output, Switch not used for drive.
pin 34 acts as output, Switch not used for drive.
switch used for drive, computer figures out thru software what type of disk.
switch not used, computer figures out thru software what type of disk and
a) inputs it at pin 34 or

b) inputs it at pin 2

Of the possibilities above only 3 *theoretically* could work.
In *some* system, that is, not specifically in atari's therefore.
Furthermore, if you add to this the trouble with seekrates, drive-ID's,
bad or inadequate floppycontrollerchips (not in your case as you use an AJAX)
trouble with not-recognised diskchanges under some circumstances, etc...
I reckon you will want to stay away from it.
If not, feel free to contact me, but expect no miracles.

>:
>: What is the drive model number?
>
>The original drive, which I have a feeling may be bad, is a Teac FD-235HF.

This one is a very good drive but a pain in the *ss to configure.
I never got it right...

>The drive I am trying to work with is Mitsumi D359T3.

Don't know this one.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3659. Re: Question about Epson SMD300 diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3054951c40436cd2@xs4all.nl>
Source record: 24628

Hallvard Tangeraas (hallvart@oslonett.no) wrote:

>I've aquired an Epson SMD-300 disk drive (3.5"), but I'm a little
>confused about the DIP switch settings.

This does not help. SMD-300 doesn't mean anything useful.
Look at the *back* of the drive instead, there is a very small label
there. If it says SMD-340 it's HD, if it is an SMD-380 it's only DD.

>Can someone please tell me what the different jumpers are for?
>I need to get a density "high/low" signal out from the drive
>depending on which type of disk is used.
>I'd also like to hear what other experiences people have with this drive-
>durability, reliability etc.
>Thanks.
>
>Hallvard
>
Get back to me with above info and we'll see what we can do...

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3660. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3054951c404371b3@xs4all.nl>
Source record: 24629

R.D. Evans (mud08@cc.keele.ac.uk) wrote:
>Rod McDonald (stinformer@chatlink.com) wrote:
>
>: ....ANOTHER PRODUCT that handles ANY renaming chore, as well as
>: MOVE, COPY, DELETE, FIND, etc is Universal Item Selector v3.32 (UIS.III)
>: which can handle these chores on ALL versions of TOS from 1.0 up to the
>: Falcon TOS 4.4.
>
>The best utilities available in English translations would be the file
>selectors Selectric or Freedom (together with Kobold, much better for
>multi-tasking systems). Either of these will allow file copying, renameing
>etc. on all TOS versions. UIS is an old product now, and is not as
>compatible as either of the above fileselectors. Maxifile is also old, and
>is much slower in operation than Kobold.

Glad to disagree...;)
Name me just one program that UIS v3.32 is not compatible with ?
Because I've got one for you: Try opening the texteditor in calamus S(L)
when selectric is installed. If they remove that bug from selectric and
get rid of that stupid pop-up menu for selecting drives I may consider
using it. Oh and BTW, in UIS 3.32 I can 'hide' several files at once.
Not possible with selectric. So when the time came I had to unhide 300
files... selectric saw the inside of my trashcan.
But it has great potential.

Kobold is perfect indeed.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3661. Re: TOS chip codes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3054951c404376a4@xs4all.nl>
Source record: 24630

Pekka Saarinen (contacts@walrus.megabaud.fi) wrote:

>How to place TOS 1.02 ROM chips, coded:
>
>H0 H1 H2 L0 L1 L2
>
>into an ST with ROM-TOS 1.0 chips, coded:
>
>U1 U2 U3
>U4 U5 U6

That's not possible because they're marked like this:

U2 U3 U4
U5 U6 U7

>(viewed from top/keyboard side)
>
>????
>
>It's an Atari STF, motherboard rev.C 1986.
>
>I have already tried
>
>H0 H1 H2
>L0 L1 L2
>
>L0 L1 L2
>H0 H1 H2
>
>L0 H0 L1
>H1 L2 H2
>
>but no success...
>
>Best Regards,
>
>----Pekka Saarinen

This will help:

H2 = U2
H1 = U3
H0 = U4
L2 = U5
L1 = U6

L0 = U7

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3662. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3054951e40437e65@xs4all.nl>
Source record: 24631

Gard Eggesboe Abrahamsen (ga@www.hials.no) wrote:

>rincewind@discworld.oche.de (Michael Schwingen) wrote:
>>TS>2) Can I use any SCSI Harddisk as a replacement?
>>
>>Nearly ... you must be able to turn of parity at the drive, and apparently
>>there are a few drives that will not work with the MSTE adapter.
>
>Actually, I've got a drive that doesn't work with my MSTe adapter, and it works
>with my MSTe adapter. Apparently, the mistake from Atari's side is that they
>forgot to put the "power good" signal on pin 40. If you life your harddisk up,
>count to 40 from the left to to 10 from your right on the flat cable. Isolate
>it by carefully cutting between wire 39 and 40 and between 40 and 41. Then cut
>off wire 40 and add +5V on the harddisk side of the cable, so that the disk
>gets the signal it wants. Voila! It works! (Thanks to a lot of people for
>giving me the solution to this problem. ;^)

Never needed this but then again I always use Quantums.
But I'd like to speak to the nitwit who told you that line 40 of the SCSI-
cable is a "power good" signal. It isn't ! It is the *RESET* line.
If it helps in your case, very good. But let's just call things what they are.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3663. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <810652610_OASIS_@bpfd.demon.co.uk>
Source record: 24632

In article <810418278_OASIS_@aybee.demon.co.uk>
alan@aybee.demon.co.uk (Alan Baker) said:-

>So, if you can afford it, Magic solves all problems, and more.
>
>Or does it? My point is- does anyone need to buy or fit tos upgrades as well
>as installing Magic, is there any reason to?

None whatsoever... MagiC is a complete TOS replacement.

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3664. Re: SCSI-drive order & id's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <810652708_OASIS_@bpfd.demon.co.uk>
Source record: 24633

In article <42kt3g$c3o@walrus.megabaud.fi>
contacts@walrus.megabaud.fi (Pekka Saarinen) said:-

>A quick question:
>does it matter in which physical order you put the drives,
>if you have the id's set correctly?
>
>In another words: if SCSI drive (id 0) is connected to the cable
>connector that's situated *after* SCSI drive (id 1)'s cable connector,
>and id 2 after id 3, etc - does the SCSI chain work?

Yes, works fine. Only probs to watch out for are the SCSI termination which
should be set on the last (physical) drive in the chain.

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3665. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-09 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <810652844_OASIS_@bpfd.demon.co.uk>
Source record: 24634

In article <42o644$6k@enterprise.powerup.com.au>
barry2@mail.powerup.com.au (Baz) said:-

>
>Excuse my ignorance but I need to find out some information on my 1040ST.
>
>Is it possible to download files onto my IBM then somehow use them on my
>Atari? Sorry if this is a simple question but I have limited knowledge of
>the Atari. Also can the Atari emulate an IBM?

Aaaaaaaaaaaaaaaghh!

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3666. Re: can't find Epson Stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_30533621_Sven.Bornemark@p56.dada.ct.se>
Source record: 24491

Hi Dr Simon,

> Incidentally I use the Epson Stylus COlor on my Atari TT, imagecopy
> produces far better output than the windows drivers on a pc!

Hah! Imagecopy rules! The newest v4 is truly fantastic!

> Also I've got the driver pack for Calamus SL, p.s. you don't need the
> latest version of calamus for 720dpi output, there are 2 versions of
> the job module available, depending on which version of calamus you
> use.

Right, but after asking Alastair Craig (JCA Europe) about this, I came to the conclusion that the easiest and best option for my customer (who had problems with 720dpi printouts from SL) would be to upgrade to the nov'94 release.

Alastair also mentioned the job module, but that seemed less practical/economical.

Best regards

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

3667. HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: conibear@dircon.co.uk
Message-ID: <42vked$att@newsgate.dircon.co.uk>
Source record: 24492

Hello,

I have a friend who has recently changed from an Atari Falcon to a PC. He wanted to use the same file he used on Data Manager Professional on his Falcon to MS Works on his PC but his PC is not playing!!! He did save the file in some kind of format on an IBM diskette and it is possible to see using MS Dos Editor, it is just that is is full of garbage, and is not recognised in any windows programmes. The files have DAT extensions and I would be really grateful if someone could give me some guidance as to what to do about this problem. It would be possible to send you the file if necessary but any form of instructon or help would be greatly appreciated via direct email to conibear@dircon.co.uk

Thankyou

3668. vme specs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: dstewart@nest.demon.co.uk
Message-ID: <2615dstewart@nest.demon.co.uk>
Source record: 24493

Does anyone know what the VME specifications for the Mega STE and TT

Also what are the pin outs of the VME connector in the Mega and TT

Derek

--

3669. Re: [Q] FreeMiNT makes some apps not load. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42tl2v$efi@status.gen.nz>
Source record: 24635

Alasdair Campbell (ali@birnie.demon.co.uk) wrote:
: >One area you might have wrong is the exec bits in your file modes.
: ^^^
: >Freemint checks these whereas the previous versions of mint did not.
: ^^

Unfortunately, I recieved your mail _after_ I had posted the question to the usenet. I recieved heaps of emails suggesting that this is the problem. I posted a followup saying that I had now got the problem fixed as soon as I could. I hope I don't get too many more replies about it!

- Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3670. Re: [Q] FreeMiNT makes some apps not load. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42tl6a$efi@status.gen.nz>
Source record: 24636

Alasdair Campbell (ali@birnie.demon.co.uk) wrote:
: >>makes FreeMiNT unusable. ....
: >>
: >Well, I really cannot see how you can say that FreeMint is unusable, when
: >quite clearly and obviously it is not, since I and dozens of other people
: >use it all day every day! I am using the copy I sent you this very
: >minute and elm will be using smail the moment I finish editing this reply!
: >One area you might have wrong is the exec bits in your file modes.

If half your applications didn't work all of a sudden, whenever FreeMiNT
was loaded, and yuo had no idea why, I'm sure you would call it unusable
too.

Now that this problem no longer occurs, it is completely usable.

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3671. Re: stupid question about .z files

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42tla0$efi@status.gen.nz>
Source record: 24637

Gary Clinton (bj624@FreeNet.Carleton.CA) wrote:
: Please someone tell me what's wrong with -dfvc bart_snd.z when
: compress.ttp is in the same folder as is bart_snd.z; it doesn't seem to
: decompress with that command.

AFAIK, .z is GZipped, and .Z is compressed. Perhaps if you try GZip you
may have more success.

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3672. Question about 1040stf and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: as475@cleveland.Freenet.Edu
Message-ID: <42vhm4$ko3@usenet.INS.CWRU.Edu>
Source record: 24638

Greetings all!
I have a question regarding a 1040STf and a SCSI drive. I am going to
be picking up a SCSI adapter from Toad computers shortly and I am
looking for a SCSI drive...Does it matter what type of SCSI drive I buy?
I am assuming no but I want to make sure so that /I do not get stuck
with a large scsi drive that does not work.
thanks in advance for anyhelp on this!

_J.Starr

--
The thought that LSD is the doorway into another dimension is false. It
is just a trick we play on ourselves to look within to find all the
questions we need to ask to get the right answers we need to survive.

3673. Re: Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_305307e2_Jesper.Kock@kockens.ct.se>
Source record: 24639

Hello android van Niekerk! The 08.09.95 you talked about "Megafile-30 and DMA port questions",and my reply is:

> I got a Megafile-30 hard disk (and no atari computer), and I'm
> wondering if I can use the disk with some other system, e.g. some
> PC, or even my CP/M system (that needs a SASI disk).

Yes.. If you open it and removes the drive. You can use the drive with a standard RLL/MFM controller card to Pc.

> If I take the Megafile-30 apart, can I use the drive with a standard RLL
> disk controller on a PC?
>

Hehe.. I should have read the whole letter first ;)

Yes you can.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | .___ . \
|( ST ) jesper.kock@kockens.ct.se | // //| |
| |____| | || || | To boldly go |
|< oo > WiZZard on -*-Kockens BBS-*-| || || /\_ were no Atari |
| |\__/| | _/|| ||\_ /| has gone before |
| \____/ ATARI ONLY +46-46-250256 ||_/ |_| \_|/ |
\_____________________________________|_____________________________/
```

--
Trans Europe Express

3674. re: can't find epson stylus driver, please help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-10 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_30533420_Sven.Bornemark@p56.dada.ct.se>
Source record: 24640

Hi Roger,

> On 07 Sep 95 sven.bornemark@p56.dada.ct.se wrote:
>>> What does it emulate? You need a driver to suit this. Probably
>>> Epson 850-LQ is one of the modes - drivers for this are everywhere.
sb>>
sb>> *Wot???*
sb>>
sb>> I don't beleive *one word* of the above! The Epson Stylus is an
sb>> extremely powerful printer, producing glorious colourful results
sb>> at 720dpi!
>
> I don't remember the guy asking saying that it was a colour Stylus,
> Sven.

Whoops! You're right. Sorry!

Best regards

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

3675. Sang Megavision

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <4303j4$doh@newdelph.cig.mot.com>
Source record: 24494
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey all -

I know I asked for this before, but does anyone out there have any way to contact Sang, the makers of the MegaVision300. I had a contact from someone before, but it seems to have disappeared from my collection of files.

Thanks in advance,
Mike White
whitema@cig.mot.com

3676. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEqCIK.CnA@cf.ac.uk>
Source record: 24495

I always download all my atari files using Netscape, Gopher or Rapid filer on my PC at work. Just format 3.5" disks to 720K and save the files on them, ready to go in the atari! Or if you've a TT or falcon, you could use HD disks.

Simon

3677. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: davef@impala.inmos.co.uk
Message-ID: <4313mj$fkb@lion.inmos.co.uk>
Source record: 24496

A short while ago I wrote :-
|> >You can move files with GEM desktop by holding down the control key (if my
|> >memory serves me) as you position the selected files over the destination
|> >directory. Simply select the files as you would normally, and then drag to

I joined this thread before I realised that the request was from someone with
TOS 1.0. Apologies for wasting bandwidth.
--
+--------------------------(Dave Foy)-------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@bristol.st.com |
+----------------------(+44 454 616616 X526)-------------------------+

3678. Re: MagiC on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <430n8s$k5h@gabriel.keele.ac.uk>
Source record: 24497

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Latest reports say end of this month...

Yes, I have heard this, but these things have a habit of taking longer!

: AFAIAA, the Falcon version was finished a couple of months ago...
: not been translated yet... someone care to comment on this?

I have heard that it is in the final betatest stage.

: Please note that the Behne brothers did not code MagiCMac... it was
: Thomas Tempelmann.

Duly noted, I was re-hashing a bit from AW (I think!).

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

3679. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4328ph$jk@gti.gti.net>
Source record: 24498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Maarten van den Berg (maberg@xs4all.nl) wrote:
: >
: >I am thinking of just putting the old controller chip back in the machine
: >and dealing with it. This is a bummer, tho...

: You're getting into deep trouble fiddling with the jumpers on the drive.
: I did so a couple of years back and got so stressed and discouraged that
: I gave it a rest. I did manage to get *one* brand of drives working after
: some weeks(!) trying, and have never used any other brand since.

I did give up on it. I was able to get it working to a point, but
no matter what I did, I wasn't able to get it working *properly*.
I've since found out what the problem is (or the most likely problem):
the TOS 3.06 is a German version with WinX patched into it. When I
run this TOS set, the floppy doesn't act properly. When I got the
machine, it had a tube with the original TOS, American 3.05. I put
these back in (same drive and controller chip), and it works fine
(as it should... the physcial drive makes a horrible wrenching noise
when it seeks to track 0, shades of the Commodore 1541)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3680. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <431k82$bp7@percy.cs.bham.ac.uk>
Source record: 24499

alan@aybee.demon.co.uk writes:
>So, if you can afford it, Magic solves all problems, and more.
>
>Or does it? My point is- does anyone need to buy or fit tos upgrades as well
>as installing Magic, is there any reason to?

You don't need a ROM upgrade in order to use MagiC effectively - MagiC
replaces the *entire* BIOS, XBIOS, GEMDOS, VDI and AES.

The one downside to MagiC is that it will use up some RAM (don't know
how much, but probably less than MTOS does). which the ROM upgrade
obviously won't. But you can get around this by blowing MagiC onto
EPROMs using a free utility (MAGXROM IIRC)

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3681. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <432qg9INNc63@duncan.cs.utk.edu>
Source record: 24500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped)
with user manuals
(this is the model with
the internal floppy)

Will throw in
communication software
and st314 (720k DSDD drive)
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

3682. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <432oev$1qa@gti.gti.net>
Source record: 24501

Steve Taylor (steve@bpfd.demon.co.uk) wrote:
: In article <42o644$6k@enterprise.powerup.com.au>
: barry2@mail.powerup.com.au (Baz) said:-

: >
: >Excuse my ignorance but I need to find out some information on my 1040ST.
: >
: >Is it possible to download files onto my IBM then somehow use them on my
: >Atari? Sorry if this is a simple question but I have limited knowledge of
: >the Atari. Also can the Atari emulate an IBM?

: Aaaaaaaaaaaaaaaghh!

Brilliant. I've noticed you giving out the same handy-dandy advice
elsewhere. Are you missing a chromosome or what? Or where can I
lower my IQ just like yours?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3683. Re: stupid question about

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <aa8_9509120105@flight.org>
Source record: 24502

A giant chicken in the guise of Mario Becroft clucked:

> Gary Clinton (bj624@FreeNet.Carleton.CA) wrote:
> : Please someone tell me what's wrong with -dfvc bart_snd.z when
> : compress.ttp is in the same folder as is bart_snd.z; it doesn't seem to
> : decompress with that command.
>
> AFAIK, .z is GZipped, and .Z is compressed. Perhaps if you try GZip you
> may have more success.

You should just dump COMPRESS.TTP 'cause Gzip can do everything Compress
does and more.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3684. re: question about 1040stf and scsi

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-11 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2632rcain@nest.demon.co.uk>
Source record: 24503

On 11 Sep 95 as475@cleveland.Freenet.Edu wrote:
a> I have a question regarding a 1040STf and a SCSI drive. I am going
a> to be picking up a SCSI adapter from Toad computers shortly and I am
a> looking for a SCSI drive...Does it matter what type of SCSI drive I
a> buy? I am assuming no but I want to make sure so that /I do not get
a> stuck with a large scsi drive that does not work.
a> thanks in advance for anyhelp on this!

You don't say what sort of adapter but, to be safe, get a drive which can
have parity disabled by jumper.

If you have as STF the drive performance is not so important so save money
by going for SCSI-1 rather than SCSI-2 (technically both will be OK but the
higher SCSI-2 spec. will be wasted on a 8Mhz m/c).

Why not look for a second-hand drive? It CAN be a bit risky but you can get
good deals from people who are upgrading.

Roger
rcain@nest.demon.co.uk

--

3685. Re: HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DEro3B.8s3@freenet.carleton.ca>
Source record: 24504

Tim Conibear (conibear@dircon.co.uk) writes:
> Hello,
>
> I have a friend who has recently changed from an Atari Falcon to a PC.
> He wanted to use the same file he used on Data Manager Professional on
> his Falcon to MS Works on his PC but his PC is not playing!!! He did
> save the file in some kind of format on an IBM diskette and it is
> possible to see using MS Dos Editor, it is just that is is full of
> garbage, and is not recognised in any windows programmes. The files
> have DAT extensions and I would be really grateful if someone could
> give me some guidance as to what to do about this problem. It would
> be possible to send you the file if necessary but any form of
> instructon or help would be greatly appreciated via direct email to
> conibear@dircon.co.uk
>
Did he save it as an ASCII file? It seems that Data Manager uses a
different form or character to delimit one field from another, so
the DAT files are not compatible with "standard" data bases. Most
bases can, however accept an ASCII file as a data fill.
>

--
Songshop Musical Productions
Box 266, Shawville, Quebec
J0X 2Y0 (819) 647-6022

3686. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.810899896@aix8.rhrk.uni-kl.de>
Source record: 24505

srobins@cix.compulink.co.uk ("Simon Robins") writes:

>But presumably Outside needs to intercept the memory (de)alloc routines so
>that it knows when an access to non-existant memory occurs. And how does
>the OS allocate more memory than is available without help?

I suggest you take a look at literature about PMMU programming. OUTSIDE does not have to interfere with TOS memory management. Everything OUTSIDE does is made using the PMMU so there is no need for changing the TOS memory allocation calls. Virtual memory is totally transparent for applications not using the PMMU. Your applications won't even be able to tell that a virtual memory manager is active. Even TOS isn't aware of virtual memory.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

3687. Re: Falcon Clock modification for audio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DEs5zK.F8y@ridgecrest.ca.us>
Source record: 24506

sven.bornemark@p56.dada.ct.se (Sven Bornemark) wrote:
>Hi there,
>
> > Does anybody know how to modify the clock on the Falcon in order to
> > stabilize the running of Cubase Audio?
>
>A complete and correct answer to the above can be obtained from Claes
Holmerup.
>He's on "claes@dada.ct.se". No-one knows the ins and outs of the Faclon
better
>than him!
>
>Best regards
>
>-Sven-
> *Sven Bornemark Musik*
> Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
> sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
> *Hot software from the cold north*
>
>

Another source, for the faint of heart, is Wizztronics. They sell
a product called the Dorsal Adapter Board. No soldering to the PAL's.
Just remove them, insert the Dorsal and reinsert the PAL's. Remove
R216 and R221 and just two leads to solder. Much nicer looking than
what Atari has recommended we do. (Uses 74F08, R216 and R221 jumped
second lead to R217.) I don't use Cubase, but have noticed no problems
on my machine. $35.00 U.S. (Kinda steap, but whats you M/B worth?)

Mike

3688. Re: MONSTER ST OF CSA CONTEST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DEs7Fy.G2z@ridgecrest.ca.us>
Source record: 24507

rbmier@winternet.com (Rich Mier) wrote:
>> kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>>
>>
>> How far has anyone gone in upgrading a plain vanilla Atari ST ?
>>
>> I would love to hear of some 'Monster STs' in existence !
>>
>> Not that I stand a chance of holding the title of
>> 'Monster ST of C.S.Atari', but I'll start the ball rolling with my
current
>> setup:
>>
>> Started off as: Atari 520 STFM, TOS 1.02, 0.5Mb RAM, bugger all else.
>>
>> Current upgrades: 4Mb RAM on Marpet board, TOS 1.04, Blitter Chip,
Mono &
>> Color monitors, 105Mb and 20Mb SCSI-2 hard drives,
>> AdSCSI+ host adaptor with real time clock, 9600
baud
>> modem and Audio Out from monitor socket going to
Stereo
>> Amplifier. Plus Maxtor 800Mb optical SCSI WORM
drive
>> waiting to be connected as soon as I can get the
media !
>>
>>
>>
>>>>>
> 1040 STe, upgraded to 4 Meg. 340meg Hard Drive. 150 Meg
>Archiver Tape Back Up. 1.44meg Floppy upgrade. TOS 2.06. 14.4 FAX
Modem.
>Epson LX800 printer. Amplified Stero ComputerEyes Color Digitizer.
>(AdSCSI+ host adaptor with RT clock with the Hard drive and Tape.)
>
> FALCON 4/85. 540Meg SCSI2 HD. 150 meg Archiver Tape Back Up
(2nd one).
>68882 FPU. ScreenBlaster II with SONY multiscan 15sf monitor. 28.8 FAX
Modem.
>Panisanic KX-P2123 printer with Color option. Amplified stero speakers.
On the back
>shelf waiting for case: 21 Meg Floppical and 4X SONY SCSI2 CD. On the
back

>burner (not yet pruchased) 14 Meg upgrade and EPSON Sylus Color printer.
>
> Rich Mier

****
4meg1040STF/TOS 1.02-2.06, Tweedy Board, NVDI 3, MagX!, Ease
ICD Link to Quantum 540LPS, ToshXM2100A CD, 1224, 124, Beatle Mouse
ST X-Former Cable for the 8bits laying around
****
Falcon w/Mighty Sonic-32mhz/32megFastRam,14MegST Ram,FPU
Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
IDEK 5017,1084C,NEC3D,Sony SRS-D2PC speakers,TelevEyes/PRO Genlock
VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7,
JVC Super VHS VCR, Expose Video digitizer,(If Yat has mailed it:)
KeyBoard Gizzmo, Black Tower Case and KeyBoard,Falcon Dorsal,
LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
RainBow Multimedia II,Papyrus,PageStream,NVDI 3,BSS Debug,
MultiSync Gizzmo, USR144. Jaguar w/Catbox. (For SVHS output to
Falcon :)

(I guess I'm admitting that my Falcon is just an STeFa :)

Now where the Hell did I leave that 040 card?
****

Mike

3689. TOS Error #35

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: Trevor@fawley.demon.co.uk
Message-ID: <810892074.19066@fawley.demon.co.uk>
Source record: 24508

Hi

I am posting this message on behalf of a friend who is having problems with an Atari 1040ST ----

My origional copy of 1st Word Plus is damaged and I am trying to use a backup copy (3.5" disk). I keep getting the following message..

TOS Error #35

Data on the dosk in drive A may be damaged. You must use the right kind of floppy disk; You must connect you hard disk poperly.

Other disks seem to work OK in this drive.

Any ideas?

If its the disk thats faulty, does anyone know of a supplier of 1st Word Plus in the UK?

TIA

Trevor Smith

3690. 48mhz Falcon DSP?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DEs84D.GGx@ridgecrest.ca.us>
Source record: 24509

I downloaded a German.txt file by Mitja Rateiczak detailing modifications to bring the Falcon DSP to 48mhz. X-lator helped me follow the document somewhat, but I would like to hear from someone that has done the mod and could detail it in English. Anyone?

His E-Mail is mitja_rateiczak@bm.maus.de

Mike

3691. SLM804 Laser and Macintosh IIvx??????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: jerbil@Gramercy.ios.com
Message-ID: <jerbil-1209950930530001@ppp-33.ts-2.nyc.idt.net>
Source record: 24510

Does anyone know if the Atari SLM804 Laser printer can be connected to a Macintosh IIvx?? If so, how is it done and what extras arec needed and is it worth it after all??

Thanks,

Jeff B

--
(((((((( )))))))))
//// JeRBil -> Home of the Musical Mouse ////
(((((((( )))))))))

3692. Programming the Video Master digitizer?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: gf@vestkunst.no
Message-ID: <433kad$kca@ole.uninett.no>
Source record: 24511

Does anybody know how to program Microdeal's Video Master on an STE?
I want to digitize frames, and store as either single pictures or as
animation sequences.
Preferably in GFAbasic or assembler.

3693. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <433neh$898@doffen.uninett.no>
Source record: 24512

maberg@xs4all.nl (Maarten van den Berg) wrote:
>Gard Eggesboe Abrahamsen (ga@www.hials.no) wrote:
>But I'd like to speak to the nitwit who told you that line 40 of the SCSI-
>cable is a "power good" signal. It isn't ! It is the *RESET* line.

Actually, it was an Atari engineer at Atari Benelux...

>If it helps in your case, very good. But let's just call things what they are.

Ok... do you by chance have full pinouts for the SCSI? I'd be very interested
in having it for my collection of hardware documentation. ;^)

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

3694. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: contacts@walrus.megabaud.fi
Message-ID: <434fa9$730@walrus.megabaud.fi>
Source record: 24513

In article <810652610_OASIS_@bpfd.demon.co.uk>,
Steve Taylor <steve@bpfd.demon.co.uk> wrote:
> In article <810418278_OASIS_@aybee.demon.co.uk>
> alan@aybee.demon.co.uk (Alan Baker) said:-
>
>>So, if you can afford it, Magic solves all problems, and more.
>>
>>Or does it? My point is- does anyone need to buy or fit tos upgrades as well
>>as installing Magic, is there any reason to?
>
>None whatsoever... MagiC is a complete TOS replacement.

Which apparently does not run Cubase....
I hope there's an easy way to boot without it.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3695. Re: Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <4347dq$71o@hpscit.sc.hp.com>
Source record: 24514

Paul van Niekerk (niekerk@prl.philips.nl) wrote:
: I got a Megafile-30 hard disk (and no atari computer), and I'm
: wondering if I can use the disk with some other system, e.g. some
: PC, or even my CP/M system (that needs a SASI disk).

The politially correct solution is to get yourself an Atari computer,
of course 8-)

: Questions:
: What is the DMA-bus that connects the disk to the computer?
: What protocol runs on this bus?

The DMA bus is also called ACSI (Atari Computer Systems Interface). It's
a stripped-down version of SCSI. The restrictions are:

- No arbitration phase
- No disconnect
- Class 0 commands only (well, at least without a special hack)
- No parity
- Speed lower than 2 MB/s (due to limitations of the DMA chip in
the Atari)
- And others I've forgotten 8-)

: If I take the Megafile-30 apart, can I use the drive with a standard RLL
: disk controller on a PC?

Yes. Inside the Megafile 30, you find the following:

- An ACSI-to-SCSI hostadaptor
- A SCSI-to-ST506 controller (Adaptec 4070)
- A 30 MB RLL drive with an ST506/412 bus

Unfortunately, the hostadaptor and the controller are on the same board,
and it's probably tricky to use the board as a SCSI controller only.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---

3696. Re: STe-board puzzle/Chip ID ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.810923357@YE>
Source record: 24515

ELUAG@leeds.ac.uk (A. Gilmour) writes:

>A Sony disk drive (Model MP-F11W) has given erratic performance for
>the last couple of months. So the time comes to lever it out and
>replace it with one from the 'good' pile, sadly depleted in these days
>of cheap High Density supplies.
> So I open the case and find the puzzle. Just where the WD 1772 drive
>controller chip sits in my other STe there is this 28 legged thing
>sitting in a socket bearing the legend:

> ATARI (c) 1991
> C302434-001/A
> MM9291-N1

The 1772 FDD controller has the atari part number C026028-002
in the STE manual (located at U301)

> The board itself is marked:
>
> CA401177

The Mother board should have the atari part Number C300779-001
for the STE.

> The board was bought as an upgrade to an STFM which required
>expensive repairs due to abuse from it's previous owner.

SO you probably have a STFM mother board!

> 2 questions. a: Can anyone provide any info/ID for the C302434 chip?
>and b: Will this chip make it any easier to change the disk drive to
>High Density or will it drive me nuts just planning the job?
>
You can just replace the old floppy drive with a new HD floppy
but you can only use it as a 720K drive. An upgrade is availiable
from the usual suppliers (System Solutions or COMPO) to use the
HD drive in the HD mode.

> I have heard previously of an 'Ajax' chip which I believe was used as
>the controller in the Mega STe, but surely not in the plain vanilla
>520?

This ususally requires the Ajax chip as the clock frequency is increased
to 16MHZ from 8MHz for the HD controller and the 1772 may not be able to
handle this frequency.

> That's 3 questions, any answers get my tha

your welcome
dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3697. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FIMLEFBVUP@zaphot.augusta.de>
Source record: 24516

In <431k82$bp7@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>Or does it? My point is- does anyone need to buy or fit tos upgrades as well
>>as installing Magic, is there any reason to?
>
>You don't need a ROM upgrade in order to use MagiC effectively - MagiC
>replaces the *entire* BIOS, XBIOS, GEMDOS, VDI and AES.

MagiC needs less than 150kB RAM AFAIK.

>The one downside to MagiC is that it will use up some RAM (don't know
>how much, but probably less than MTOS does). which the ROM upgrade
>obviously won't. But you can get around this by blowing MagiC onto
>EPROMs using a free utility (MAGXROM IIRC)

I used this tool and i am using MagiC!3 in EPROMs on my 1040STE ...
works fine!

Ciao... Arno

--
Arno Welzel aw@zaphot.augusta.de
Arno_Welzel@A.maus.de

3698. STe-board puzzle/Chip ID ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <4343ha$7u8_001@leeds.ac.uk>
Source record: 24517

A Sony disk drive (Model MP-F11W) has given erratic performance for
the last couple of months. So the time comes to lever it out and
replace it with one from the 'good' pile, sadly depleted in these days
of cheap High Density supplies.
So I open the case and find the puzzle. Just where the WD 1772 drive
controller chip sits in my other STe there is this 28 legged thing
sitting in a socket bearing the legend:

ATARI (c) 1991
C302434-001/A
MM9291-N1

The board itself is marked:

CA401177

The board was bought as an upgrade to an STFM which required
expensive repairs due to abuse from it's previous owner.

2 questions. a: Can anyone provide any info/ID for the C302434 chip?
and b: Will this chip make it any easier to change the disk drive to
High Density or will it drive me nuts just planning the job?

I have heard previously of an 'Ajax' chip which I believe was used as
the controller in the Mega STe, but surely not in the plain vanilla
520?

That's 3 questions, any answers get my thanks

--Allan

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician eluag@leeds.ac.uk

3699. Re: vme specs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <433naf$898@doffen.uninett.no>
Source record: 24518

dstewart@nest.demon.co.uk (Derek Stewart) wrote:
>Does anyone know what the VME specifications for the Mega STE and TT
>
>Also what are the pin outs of the VME connector in the Mega and TT

I wish I knew. I had a look at my VME->PC converter thingy, but there were these large block in the way that made it impossible to see which pin was which lead on the board. However, only the upper and lower part of the bus was used for 24 bit addressing. There are 32 pins on each row, and three rows. From the design of the converter thingy, it looks as the address bus is on the upper row, probably along with control signals (clock, read/write, etc). If I had a logic analyzer at hand, I'd use it to figure out every bit. I think there should be some kind of documentation on Cern's web-pages, but I haven't found them quite yet. Anybody else?

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

3700. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-12 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.810900212@aix8.rhrk.uni-kl.de>
Source record: 24519

cs93dlh@vega.dcs.exeter.ac.uk (D.L.Hastings) writes:

>Outside works with a plain MultiTOS system. It doesn't work on
>a MiNT/MiNTOS/minixfs/MiNT-NET system, and certainly not with X-Windows.
>Shame really.

So the question is: In which way does X interfere with virtual memory? What
exactly does happen when you start X when OUTSIDE is active?

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

3701. Re: STe-board puzzle/Chip ID ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <436irn$8o0_001@leeds.ac.uk>
Source record: 24520

In article <dba.810923357@YE>, dba@jet.uk (Dennis Armstrong) wrote:
>ELUAG@leeds.ac.uk (A. Gilmour) writes:
>
Parts deleted

>> So I open the case and find the puzzle. Just where the WD 1772
drive
>>controller chip sits in my other STe there is this 28 legged thing
>>sitting in a socket bearing the legend:
>
>> ATARI (c) 1991
>> C302434-001/A
>> MM9291-N1
>
>The 1772 FDD controller has the atari part number C026028-002
>in the STE manual (located at U301)

Check. Sorry, I should have mentioned that the chip in question
occupies that position.

>
>> The board itself is marked:
>>
>> CA401177
>
>The Mother board should have the atari part Number C300779-001
>for the STE.

Can't confirm this. However the board was sold to me by The Upgrade
Shop (a reputable and recommended supplier IMHO) as an STe board.
It has the stereo sound output jacks, the side mounted 15 pin
"joystick" ports, TOS 1.62 and in all other respects is identical to
my other STe (barring my own additions)

>> The board was bought as an upgrade to an STFM which required
>>expensive repairs due to abuse from it's previous owner.
>
>SO you probably have a STFM mother board!

Nope. Wellll, yes I do, but it's in another case,in a box,in the
cupboard at home, waiting for me to mend the keyboard. The chip in
question is in it's socket,on the board (see above) which is in the
open case, on the bench, at the other side of my office here at work.
I opened it up again this am. to check the location number.
>
>> 2 questions. a: Can anyone provide any info/ID for the C302434

chip?
>>and b: Will this chip make it any easier to change the disk drive to
>>High Density or will it drive me nuts just planning the job?
>>
>You can just replace the old floppy drive with a new HD floppy
>but you can only use it as a 720K drive. An upgrade is availiable
>from the usual suppliers (System Solutions or COMPO) to use the
>HD drive in the HD mode.
>
>> I have heard previously of an 'Ajax' chip which I believe was used
as
>>the controller in the Mega STe, but surely not in the plain vanilla
>>520?
>
>This ususally requires the Ajax chip as the clock frequency is
increased
>to 16MHZ from 8MHz for the HD controller and the 1772 may not be able
to
>handle this frequency.
>
>> That's 3 questions, any answers get my tha
>
>your welcome
>dennis

Thanks Dennis, I first noticed this chip last year when I bought the board (at a damn good price too,I'll admit). However I did not have this job then, with usenet access to ask stupid questions like the above... in company time too ;) (no, lunchtime really!)

so.. any further comments about the chip will be greatly appreciated. Also, with the kind folk's permission,I will compile and redistribute the advice and help given.

Ta
--Allan

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician eluag@leeds.ac.uk

3702. The Translator

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <435rki$2k9@preeda.internex.net.au>
Source record: 24521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Will the Translator DMA to SCSI adaptor run a SCSI 1 or SCSI 2 device ?
TIA
--
```

/| |\ o _, /`` o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/`/`|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

3703. Re: SLM804 Laser and Macintosh IIvx??????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: mrz5149@rit.cs.rit.edu
Message-ID: <mrz5149-1309951216360001@ppp26.cs.rit.edu>
Source record: 24522

In article <jerbil-1209950930530001@ppp-33.ts-2.nyc.idt.net>,
jerbil@Gramercy.ios.com (Jeffrey Reid Baker) wrote:

> Does anyone know if the Atari SLM804 Laser printer can be connected to a
> Macintosh IIvx?? If so, how is it done and what extras arec needed and is
> it worth it after all??

Nope. The 804 is the one that used the ST's memory to assemble pages. It was
essentially a "dumb" printer. I suppose you could jeryrig it to the SCSI port
or something and write some serious driver software but I don't think it
would be worth the effort.

BTW, I own a IIvx also.

--

Michael Zucca <> mrz5149@rit.cs.rit.edu <> Rochester Institute Of Technology
"If the speed of light is not infinite, then it's awful damned fast."
- Galileo -

3704. Re: Falcon memory connector pinout?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DEtwss.GAA@ridgecrest.ca.us>
Source record: 24523

matija@sirius.ijs.si (Matija Grabnar) wrote:
>Does anybody happen to have the pinout of the two connectors for the
>Falcon's memory board?
>
>--
>"My name is Not Important. Not to friends.But you can call me mister
Important"
> - Not J. Important
>Matija.Grabnar@ijs.si A Slovenian and a Falcon
Atarian
>Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the
Universe

Here you go!

50-Pin Connector J17 (Falcon 030 memory pin-out)

25 1
****
****
26 50

50-Pin Connector J17

Pin Signal
1 Ground
2 Vcc
3 Memory Data 15
4 Memory Data 14
5 Memory Data 13
6 Memory Data 12
7 Memory Data 11
8 Memory Data 10
9 Ground
10 Vcc
11 Memory Data 9
12 Memory Data 8
13 Memory Data 7
14 Memory Data 6
15 Memory Data 5
16 Ground
17 Vcc
18 Memory Data 4
19 Memory Data 3
20 Memory Data 2
21 Memory Data 1

22 Memory Data 0
23 Memory Size 0
24 Ground
25 Vcc
26 Ground
27 Vcc
28 Memory Data 16
29 Memory Data 17
30 Memory Data 18
31 Memory Data 19
32 Memory Data 20
33 Memory Data 21
34 Ground
35 Vcc
36 Memory Data 22
37 Memory Data 23
38 Memory Data 24
39 Memory Data 25
40 Memory Data 26
41 Ground
42 Vcc
43 Memory Data 27
44 Memory Data 28
45 Memory Data 29
46 Memory Data 30
47 Memory Data 31
48 Memory Size 1
49 Ground
50 Vcc

30-Pin Connector J6 (Falcon 030 memory pin-out)

15 1
****
****
16 30

30-Pin Connector J6

Pin Signal
1 Ground
2 Ground
3 Ground
4 Memory Address 8
5 Memory Address 7
6 Memory Address 6
7 Memory Address 5
8 Memory Address 4
9 Memory Address 3
10 Memory Address 2
11 Memory Address 1

12 Memory Address 0
13 Ground
14 Vcc
15 Vcc
16 Ground
17 Ground
18 Vcc
19 Memory Address 10
20 Memory Address 9
21 Write Enable
22 Row Address Select 0
23 Row Address Select 1
24 Column Address Select 0 High
25 Column Address Select 0 Low
26 Column Address Select 1 High
27 Column Address Select 1 Low
28 Ground
29 Vcc
30 Vcc

By Cindy (Mike's Girlfriend)
mgrove@owens.ridgecrest.ca.us
From the Falcon Field Service Manual
09/12/95

3705. Re: ST-PC compatible diskette format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <4375at$ru7@news.ysu.edu>
Source record: 24524

Suggest that you format 720K floppies on the PC and transfer
the ST software to these disks. ST will have no trouble reading them.
The opposite route can present problems, unless you use a program like
Diamond format.
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3706. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <328113234wnr@gingram.demon.co.uk>
Source record: 24525

In article: <432oev$1qa@gti.gti.net> azog@gti.gti.net (azog) writes:

> Steve Taylor (steve@bpfd.demon.co.uk) wrote:
> : In article <42o644$6k@enterprise.powerup.com.au>
> : barry2@mail.powerup.com.au (Baz) said:-
>
> : >
> : >Excuse my ignorance but I need to find out some information on my
1040ST.
> : >
> : >Is it possible to download files onto my IBM then somehow use them
on my
> : >Atari? Sorry if this is a simple question but I have limited
knowledge of
> : >the Atari. Also can the Atari emulate an IBM?
>
> : Aaaaaaaaaaaaaaaghh!
>
> Brilliant. I've noticed you giving out the same handy-dandy advice
> elsewhere. Are you missing a chromosome or what? Or where can I
> lower my IQ just like yours?
>
> --
> Billy D'Augustine
> azog@gti.gti.net
> http://www.gti.net/azog/
>
Kettle, Pot, The, Calling, Black. Ring any bells. This is still no
answer.

This may be a simple question to most of us but some folk out there need
this type of advice, as we all probably were at some time.

Generally, the ST has no problem reading DOS formatted 720K floppies,
but the reverse can be a problem (i.e. ST to P.C.). There are many PD
disc formatters that can force a DOS compatible format, the best IMO
being the shareware version of FCopy.

However, for this type of work, you may be better of with a PD offering
called Ghostlink. This allows you to connect your ST to the P.C. and the
ST then has full access to the hard drive on the P.C. You will however
need a null-modem cable, but you could get one of these made up quite
easily.

Yes, the Atari can emulate a P.C., a _very_ old program called PC Speed
(if my memory serves me correctly), but I wouldn't think anyone would

recomend it, its dog slow. You can also get hardware emulators, but again, the're not up to much.

O.K.?

Gary

EMail gary@gingram.demon.co.uk

3707. Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <206863386wnr@gingram.demon.co.uk>
Source record: 24526

I have seen many articles in this newsgroup mentioning fitting the Falcon into a seperate case.

Does anyone know what has to be done in order to achieve this? Does, for instance, a P.C. power supply operate the Falcons motherboard? What about a seperate keyboard?

I'm sure if some technical genius could describe this transplant in detail it would help many, many Falcon (and ST) owners.

BTW, I remember an article not too long ago discussing if a Falcon would fit into a TT case. Somebody actually said they had done it, but just one thing, where would we actually get a TT/Mega STe case from? (In the UK if possible).

In advance, Many Thanks

Gary

3708. Atari Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: bw870@FreeNet.Carleton.CA
Message-ID: <DEv1r3.6qH@freenet.carleton.ca>
Source record: 24527

I have been delighted for the past 5 or 6 years with my Atari Portfolio - until yesterday when it collapsed on me. When I start it up, I get the opening Copyright and Bios statement ok with pulsing cursor. Then everything locks up when I press a key. The only thing that works is the Control-Off key. Sometimes after that when I press a key, the screen shows only garbage. Two questions:

1. Does anyone know anyone in the Toronto Canada area who fixes Atari Portfolios these days?

2. Is there someone in the Toronto area with a Portfolio who would let me download some important files from a 64k Atari card to a 5 1/4 inch disk? There's three days research in the National Archives, Ottawa, at risk here so I would be grateful for help.

Any replies, either post here or email to:

bstewart@freenet.toronto.on.ca

Thanks, Brian Stewart

3709. Re: Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: simon@orme.u-net.com
Message-ID: <811027670_OASIS_@orme.u-net.com>
Source record: 24528

In article <4347dq$71o@hpscit.sc.hp.com>
clausb@hpbbn.bbn.hp.com (Claus Brod) said:-

>
>Yes. Inside the Megafile 30, you find the following:
>
>- An ACSI-to-SCSI hostadaptor
>- A SCSI-to-ST506 controller (Adaptec 4070)
>- A 30 MB RLL drive with an ST506/412 bus
>

Hmmm.. I'm using an ST/megafile 30 .....

Know nothing of such technical matters.. does this mean that a scsi drive
can be inserted into the huge mega case, saving me the price of an ICD link?
or are usable RLL drives available at similar (ie cheap) prices to scsi's?

Is it just a question of plugging a better drive into a slot somewhere...I do
hope so...

Simon..

ps do they make any quieter fans?

--

Simon Evans <simon@orme.u-net.com> NeST 90:107/2

3710. Re: HELP!! NEED TOS on Disk for Original 520ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: tec2@acsu.buffalo.edu
Message-ID: <436j2p$g0j@azure.acsu.buffalo.edu>
Source record: 24529
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yeah, but will your compensation be comensurate with your pricing on
the equipment you sell?

3711. Re: [Q] hardwaremod. for modemport

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <437qj9$pfe@inca01.inca.co.nz>
Source record: 24530

someone=Martin.Byttebier (someone@ping.be) wrote:
> Hi there,

> I've been lurking around for a while now. The more I read these messages,
> the more questions I have.
> I'm thinking to speed up my modem port. For the moment I use the HSMODEM6
> patch on my TT. With this alone I can't go further than 19200. Do I need
> hardware to accelerate the modem 1 port or are I just doing something
> wrong with the HSMODEM6 patch?
> I haven't the slightest idee how the different drivers are configurated.
> I've used them just like they are when I've downloaded HSMODEM6. I do have
> a 28800 modem and I want to use them at 28800. Certainly now I've received
> my telephone bill. It was quite a lot I can tell you that. :-((

Which serial/modem port are you using?

Serial 1 and Modem 1 are limited to 19200 baud.

Serial 2 is limited to 115200, whilst Modem 2 can go to 153600.

My Microcom 28800 modem works well from Serial 2, and, as I type this, it
is at 115200 baud, with the modem set for hardware RTS/CTS. The only
problems I get are when my net host drops the line (in extremely rare
circumstances), or when bad weather affects the phone line quality.

I use the FAST_SER patch from out of the Connect 2.1 package.

3712. Re: Chimera Web browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <437p45$he2@gti.gti.net>
Source record: 24531

John Maxwell Hobbs (jmax@interport.net) wrote:

: Has anyone installed Chimera in a 4 meg machine (mine is a Mega STe).

: If so, is it worth doing? Also, where are the files located and how are they installed?

IMO, it is not worth doing... Many people have posted here about running
Chimera on a 4mb ST, and all seem to get the same results: everything works
fine until an actual page is loaded. If there are graphics, the machine
will either die, the process will lock, or in general will just not work.
I've installed it on a 14mb Falcon, and it works fine, and wouldn't suggest
anything less than 8mb. Don't forget, you're not only running MiNT, but X
as well, which is well-known as a memory pig.

Check out the TAF distribution kit, you can find everything at Hensa, or
just Chimera itself also at Hensa as well as Umich...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3713. Re: STe-board puzzle/Chip ID ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <30581484f682213@xs4all.nl>
Source record: 24532

A. Gilmour (ELUAG@leeds.ac.uk) wrote:

>A Sony disk drive (Model MP-F11W) has given erratic performance for
>the last couple of months. So the time comes to lever it out and
>replace it with one from the 'good' pile, sadly depleted in these days
>of cheap High Density supplies.
> So I open the case and find the puzzle. Just where the WD 1772 drive
>controller chip sits in my other STe there is this 28 legged thing
>sitting in a socket bearing the legend:
>
> ATARI (c) 1991
> C302434-001/A
> MM9291-N1
[...]

Consider yourself very lucky : That's an AJAX !
You need to solder a few things to make it work with HD drives though.

>
>---
>Allan Gilmour A.Gilmour@leeds.ac.uk
>Language Centre Technician eluag@leeds.ac.uk

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3714. Re: vme specs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <30581484f682784@xs4all.nl>
Source record: 24533

Gard Eggesboe Abrahamsen (ga@www.hials.no) wrote:

>dstewart@nest.demon.co.uk (Derek Stewart) wrote:
>>Does anyone know what the VME specifications for the Mega STE and TT
>>
>>Also what are the pin outs of the VME connector in the Mega and TT
>
>I wish I knew. I had a look at my VME->PC converter thingy, but there were
>these large block in the way that made it impossible to see which pin was which
>lead on the board. However, only the upper and lower part of the bus was used
>for 24 bit addressing. There are 32 pins on each row, and three rows. From the
>design of the converter thingy, it looks as the address bus is on the upper
>row, probably along with control signals (clock, read/write, etc). If I had a
>logic analyzer at hand, I'd use it to figure out every bit. I think there
>should be some kind of documentation on Cern's web-pages, but I haven't found
>them quite yet. Anybody else?

My (otherwise quite good :-)) knowledge on this subject is very limited.
I can tell you this though: The adressing of a VME bus is very complex. This
makes both the hardware- and softwaredesign a big problem if you don't know
what you're doing. VME is used in big industrial processcontrol situations and
is not easy at all to master.

>
>Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
>PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
>N-6021 Aalesund, Norway ga@www.moredata.no
>

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3715. Chimera Web browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-13 00:00:00 UTC
From: John Maxwell Hobbs <jmax@interport.net>
Message-ID: <437l79$ic@park.interport.net>
Source record: 24534

Has anyone installed Chimera in a 4 meg machine (mine is a Mega STe).

If so, is it worth doing? Also, where are the files located and how are they installed?

Thanks in advance,

-JMH

John Maxwell Hobbs
jmax@interport.net www: http://www.interport.net/~jmax/

3716. Re: Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-1409951514440001@macmax.irfmn.mnegri.it>
Source record: 24441

In article <811027670_OASIS_@orme.u-net.com>, simon@orme.u-net.com wrote:

> In article <4347dq$71o@hpscit.sc.hp.com>
> clausb@hpbbn.bbn.hp.com (Claus Brod) said:-
>
> >
> >Yes. Inside the Megafile 30, you find the following:
> >
> >- An ACSI-to-SCSI hostadaptor
> >- A SCSI-to-ST506 controller (Adaptec 4070)
> >- A 30 MB RLL drive with an ST506/412 bus
> >
>
> Hmmm.. I'm using an ST/megafile 30 .....
>
> Know nothing of such technical matters.. does this mean that a scsi drive
> can be inserted into the huge mega case, saving me the price of an ICD link?

If it's like my megafile 44... YES !
I use megafile 44 (44Mb removable) attached to ACSI of my TT and another
SCSI Hard Disk inside the megafile without problems...

==
| /|/| |
| / |AX |
| Institute of Pharmacology Research "Mario Negri" |
| E-mail: massimo@irfmn.mnegri.it |
==

3717. Re: MiNT & Virtuell Memor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <439b2r$m50@wn1.sci.kun.nl>
Source record: 24442

In <437fje$l9i@news.mdata.fi> artoj@mits.mdata.fi (Arto Jalkanen) writes:

> Rg> From what I've heard - MiNT *does* support VM - though MiNT-X is none
> Rg> too happy with it. Also MiNT likes more than 4Mb of real memory before
> Rg> you start turning on the VM.

>Oh? I find hard to believe that MiNT supports VM. Why isn't there
>any information of it in the docs then? And how can one turn it
>on?

I thik they meant whether MiNT could operate with _another_ VM system,
e.g. Outside or VRAM030.

>Could it be possible to take these parts from the Atari Linux
>sources and incorporate them into MiNT? There has to be
>some MiNT/Linux freak who knows.

This was _exactly_ what I was thinking. Can't we just cut out the VM
part out of Linux and paste it into MiNT? Can't be _that_ hard?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3718. How fast will a Maestro V32 Super Exec modem go?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <439ci3$j5r@preeda.internex.net.au>
Source record: 24443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Will this modem do 14400 or only 9600?
If it will do 14400, what is the command to set that speed?

Thanks,

Julian.

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

3719. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <811040744_OASIS_@bpfd.demon.co.uk>
Source record: 24444

In article <328113234wnr@gingram.demon.co.uk>
Gary Ingram <Gary@gingram.demon.co.uk> said:-

>In article: <432oev$1qa@gti.gti.net> azog@gti.gti.net (azog) writes:
>
>> Steve Taylor (steve@bpfd.demon.co.uk) wrote:
>> : In article <42o644$6k@enterprise.powerup.com.au>
>> : barry2@mail.powerup.com.au (Baz) said:-
>>
>> : >
>> : >Excuse my ignorance but I need to find out some information on my
>1040ST.
>> : >
>> : >Is it possible to download files onto my IBM then somehow use them
>on my
>> : >Atari? Sorry if this is a simple question but I have limited
>knowledge of
>> : >the Atari. Also can the Atari emulate an IBM?
>>
>> : Aaaaaaaaaaaaaaaghh!
>>
>> Brilliant. I've noticed you giving out the same handy-dandy advice
>> elsewhere. Are you missing a chromosome or what? Or where can I
>> lower my IQ just like yours?
>>
>Kettle, Pot, The, Calling, Black. Ring any bells. This is still no
>answer.
>
>This may be a simple question to most of us but some folk out there need
>this type of advice, as we all probably were at some time.

Sorry if my outburst upset anyone...
The first hundred or so times someone asked this, I replied or ignored it
depending on how I was feeling.
But if _anything_ is a more FAQ than this, I would like to hear it :-(

BTW. It was not the simplicity of the question I was cringing about - just the
frequency. One can expect that at any one time at least two threads are running
entitled "How to read PC disks on an ST" or somesuch. (maybe a slight exagg.)

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3720. ST tower project ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <439ogt$97r@ixnews7.ix.netcom.com>
Source record: 24445

I have heard several of you mention that you've installed your ST's into a tower case. I've also heard of a company that specializes in ST / PC combo towers where the two share a case, power supply, disk drives, hard drives, keyboards etc., etc. Could anyone send me some info on such a project or this company? If not for this project, then how about just putting the ST into a tower? Any help would be greatly appreciated. Thanks in advance.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3721. atari/portfolio/rs232

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DEwp6s.FL2@inter.NL.net>
Source record: 24446

Help I need a program for the atari 1040 to send and receive programs
from the modem/rs232 port.
With my portfolio I send programs via the serial interface to the atari
1040 modem/rs232 port. But which porgram for the atari1040 do I need to
receive these programs?

Help me

please email to : geheniau@solair1.inter.NL.net

Thanks Job

3722. Re: falcon & scsi caveats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3058a570167bb644@xs4all.nl>
Source record: 24447

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

>rcain@nest.demon.co.uk (Roger Cain) writes:
>>Ah, sorry, Phil. My response was only concerned with powering the SCSI
>>devices which, of course, have standard connectors and will mate with the
>>ones sprouting out of a PC PSU. You can buy "Y-splitters" if you have more
>>devices than connectors. There is also, usually, a small 4-pin connector
>>for a 3.5 in. floppy.
>
>A PC supply can power my HD's, monitor and floppy no problem, I just need
>one will will power the main board too! :)
>
>>I didn't realise you had a dead Falc. PSU. Not familiar with the insides of
>>these machines. When you say it has pins do you mean they are the sort
>>which will take a connector (preferable) or do they HAVE to be soldered?
>
>It is the same *type* of connector, but the pins are larger, so an ST
>supply won't fit, and it is eight pins while the PC supply I have looked
>at has two connectors with six pins on each.
>
[...]

Yes, but the connectors *do* fit. If you look carefully you see that if you
push lightly on a little piece of metal, located at the side of each of the
connectors, one hole per pin, the cable + thingy can be pulled out of the
plastic. So, remove all wires from all the connectors (note the placement
of the wires of the falcon connector first), use the falcon connector and
insert the appropriate wires of the PC supply there. Else, if they don't
fit well, rearrange the wires on the original connectors so that you can
plug them in correctly, leaving an overlap at both sides of 2 pins.
Insulate the unused wires of the PC supply.
About the colors used: all colors stay the same EXEPT for blue.
Blue of the falcon should be *yellow* from the PC-supply, NOT blue !
*** Make no mistake with the wires and correct placement of them because
doing so YOUR FALCON WILL INSTANTLY DIE ! Beyond possible repair ! ***
It goes without saying I accept NO responsibility whatsoever for any damages
whatsoever that could result from this advice.
What with all those "%_$($^& lawyers on the Net lately...

Good luck.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

```
Error opening home/etc/.microsoft This item seems corrupt and/or unusable
```

3723. Re: MONSTER ST OF CSA CONTEST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3058a572167bc987@xs4all.nl>
Source record: 24448

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
>
>**
>4meg1040STF/TOS 1.02-2.06, Tweedy Board, NVDI 3, MagX!, Ease
>ICD Link to Quantum 540LPS, ToshXM2100A CD, 1224, 124, Beatle Mouse
>ST X-Former Cable for the 8bits laying around
>**
>Falcon w/Mighty Sonic-32mhz/32megFastRam,14MegST Ram,FPU
>Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
>IDEK 5017,1084C,NEC3D,Sony SRS-D2PC speakers,TelevEyes/PRO Genlock
>VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7,
>JVC Super VHS VCR, Expose Video digitizer,(If Yat has mailed it:)
>KeyBoard Gizzmo, Black Tower Case and KeyBoard,Falcon Dorsal,
>LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
>RainBow Multimedia II,Papyrus,PageStream,NVDI 3,BSS Debug,
>MultiSync Gizzmo, USR144. Jaguar w/Catbox. (For SVHS output to
>Falcon :)
>
>(I guess I'm admitting that my Falcon is just an STeFa :)
>
>Now where the Hell did I leave that 040 card?
>**
>
>Mike
>

That topps even my system(s)-list I posted a couple of days ago.
(I forgot to mention my FPU by the way)
Anyone any better than this or does this qualify as *the* most
monstrous Atari worldwide ?
By the way, mike, don't you have a

-flatbed scanner
-CD-ROM writer
-MO-drive
-ZIP-drive
-digitizer tablet
-Uninterruptable Power Supply
-trackball
-overhead projector
-plotter
-typesetter
-TC videocard
-FDI
-ISDN modem

-FA-8
-DAT recorder
-RAID HD system
-floptical drive
-PC emulator
-ethernet card
-TV-tuner card
yet ? Shame on you ! :-) :-) :-)

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3724. Re: SLM804 Laser and Macintosh IIvx??????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: rsnyder@panix.com
Message-ID: <439daf$l1s@panix2.panix.com>
Source record: 24449

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Jeffrey Reid Baker (jerbil@Gramercy.ios.com) wrote:
: : Does anyone know if the Atari SLM804 Laser printer can be connected to a
: : Macintosh IIvx?? If so, how is it done and what extras arec needed and is

: Somewhere I remember seeing how to print using the SLM804 with a PC via an
: Atari. So it can be done there. Maybe the same thing can be done except
: with a Mac.

The Atari laser has a program that will feed the laser whatever
comes in on a ST serial port (with the ST connected to the laser of
course). Sort of makes the ST a printer buffer. But, you would have to
deticate an ST to this, and you are limited in emualtion, and you would
likely need to get PowerPrint for the Mac. Likely not worth it.

--Roger

3725. Differential SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.135.000A7284@cfcsc.dnd.ca>
Source record: 24450

Does anyone know if it possible to use a differential SCSI drive in a STe or Falcon? Apparently differential SCSI drives allow you to have a much longer connecting cable between the SCSI drive and your computer. Any info appreciated, especially as I'm sure few people out there even know what I am talking about :^)
thanks.merci
do you 'ken'?-Atari/TOS1.062- MAC/System6.08- IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnulaich-speaking only for myself
CFCSCollege, Toronto, Ontario, Canada = macdonald@cfcsc.dnd.ca
OR ken.macdonald@canrem.com

3726. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <438jvu$ptn@btmpjg.god.bel.alcatel.be>
Source record: 24451

In article <seimet.810900212@aix8.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

> So the question is: In which way does X interfere with virtual memory? What
> exactly does happen when you start X when OUTSIDE is active?

I haven't tried Outside, nor have I seen any reports from anyone who has(*), but I did try VRAM on a 4MB Falcon. It seemed that unless I made both X and fvwm non-swappable, X tended to lock up; and when I did make them non-swappable VRAM failed with a "cannot swap" message. I concluded that both X and fvwm tie themselves into system vectors, which means thay have to stay in "real" RAM; and that VRAM + NVDI + X + fvwm + a /bin/sh or two left so little free RAM that VRAM was falling over its own feet. With more RAM, especially TT-RAM, it might work.

(Before you ask: VRAM requires NVDI to work with TOS 4.x, that's what NVDI is doing in there.)

(*) Has *anyone* actually tried it? On what did cs93dlh@vega.dcs.exeter.ac.uk (D.L.Hastings) base his statement that:

Outside works with a plain MultiTOS system. It doesn't work on
a MiNT/MiNTOS/minixfs/MiNT-NET system, and certainly not with
X-Windows. Shame really.
???

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

3727. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ba8_9509150107@flight.org>
Source record: 24452

A giant chicken in the guise of Gary Ingram clucked:

> Yes, the Atari can emulate a P.C., a _very_ old program called PC Speed
> (if my memory serves me correctly), but I wouldn't think anyone would
> recomend it, its dog slow. You can also get hardware emulators, but
> again, the're not up to much.

PC speed is a quite usable hardware emulator, PC Ditto is the cruddy software
emulator.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3728. Re: Falcon video modes HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: vlefevre@gerland
Message-ID: <439rbr$62e@cri.ens-lyon.fr>
Source record: 24453

In article <1995Sep13.200549.17660@freenet.victoria.bc.ca>, Nicholas Steele (uq086@freenet.Victoria.BC.CA) wrote:

> Does anyone know what the rez value should be in the Setscreen
> call if I want to set a Falcon mode like: 640x480 256 colors? If
> I leave it as -1 the resolution doesn't change,as expected, but
> anything else truly trashes the screen. I've combined the VGA,
> COL80 and BPS8 values together for the mode value of the call;is
> this correct? Thanks in advance.

Don't change the VGA bit, otherwise it won't work on an RGB screen.

--
Vincent Lefevre, vlefevre@ens.ens-lyon.fr
Magistere d'informatique 2e annee |
Ecole Normale Superieure de Lyon | Acorn RiscPC600, 4+1MB RAM, 210MB IDE
France | Apple CD-300, SyQuest 270MB
http://www.ens-lyon.fr/~vlefevre | Atari Falcon030, 4MB RAM, 85MB IDE

[Properties of 17] Ptolemy approximated pi as 3+17/120. Later,
Viale improved this by considering the regular 3*2^17-gon.

3729. Re: 48mhz Falcon DSP?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3058a570167bb023@xs4all.nl>
Source record: 24454

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:

>I downloaded a German.txt file by Mitja Rateiczak detailing
>modifications to bring the Falcon DSP to 48mhz. X-lator helped
>me follow the document somewhat, but I would like to hear from
>someone that has done the mod and could detail it in English.
>Anyone?
>
>His E-Mail is mitja_rateiczak@bm.maus.de
>
>Mike
>
If it is not too long a document i'd be glad to translate.
(no more than 4 - 6 KB)
If so send me that file through email...

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3730. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DEwy6s.7q8@cix.compulink.co.uk>
Source record: 24455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <4328ph$jk@gti.gti.net>, azog@gti.gti.net said:

>I've since found out what the problem is (or the most likely problem):
>the TOS 3.06 is a German version with WinX patched into it. When I
>run this TOS set, the floppy doesn't act properly. When I got the
>machine, it had a tube with the original TOS, American 3.05. I put
>these back in (same drive and controller chip), and it works fine
>(as it should... the physcial drive makes a horrible wrenching noise
>when it seeks to track 0, shades of the Commodore 1541)

Sounds like the patched ROMs are setting the wrong step rate.

If you are interested in using the patched ROMs, you could check the
step rate with TOS 3.05 installed, eg. using Profile, or peeking at
the word at location 0440 hex. Do the same with the patched ROMs, if the
value is different, then poke the original value.

ATB Barry wilsontjb@cix.compulink.co.uk

3731. Re: vme specs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <4387o1$l2o@newdelph.cig.mot.com>
Source record: 24535

In article <433naf$898@doffen.uninett.no> Gard Eggesboe Abrahamsen writes:
>dstewart@nest.demon.co.uk (Derek Stewart) wrote:
>>Does anyone know what the VME specifications for the Mega STE and TT
>>
>>Also what are the pin outs of the VME connector in the Mega and TT
>
>I wish I knew. I had a look at my VME->PC converter thingy, but there were

Here's what it says in the back of the Sang MegaVision300 video card
manual:

Pin# Row A Row B Row C
1 D00 D08
2 D01 D09
3 D02 D10
4 D03 D11
5 D04 D12
6 D05 D13
7 D06 D14
8 D07 D15
9 GND GND
10
11 GND
12 DS1* SYSRESET*
13 DS0*
14 WRITE*
15 GND A23
16 DTACK* AM0 A22
17 GND AM1 A21
18 AS* AM2 A20
19 GND A19
20 IACK* GND A18
21 IACKIN* A17
22 IACKOUT* A16
23 AM4 GND A15
24 A07 A14
25 A06 A13
26 A05 IRQ5* A12
27 A04 IRQ4* A11
28 A03 A10
29 A02 A09
30 A01 A08
31
32 +5V +5V +5V

Additionally, there should be some printed standard -somewhere-.

Good luck,
Mike White
whitema@cig.mot.com

3732. [Q] Monitor port of STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: h9104374@hkuxa.hku.hk
Message-ID: <DEvHyy.HtI@hkuxb.hku.hk>
Source record: 24536

Hello all ST users,

I am a new user of a 520STfm and am currently using the RF video out of the ST. However the low resolution of the TV making everything except the low resolution of the ST useless. And another problem is that there is only one TV set in my family. So I am considering connecting the ST to one of those old monitors used for the IBM PC. I may have access to CGA, MDA or dual (CGA + MDA) monitors at minimal effort. So could anyone please mail me some information (e.g. pin-connections) if this could be done or better the experience on how to make them work? BTW, I have tried using the composite video out from the ST but the composite monitor I have (used with an apple //e) cannot cope with the horizontal scanning rate of the ST.

I currently have a handful of 41256's available. The question is could I use this chips to fill up the unused bank (the other bank is filled with 4 4c256's) making the ST 1M RAM? Besides, is there any way to upgrade the ST to > 1M RAM using the 41256's?

Thank you very much for reading my questions.

Best Regards,

William

--
='''
c--OO William Wong at Department of Physics, The University of Hong Kong
|) email : h9104374@hkuxa.hku.hk
..` h9104374@hkusub.hku.hk

3733. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <438ab7$6gr@gabriel.keele.ac.uk>
Source record: 24537

Pekka Saarinen (contacts@walrus.megabaud.fi) wrote:

: Which apparently does not run Cubase....
: I hope there's an easy way to boot without it.

Yes, there is a well known problem with Cubase, but MagiC is generally very compatible - it might be worth changing to Notator Logic as this runs fine.

It's very easy to boot without it - simply rename the MagiC boot program in the auto folder to a .prx (or whatever).

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

3734. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <438a26INNc18@duncan.cs.utk.edu>
Source record: 24538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3735. Re: Falcon video modes HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <438ri7$2ko@doffen.uninett.no>
Source record: 24539

uq086@freenet.Victoria.BC.CA (Nicholas Steele) wrote:
>Does anyone know what the rez value should be in the Setscreen
>call if I want to set a Falcon mode like: 640x480 256 colors? If
>I leave it as -1 the resolution doesn't change,as expected, but
>anything else truly trashes the screen. I've combined the VGA,
>COL80 and BPS8 values together for the mode value of the call;is
>this correct? Thanks in advance.

If you're refering to the XBIOS call, I think it had changed somewhat.
Something like:

For ST compatible modes (mode 0, 1 and 2): Setres(int mode);
For Falcon modes: Setres(int 3, int falcon_mode);

I didn't bring the Falcon developer manual with me to work, but I'll have a
look at it tonight and repost if I was wrong...

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

3736. Re: Various TT problems: HD floppy & blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-14 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.811083960@YE>
Source record: 24540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

maberg@xs4all.nl (Maarten van den Berg) writes:

>azog (azog@gti.gti.net) wrote:

>>BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
>>: In message <42fnp1$1cs@gti.gti.net>, azog@gti.gti.net said:
>>
>>: >I have a TT that's acting up in several annoying ways.
>>
>>: >First, the floppy isn't working correctly. ...
>>
>[...]
>>
>>
You may be getting interference from your monitor if the monitor
is on top of the TT case!!

[drive problems deleted]

FLOPPY DISK DRIVES
The standard signals are as follows:-

Connectors:
34 way connector on floppy drive (5.25 card edge - 3.5 pin header)
```
.___.
Ground 0v 1| |2 Reserved (High Density Detected on some HD drives)
Ground 0v 3| |4 In Use/Head Load/Open
|---| keyslot only on 5.25 disks
Ground 0v 5| |6 Drive Select 3
Ground 0v 7| |8 Index Pulse Sensor
Ground 0v 9| |10 Drive Select 0
Ground 0v 11| |12 Drive Select 1
Ground 0v 13| |14 Drive Select 2
Ground 0v 15| |16 Motor ON
Ground 0v 17| |18 Direction IN Select
Ground 0v 19| |20 Step Pulse
Ground 0v 21| |22 Write Data Pulses
Ground 0v 23| |24 Write Gate
Ground 0v 25| |26 Track 00 Sensor
Ground 0v 27| |28 Write Protect Sensor
Ground 0v 29| |30 Read Data Pulses
Ground 0v 31| |32 Side ONE Select
Ground 0v 33| |34 Drive Ready
---
```

All signals are active LOW ie the signal is normally high (for example to
switch the Motor ON signal active, pin 16 should be connected to 0 volts).
So be careful plugging in the cables.

Male Power connector on drive
3.5 5.25
---.
|o / o | pin 1 +12 volts DC (may not be required by disk drive)
|o | o | pin 2 0v
|o | o | pin 3 0v
|o \ o | pin 4 +5 volts DC

Pin 2 is the HD detected signal sent from the drive to the TT.
Unfortunatly the 14 pin external connector does not have this signal
availiable, so HD drives can only be used internally on the 34 way
ribbon cable without a mod to the 14 pin connector.

hope this helps
dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3737. MintNET resolving problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <324_graham@grasper.demon.co.uk>
Source record: 24456

My MiNTnet setup seems to have a real problem resolving some much used atari sites of which the most notable is src.doc.ic.ac.uk.
I assumed it was down to my conf files or something but after extremsive playing with nameservers and hosts I have not been able to fix this. I asked some other MiNTnet users what there experiences were and they are not able to resolv the above site either.
I can resolv many really obscure sites and indeed 902f all sites tried be it WWW,FTP or just a simple ping.
If I try to open this site I get no response and no refused or reset or not known errors and I have to Kill whatever process is asking for responce.
IS there anyone out there using MiNTnet managing to attach to this site ? I'd be most keen to compare notes with anyone who is !
ATM I beleive it might possibly be a bug in MiNTnet or one of the net utils that is not able to resolv a server name that has more than one available IP address assigned to it or something similar to this ?
Thanks

--

Falcon030/MiNTnet/Net2Net betatest Site.
graham@grasper.demon.co.uk grin@mettav.demon.co.uk
100:1011/8@turbonet.ftn 90:102/145@nest.ftn
2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn

3738. Atari ST MIDI software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: mercury30@aol.com
Message-ID: <43b486$6hq@newsbf02.news.aol.com>
Source record: 24457

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also a top of the line MIDI sequencing program is also included in this bundle plus another MIDI program. $50 shipped to you. A great MIDI package!
Email Mercury30@aol.com

3739. Re: MintNET resolving problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <43beic$rge@whitbeck.ncl.ac.uk>
Source record: 24458

Graham Irvine (graham@grasper.demon.co.uk) wrote:

> My MiNTnet setup seems to have a real problem resolving some much used atari
> sites of which the most notable is src.doc.ic.ac.uk.

I notice that you are using demon - it seems to be a problem with the demon
nameserver, as I get the same problem using the demon server, but it works
fine with the Newcastle University nameserver.

Craig.

3740. Re: MiNT & Virtuell Memor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: ajalkane@lk-hp-17.hut.fi
Message-ID: <43bfed$ns8@nntp.hut.fi>
Source record: 24459

In article <439b2r$m50@wn1.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>I thik they meant whether MiNT could operate with _another_ VM system,
>e.g. Outside or VRAM030.

Oh yes, that must be it.

>>Could it be possible to take these parts from the Atari Linux
>>sources and incorporate them into MiNT? There has to be
>>some MiNT/Linux freak who knows.
>This was _exactly_ what I was thinking. Can't we just cut out the VM
>part out of Linux and paste it into MiNT? Can't be _that_ hard?

I don't think so too as VM doesn't operate via the OS. Certainly
someone has to know if this'd be easy to implement? Virtual
Memory would make MiNT much better.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

3741. Re: ST-PC compatible diskette format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DExz8L.HHE@comp.lancs.ac.uk>
Source record: 24460

In article <4375at$ru7@news.ysu.edu> ab164@yfn.ysu.edu (tom lamparty) writes:
>
> Suggest that you format 720K floppies on the PC and transfer
>the ST software to these disks. ST will have no trouble reading them.
>The opposite route can present problems, unless you use a program like
>Diamond format.

The trouble is that pre 1.4 TOS (I think 1.4, maybe pre 2.0 TOS) didn't set the first byte of the bootsector to what MSDOS expected (cos MSDOS didn't obey it's own original specification for bootsectors - whoo what a surprise!)... whereas Atari made the TOS backwards compatible (snide dig - any flamers grow up) to ensure that MSDOS compurers could read it..

At least that's my understanding...

Cheers,

Neil
(nab@comp.lancs.ac.uk)

3742. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DExzIz.Hq5@comp.lancs.ac.uk>
Source record: 24461

In article <ba8_9509150107@flight.org> CALLUM.LERWICK@flight.org
(CALLUM LERWICK) writes:

>PC speed is a quite usable hardware emulator, PC Ditto is the cruddy software
>emulator.

PC Ditto gave me access to QWK offline mail in my old bbs days before I
got round to writing my own QWK reader for the Atari.. Didn't use PC
Ditto for much else tho', as you say it was damnably slow... but saved
me hundreds of quids of phone bills...

And my QWK reader - never saw the light of day, why ? cos it had a user
interface which only I could ever understand.. i.e. it didn't have one..
still by the time I thought about polishing it up, there was MQWK or
whatever it was called which did the job nicely, then it was time to
play with being a node, and Binkleyterm and LED and all that complicated
stuff.. those where the days... ramble ramble ramble... waste bandwidth
etc..

Neil
(nab@comp.lancs.ac.uk)

3743. Where has Atari gone?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: turnerjc@aol.com
Message-ID: <43c15r$b87@newsbf02.news.aol.com>
Source record: 24462

I am a long lost Atari user from years ago... I sold my last Atari computer to a friend a couple of years ago. I had a Mega ST4. Could someone briefly give me a rundown of what has happened Atari? I'm interested in getting back into the swing of things.

Thanks

Chris
turnerjc@aol.com

3744. Re: MiNT & Virtuell Memory (was Re: MiNT/MiNTnet/X)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <DEy9uM.Kz8@exeter.ac.uk>
Source record: 24463

```
>> Outside works with a plain MultiTOS system. It doesn't work on
>> a MiNT/MiNTOS/minixfs/MiNT-NET system, and certainly not with X-Windows.
>> Shame really.
> So the question is: In which way does X interfere with virtual memory? What
> exactly does happen when you start X when OUTSIDE is active?

Well I only have the demo version so maybe the full version can be tweaked to
run... I have tried running it before mintnp.prg, after mintnp.prg and
starting in mint.cnf, and even tried starting it after logging in.
In all cases the result is the same - it seems to install ok, but the
first time it tries to swap something to disk the system hangs completely.
Possibly a conflict with minixfs? The swap partition is a normal TOS fs
though...

Maybe when I have more free time I can try disabling various bits of my
setup to see which is the problem...

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *
```

3745. Re: How fast will a Maestro V32 Super Exec modem go?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: fezzy@iinet.com.au
Message-ID: <43bthf$plq@jazz.iinet.com.au>
Source record: 24464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Julian Gifford (julian@connexus.apana.org.au) wrote:
: Will this modem do 14400 or only 9600?
: If it will do 14400, what is the command to set that speed?
: Thanks,
: Julian.

G'day Julian, I use a Maestro E144FM this is a 14400 data/fax modem it's has a V.32bis/V.17 rating (although I don't know what all that means !!) BUT I can tell you that it runs at 14400, that is ASCII files transfer at upto 2700CPS and binary files at around 1680CPS when downloading via 'z modem'

I set the baud rate to 57600 (port 2 on my MSTe) in my comms prg (STarCall 2.0I) and get the following response when I logon to my server
PROTOCOL: LAP-M
CONNECT 57600

However reading the modem manual it states the following;
model
96 :Max data/fax rate 9,600BPS (V.32/V29)
144 :Max data/fax rate 14,400BPS (V.32bis/V.17)
FM :Fax/Data modem
M :Data only modem
So I would say that if your modem is ONLY V32 and not V32bis you may only have a 9600 modem.... this is of coures IMHO as I am NO expert on comms

Hope this is of help, regards
--
_-_|\ Peter Feszczur E-Mail: fezzy@iinet.com.au
/ \ Known as Fezzy or: fezzy@perth.dialix.oz.au
*_.-_/ Perth West Australia -- Proud user of ATARI computer equipment
v ** "What, use a clone & windoze, Never!! There are other ways" **

3746. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <DEyuKu.CLA@cix.compulink.co.uk>
Source record: 24465

>Ok... do you by chance have full pinouts for the SCSI? I'd be very interested
>in having it for my collection of hardware documentation. ;^)

Pin Number Signal Pin Number
1 Ground (Gnd) | Data Buss 0 2
3 Gnd | Data Buss 1 4
5 Gnd | Data Buss 2 6
7 Gnd | Data Buss 3 8
9 Gnd | Data Buss 4 10
11 Gnd | Data Buss 5 12
13 Gnd | Data Buss 6 14
15 Gnd | Data Buss 7 16
17 Gnd | Data Buss P (Parity??) 18
19 Gnd | Gnd 20
21 Gnd | Gnd 22
23 Gnd | Gnd 24
25 (Open Circuit)| Termpower 26
27 Gnd | Gnd 28
29 Gnd | Gnd 30
31 Gnd | ATN (Attention ?) 32
33 Gnd | Gnd 34
35 Gnd | Busy 36
37 Gnd | Acknowledge 38
39 Gnd | Reset 40
41 Gnd | MSG (Message ??) 42
43 Gnd | SEL (Select ?? 44
45 Gnd | C/D 46
47 Gnd | REQ 48
49 Gnd | I/O 50

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

3747. [Q] Atari-ST <-> Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: wquatan@ibm.net
Message-ID: <43d0mt$1ahg@news-s01.ny.us.ibm.net>
Source record: 24466

I own an Atari-ST 1040 and an Mega ST1. I would like to connect them to an PC-LAN via Ethernet-Coax. I will be running Novell or Windows-NT on this Lan.

Is it possible to connect those Atari's to the Lan? What hardware and what software would I need for this, where can I get it from.

I welcome every suggestion. I would appreciate if eventual reply's would be sent to wquatan@ibm.net too.

Thanks

3748. Re: vme specs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DEyyoo.yz@cix.compulink.co.uk>
Source record: 24467

In message <433naf$898@doffen.uninett.no>, ga@www.hials.no said:
>dstewart@nest.demon.co.uk (Derek Stewart) wrote:
>>Does anyone know what the VME specifications for the Mega STE and TT

>>Also what are the pin outs of the VME connector in the Mega and TT

>I wish I knew. I had a look at my VME->PC converter thingy, but there were
> ...
>should be some kind of documentation on Cern's web-pages, but I haven't found
>them quite yet. Anybody else?

VME uses a 96 pin DIN connector:

Row A Row B Row C
1 D0 BBSY* D08
2 D1 BCLR D09
3 D2 ACFAIL*D10
4 D3 BG0IN* D11
5 D4 BG0OUT* D12
6 D5 BG1IN* D13
7 D6 BG1OUT* D14
8 D7 BG2IN* D15
9 GND BG2OUT* GND
10 SYSCLK BG3IN* SYSFAIL*
11 GND BG3OUT* BERR*
12 DS1* BR0* SYSRESET*
13 DS0* BR1* LWORD*
14 WRITE* BR2* AM5
15 GND BR3* A23
16 DTACK* AM0 A22
17 GND AM1 A21
18 AS* AM2 A20
19 GND AM3 A19
20 IACK* GND A18
21 IACKIN* SERCLK A17
22 IACKOUT*SERDAT* A16
23 AM4 GND A15
24 A07 IRQ7* A14
25 A06 IRQ6* A13
26 A05 IRQ5* A12
27 A04 IRQ4* A11
28 A03 IRQ3* A10
29 A02 IRQ2* A09
30 A01 IRQ1* A08
31 -12V +5VSTBY +12V

32 +5V +5V +5V

This is taken from "Microprocessor Systems Design" by Alan Clements. This book includes about 40 pages on VME bus, have a look in your local library.

ATB Barry wilsontjb@cix.compulink.co.uk

3749. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DEyyou.101@cix.compulink.co.uk>
Source record: 24468

In message <433neh$898@doffen.uninett.no>, ga@www.hials.no said:

>Ok... do you by chance have full pinouts for the SCSI? I'd be very interested
>in having it for my collection of hardware documentation. ;^)

Pin
2 D0
4 D1
6 D2
8 D3
10 D4
12 D5
14 D6
16 D7
18 DP
32 ATN
36 BSY
38 ACK
40 RST
42 MSG
44 SEL
46 CD
48 REG
50 IO
26,25 NC
BAL GND

ATB Barry wilsontjb@cix.compulink.co.uk

3750. Re: 48mhz Falcon DSP?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: thietavu@news.abo.fi
Message-ID: <43d2a1$jq8@josie.abo.fi>
Source record: 24469

Could someone upload those original instructions here, please - there are lots of us who might be interested... =-) !

Tommi

3751. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: contacts@walrus.megabaud.fi
Message-ID: <43bcba$q5a@walrus.megabaud.fi>
Source record: 24470

In article <438ab7$6gr@gabriel.keele.ac.uk>,
R.D. Evans <mud08@cc.keele.ac.uk> wrote:
>Pekka Saarinen (contacts@walrus.megabaud.fi) wrote:
>
>: Which apparently does not run Cubase....
>: I hope there's an easy way to boot without it.
>
>Yes, there is a well known problem with Cubase, but MagiC is generally very
>compatible - it might be worth changing to Notator Logic as this runs fine.

Cubase is the only choice for Falcon and C-LAB Falcon, and not just
by reasons of compability.

> It's very easy to boot without it - simply rename the MagiC boot program
> in the auto folder to a .prx (or whatever).

That's good.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3752. Speed and RS-232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-15 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <43bpam$eug@daneel.sds.no>
Source record: 24471
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Two questions for all wizards out there :-)

1) What is wrong when my MEGA STE won't boot in 16 MHz
As soon as i try to switch from 8 to 16 it lock up - completely
Is there any special chip I could try to change ?

2) Lightning hit my modem and blowed it away :-(
At the same time the RS-232 port (the ST compatible one)
stopped working. When exacly the same thing happened to
my old STE there were to small ICs that needed replacement.
Does anyone now the number (ICx) and location of these in
a MEGA STE (I think everything else survived this time too)

--
Lars-Erik 0sterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
SysOp ABK-BBS Info/Picture at http://www.oslonett.no/~larserik/

3753. Re: Where has Atari gone?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DEz1qo.8nv@freenet.carleton.ca>
Source record: 24472

Turnerjc (turnerjc@aol.com) writes:
> I am a long lost Atari user from years ago... I sold my last Atari
> computer to a friend a couple of years ago. I had a Mega ST4. Could
> someone briefly give me a rundown of what has happened Atari? I'm
> interested in getting back into the swing of things.
>
1040STe (e for enhanced) with blitter chip, 4096 colours, modulated
video output (to tv) SIMMs for easy upgradability. TOS 1.06.
Mega STe 16 Mhz, with cache, VMA & LAN ports, 1.44 Meg floppy. TOS 2.06.
TT030 32Mhz, SCSI interface, internal Hard drive, VGA monitor. TOS 3.?
Falcon 030 16 Mhz, SCSI, VGA, internal 8 track digital sound recording
and processing. TOS 4.?
Jaguar game console. 64-bit sound & video.
Atari quits making computers.
C-Lab, others make Falcon & TT(?) clones with improvements.

Somebody else wanna add something here?
--
Songshop Musical Productions
Box 266, Shawville, Quebec
J0X 2Y0 (819) 647-6022

3754. Re: FS:Atari STuff: New items, prices lowered!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: Earl Tate <etat@delphi.com>
Message-ID: <BNJi9lY.etat@delphi.com>
Source record: 24473

I think his address indicates he is in England.

3755. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: stevehol@lucky.cloverleaf.com
Message-ID: <43dtms$957@news.cloverleaf.com>
Source record: 24474

CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
: A giant chicken in the guise of Gary Ingram clucked:

: > Yes, the Atari can emulate a P.C., a _very_ old program called PC Speed

: PC speed is a quite usable hardware emulator, PC Ditto is the cruddy software
: emulator. ^^^^^^

I'd have to take issue with that evaluation - while it's true that the
speed was ATROCIOUS (Norton's SI rating was .3 and SI uses a 1 to
represent the original 4.77MHz IBM PC), the program itself was absolutely
aMAZing. Back before I owned a PC I used the program regularly for
serious assembly language work and believe me, it was solid as a *ROCK*
in it's emulation; all the hardware control registers were dead on and
unbreakable. In many ways it was a more impressive acheivement than
Small's Magic Sac/Spectre (and I don't say something like that lightly).

Unfortunately, PC Ditto II (the hardware version) ran into a multitude of
problems/bad luck/delays, hopelessly ruining the company's standing in
the Atari community, though when it _finally_ arrived it worked pretty
well, too, but a lot of people had a hard time with the installation, and
the software was never _truly_ finished (it was going to support EMS and
XMS for access to the rest of the ST's memory, among other features).
They finally stopped taking support calls and folded ... a pity for it
all to end that way, because it tended to take away from Bill's original
acheivement which was and still is pretty astonishing. If he had
survived all of the problems it would have been interesting to see an
'030 version of the software.

Steve Holiman / stevehol@cloverleaf.com | The rogue opinions which just
HACK / Holiman Audio/Computer Kibitzing | escaped do not necessarily reflect
Los Angeles CA (310) 942-0314 voice/fax | my moments of clear perception ...

3756. Re: Where has Atari gone?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <43ek20$7l3@charm.magnus.acs.ohio-state.edu>
Source record: 24475

This is a list of Atari clones that available at the presnet.

1) The DirecTT from Computer Direct of Canada.

An Atari TT030 clone in a Tower.

2) The C-Lab Falcon Mark I (England, relatively inexpensive).
3) The C-Lab Falcon Mark II (England, relatively expensive).

C-Lab Falcon Mk-I & Mk-II, which are Atari Falcon030 "clones"
Mk-II with improved sound (better ADC's & DAC's) for Cubase
and SCSI-II harddisk access/transfer.

Mk-I a basic Falcon clone with enhancements.

4) The Eagle (Germany).

EAGLE a 32/64 Mhz 68040 with 4 MB Ram and a ET4000 type graphics card.
The EAGLE can also handle PPC 601 & 603 and Alpha RISC CPU types.

5) The Medusa (Switzerland)

Medusa T40 & T60 are Atari ST/TT compatible clones.
The Medusa T40 (32/64 Mhz 68040) 8MB RAM with a
ET4000 type graphics card.

Raymond Collins	Atari TT030 4/4MB ST/TT RAM 245 HD
	Travel via ZyXEL, 28.8 V.34
rcollins@magnus.acs.ohio-state.edu	2MB CyREL, Sunrise M16-1280 video card
rcollins@freenet.columbus.oh.us	Die Hard Atarian since 1983

3757. Re: STe-board puzzle/Chip ID ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DF0GpE.5px@cix.compulink.co.uk>
Source record: 24476

In message <436irn$8o0_001@leeds.ac.uk>, ELUAG@leeds.ac.uk said:

>>> ATARI (c) 1991
>>> C302434-001/A
>>> MM9291-N1

It _could_ be Ajax. In my Falcon Ajax is part C302096-001A, but this
is from a different manufacturer.

Ajax is ok for HD floppies, in the STe you need some switching logic
(HD Module), which I think Upgrade Shop and System Solutions sell for
about 25 pounds.

ATB Barry wilsontjb@cix.compulink.co.uk

3758. INTERNET GRAPHIC BROWSER 2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: fpinto@yvax.byu.edu
Message-ID: <Pine.PMDF.3.91.950916112500.652237730A-100000@yvax.byu.edu>
Source record: 24477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Got it; well: it seems that 1040ST doesn't have enough resources to do the browsing at decent speed; What about an additional hardware? Wouldn't it be nice to make the Atari a "Net Engine"?, I know our machines have plenty of power to handle graphics (remember Metzer's Sketch) with the audio chip handling *.wav, etc; I see that most of the functions made by Net-scape... ok; we DO have all of them in many pieces of software; integration is the main thing our programmers are learning to do.

We have created a Synthetic Reality in order to satisfy the One, we believe, is Alive, inside our minds, our personalities, "don't let the flamme die out".
To all of you guys, have a good day today.

3759. Re: Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DF0LM4.Fpo@cix.compulink.co.uk>
Source record: 24478

In message <206863386wnr@gingram.demon.co.uk>, Gary@gingram.demon.co.uk said:

>I have seen many articles in this newsgroup mentioning fitting the
>Falcon into a seperate case.

>Does anyone know what has to be done in order to achieve this? Does, for
>instance, a P.C. power supply operate the Falcons motherboard? What
>about a seperate keyboard?

>I'm sure if some technical genius could describe this transplant in
>detail it would help many, many Falcon (and ST) owners.

>BTW, I remember an article not too long ago discussing if a Falcon would
>fit into a TT case. Somebody actually said they had done it, but just
>one thing, where would we actually get a TT/Mega STe case from? (In the
>UK if possible).

I have a purpose built Lighthouse tower case plus Freekeys, which is a
separate casing for your existing Falcon keyboard, for sale at 75 pounds.

This provides access to all the Falcon ports including the cartridge, midi.

You could use a PC tower case, you have to cut this to provide access for the
ports.

Mail me if you want more info.

ATB Barry wilsontjb@cix.compulink.co.uk

3760. PROGRAM ANNOUNCEMENT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <43fg9e$dgc@gabriel.keele.ac.uk>
Source record: 24479

```
****************************** ANNOUNCEMENT ******************************

Coming soon:

**************************************************************************
** SampleC - MIDI sample dump, sample conversion and librarian program **
** for the Atari ST, TT, Falcon series of computers. **
**************************************************************************

List of features:

1) Supported formats:

AVR signed and unsigned, AIFF including Cubase Audio, AIFF-C
(uncompressed), WAVE (.WAV), CDP soundfiles. Stereo and mono, 8-16
bit.

2) Can receive and transmit 9-16 bit samples via the MIDI sample dump
protocol.

3) Supports Atari CDP soundfile system (Soundstreamer etc.).

4) Converts between all supported formats - stereo to mono, bit conversion.

5) Non-modal interface, optimised for MagiC operating system.

6) VA_START and FREEDOM support for multiple file loading. Recursive file
selector allowing every available sample to be loaded in one operation.

7) Intuitive interface - drag and drop samples, enhanced GEM facilities,
'iconification' on all TOS systems.

8) ST-GUIDE on-line manual, KOBOLD support.

9) Active registered user support.

SampleC should be available within the next month, and will probably cost 12
UK pounds for registration within the UK - overseas costs TBA. An
unregistered version, which is fully functional but places an 80K limit on
all sample sizes and does not include the ST-GUIDE manual, will be available.
If you would like to receive the unregistered version, please send me a DSDD
disc with a stamped, self addressed envelope - I cannot return discs with no
postage paid.

Send to: SampleC demonstration,
Richard Evans,
3, Gervis Crescent,
Parkstone,
Poole,
```

Dorset,
UK.
BH14 0LR.

Your details will be stored on computer for reference, they will not be passed on in any manner to any individual or organisation. If you are willing for this to happen, please include a signed statement to this effect. If you do not wish to have your details stored, please state this in writing also.

Richard Evans. All trademarks acknowledged.

--

Richard Evans | JANET | mud08@keele.ac.uk

3761. Re: MONSTER ST OF CSA CONTEST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DEzLrH.8ur@ridgecrest.ca.us>
Source record: 24480

maberg@xs4all.nl (Maarten van den Berg) wrote:
>Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
>>
>>**
>>4meg1040STF/TOS 1.02-2.06, Tweedy Board, NVDI 3, MagX!, Ease
>>ICD Link to Quantum 540LPS, ToshXM2100A CD, 1224, 124, Beatle Mouse
>>ST X-Former Cable for the 8bits laying around
>>**
>>Falcon w/Mighty Sonic-32mhz/32megFastRam,14MegST Ram,FPU
>>Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
>>IDEK 5017,1084C,NEC3D,Sony SRS-D2PC speakers,TelevEyes/PRO Genlock
>>VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7,
>>JVC Super VHS VCR, Expose Video digitizer,(If Yat has mailed it:)
>>KeyBoard Gizzmo, Black Tower Case and KeyBoard,Falcon Dorsal,
>>LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
>>RainBow Multimedia II,Papyrus,PageStream,NVDI 3,BSS Debug,
>>MultiSync Gizzmo, USR144. Jaguar w/Catbox. (For SVHS output to
>>Falcon :)
>>
>>(I guess I'm admitting that my Falcon is just an STeFa :)
>>
>>Now where the Hell did I leave that 040 card?
>>**
>>
>>Mike
>>
>
>That topps even my system(s)-list I posted a couple of days ago.
>(I forgot to mention my FPU by the way)
>Anyone any better than this or does this qualify as *the* most
>monstrous Atari worldwide ?
>By the way, mike, don't you have a
>
>-flatbed scanner ES 1200 (Quadra)
>-CD-ROM writer Kodak (Quadra)
>-MO-drive Naw need Mo money :)
>-ZIP-drive Waiting for the new technology
>-digitizer tablet Auto Cad R12
>-Uninterruptable Power Supply, No, I just cuss when it goes down
>-trackball Alpha Data Crystal
>-overhead projector Only for presentations at work
>-plotter No, to expensive
>-typesetter Cheaper to farm out
>-TC videocard ATI Turbo Graphics Pro w/4megs (486 box)

>-FDI Wating to see if my Falcon lives long enough :)
>-ISDN modem Local dial-up to server connected to backbone
>-FA-8 Headphones (nobody would want to here my stuff)
>-DAT recorder See CD Rom writer
>-RAID HD system Just read about those
>-floptical drive Would be nice, but still to expensive
>-PC emulator Magic C on Quadra 900 w/50mhz DiiMoCache
Sold Falcon Speed for BSS Debug and 50 Bucks
>-ethernet card On Quadra
>-TV-tuner card Just got cable (need to spend some time with
girl friend)

> yet ? Shame on you ! :-) :-) :-)
>
I am very lucky to have many of the above tools provided
for my use at work by my employer. I produce technical
manuals for military systems, reverse engineer optical
guidance systems and produce megabytes of red tape.

I still have more fun at home with the Falcon and ST's
producting megabytes of Apex Media clips :)

Yat still hasn't sent Expose so I guess that has to
come off the list. :(

Mike
>
>
> Maarten van den Berg -------- Amsterdam -------- The Netherlands
> ------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------
>
>Error opening home/etc/.microsoft This item seems corrupt and/or
unusable

3762. Gellermann & Fellmuth- any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_305b3917_Tom.Thomason@fpc.ct.se>
Source record: 24481

On 08 Sep 95, Hallvard Tangeraas shot this through the ether to All ...

HT> I've been trying for several months now to get some
HT> information about an IDE harddisk interface which supposedly also
HT> works for the STe and is made by a German company called;
HT> Gellermann & Fellmuth, which is based in Berlin.

I've never heard of the company you mention but Hard & Soft do an AT-Bus card that allows IDE drives to be attached to anything from Mega ST's to STe's to MSTe's. Could this be the one you're thinking of? Requires TOS 2.06 and costs about the same as ICD Link2.

HT> For some reason they don't reply. I've written to them a couple of
HT> times and someone else on the net faxed them several months ago, but
HT> not a word from them.

Doesn't surprise me a bit. German companies have somewhat of a tendency to ignore faxes.

Mvh,
Tom

3763. Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-16 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_305b3bc4_Tom.Thomason@fpc.ct.se>
Source record: 24482

On 13 Sep 95, Gary Ingram shot this through the ether to All ...

GI> Does anyone know what has to be done in order to achieve this? Does,
GI> for instance, a P.C. power supply operate the Falcons motherboard?
GI> What about a seperate keyboard?

A portion of the interior frame has to be cut away in order to provide enough room for the Falcon motherboard and a custom back plate has to be made to accommodate the external contacts which are permanently mounted on the board. Other than that, the only thing you need is appropriate cables inside the tower. The standard PSU in PC towers is maor than adequate to provide the current needed for both the motherboard and other internal devices. We use MST/MSTe keyboards with no trouble. You just have to make or buy a short extension due to the use of a so-called "modular" contact on the keyboard. Compo or System Solutions should be able to order the keyboard for you. We've had negative experiences with using PC keyboards with adaptors, but then we haven't tested all the interfaces available on the market.

GI> BTW, I remember an article not too long ago discussing if a Falcon
GI> would fit into a TT case. Somebody actually said they had done it, but
GI> just one thing, where would we actually get a TT/Mega STe case from? (In
GI> the UK if possible).

The cases can be obtained from Holland, but the Falcon card is way too long to fit inside one. We haven't even been able to fit it inside a Midi tower otherwise we'd be doing that instead of building them into Maxi towers!

ATB,
Tom

3764. Re: 48mhz Falcon DSP?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-17 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DF172x.9AH@ridgecrest.ca.us>
Source record: 24483

thietavu@news.abo.fi (Tommi Hietavuo TKKK) wrote:
>Could someone upload those original instructions here, please - there
are lots of us who might be interested... =3D-) !
>
>Tommi

For what it's worth,

Umbauanleitung f=81r h=94heren DSP-Takt des Falcon030
(c)1995 Mitja Rateiczak

Ben=94tigtes Werkzeug:
Kleiner Seitenschneider
Scharfes Messer
Entl=94tsaugpumpe
16W L=94tkolben
Hei=9Eklebepistole
Multimeter oder auch Gl=81hlampe mit Batterie und ein wenig Litze :-)

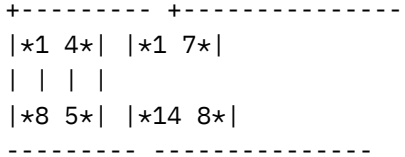
Material:
L=94tzinn
Schaltlitze z.B. 0,08mm^2
Quarzoscillator 48MHz (ggf. 50MHz)
K=81hlk=94rper z.B. f=81r 24 poliges IC
W=84rmeleitpaste
ggf. Doppelklebeband

Sonstiges:
Wo wird der L=94tkolben hei=9E?
Eine ruhige Hand
ca. zwei Stunden Zeit

Achtung!
Da ich nicht 100% wei=9E ob die verschiedenen Boardrevisionen die gleiche
Bauteilbezeichnungen haben gilt das hier Beschriebene nur f=81r Rev D/C!

U38 ist der DSP-Chip
U37 ist der Quarzoscillator 32MHz f=81r DSP- und DMA-Chip
U36 ist der DMA-Chip

Die Pinbelegung eines Quarzoscillators (Bodenansicht):



1 Nicht angeschlossen 1 Nicht angeschlossen
4 Masse 7 Masse
8 +5V 14 +5V
5 Taktausgang 8 Taktausgang

Auf der Platine des Falcon REV D/C ist das Layout wie folgt angelegt:
Ansicht auf die Oberseite des Motherboards!

DMA | U37
| Nicht* *+5V
| angeschlossen
------+
U36 Masse* *Takt +--------+
DMA | | U38
| DSP |
Masse* *Takt | |
DSP +--------+

* =3D L=94tpunkte f=81r den Oscillator

Das Geh=84use und der Blechverhau des Falcon030 sind zu entfernen. Auch die Unterseite des Falcon030-Motherboards muss zug=84ngig sein!

Zuerst wird der Quarzoscillator U37 vorsichtig ausgel=94tet. Bei mir war eine kleine Version eingebaut, welche in der Draufsicht quadratisch ist. Diese Version ist unbedingt f=81r diesen Umbau von n=94ten.

Auf der Unterseite des Motherboards ist eine Leiterbahn, welche den L=94tpunkt Takt DMA mit dem L=94tpunkt Takt DSP verbindet.
Diese Verbindung wird mit dem scharfen Messer unterbrochen. Aber bitte nicht zu tief bohren, es handelt sich beim Motherboard schlie=9Elich um eine
Multilayerplatine!

Wichtig: Testen ob die Unterbrechung wirklich hergestellt ist!

Man l=94tet eine Pr=84zisions-IC-Fassung 14polig in die 6 freigemachten L=94taugen von U37. Dazu kneift man die nicht ben=94tigten 8 _Beinchen_ der IC-Fassung ab, so da=9E nur noch 6 Beinchen vorhanden sind und die abgekniffenen Beinchen das Motherboard keinesfalls ber=81hren k=94nnen. Zur Sicherheit f=81llt man die nicht ben=94tigten 8 Kontakte mit L=94tzinn, damit keine Kontaktsplitter auf der Platine herumfliegen k=94nnen.

So der schwierigste Teil ist =81berstanden.

Jetzt kommt der kleine Quarzoscillator 32MHz, dessen vier Kontakte ordentlich vers=84ubert wurden wieder in seine angestammte Possition in der IC-Fassung von U37.

F=81r Leute deren Falcon im Tower sitzt:
Am neuen Quarzoscillator 48MHz werden die beiden Beinchen (Taktausgang und
Masse) vorsichtig nahe am Geh=84use um 90Grad nach au=9Een hin abgewinkelt. Der Quarzoscillator wird dann in die zwei noch freien Sockel der IC-Fassung gesteckt, so da=9E die beiden anderen Beinchen des

Quarzoscillators zu den Audio-Buchsen (Micro und Kopfh=94hrer) des Falcon zeigen.

Jetzt fehlt nur noch +5V f=81r den 48MHz Quarzoscillator.
Diese +5V stehen an vielen Stellen im Falcon zur Verf=81gung.
Z.B. liegt diese Spannung an Pin 50 der Speicherplatine.
Also verbindet man Pin 50 der Speicherplatine mit dem +5V Eingang des Quarzoscillators.

F=81r Leute deren Falcon noch im Orginalgeh=84use sitzt:
Der Quarzoscillator 48MHz wird r=81cklings mit Doppelklebeband auf das IC U45, welches sich unterhalb des DSP befindet geklebt.
Man verzinnt ein St=81ck Litze und steckt diese in den Taktsockel DSP der IC-Fassung und l=94tet das andere Ende an den Taktausgang des Quarzoscillators 48MHz.
Man verzinnt ein St=81ck Litze und steckt diese in den Massesockel der IC-Fassung und l=94tet das andere Ende an die Masse des Quarzoscillators 48MHz.
Man verbindet mit Litze Pin 50 der Speicherplatine mit dem +5V Eingang des
Quarzoscillators.

Jetzt ist man fast fertig!
Man sollte seine Arbeit nochmals kontrollieren und alle L=94tspritzer von der Platine entfernen. Auch die von der Fertigung von Atari! Was man da so
alles findet :-((mein gr=94=9Eter Fund war bisher ein St=81ck L=94tzinn mit den Abma=9Een 2mm*6mm)

Den K=81hlk=94rper setzt man, nachdem man ihn mit W=84rmeleitpaste leicht eingestrichen hat auf den DSP und fixiert ihn mit Hei=9Ekleber.

Nun sollte man den Rechner wieder zusammenbauen.

Wenn man den Rechner einschaltet und es passiert nichts
sofort Ausschalten und nochmals die Schaltung kontrollieren.
Wenn nur das Atari-Logo kommt und sonst nichts passiert kann es sein, da=9E der DSP keinen Takt bekommt.

WICHTIG
Diese Umbauanleitung wurde von mir mit gr=94=9Eter Sorgfalt erstellt, trotzdem
=81bernehme ich keinerlei Verantwortung f=81r Sch=84den jedwelcher Art, welche aus deren Gebrauch entstehen kann.

(c)1995 Mitja Rateiczak eMail: mitja_rateiczak@bm.maus.de

Ciao .\\itja

Mike

3765. [Q] Linking two+ Ataris with miNTNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-17 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <43ibgd$mm@status.gen.nz>
Source record: 24484

How can I connect two or more computers with MiNTNet? For example, I have a TT030. Now, I want to connect the Falcon030 onto the TT030, such that I can telnet/ftp/whatever from the TT to the falcon and the falcon to the TT. I may want to use the Serial port, the LAN port, MIDI port etc.

Is it then possible to have another two STs connectd to the Falcon, and another two STs connected to the TT030, for example, in such a way that they each have a unique IP addres and domain name, so that there can be a number of users on each one, and that they can all connect to one another, sort of like a miniature internet? How will I detirmine what each computer's IP adr./Domain name is? How will one of the STs connected to the TT know how to connect to one the of ST's connect to the Falcon, for example. There must be some kind of router programme to sort this all out?

Is it then possible to connect to the internet using the TT030 via my SLIP account to my Provider, and have each of the computers mentioned above exist on the internet, so that all the users on each cmoputer can have their own email address, so that any other user on the internet can email them? Can each of the computers also exist as a computer on the Internet, so that another uesr on the internet can finger telnet etc. to that computer?

If any of the above is possible, how is it accomplished?

Thanks for any help!

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3766. Re: INTERNET GRAPHIC BROWSER 2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-17 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <43hii4$a1@birnie.demon.co.uk>
Source record: 24485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

fpinto@yvax.byu.edu wrote:

: Got it; well: it seems that 1040ST doesn't have enough resources to
^^^^^^^
: do the browsing at decent speed; What about an additional hardware? Wouldn't

Where, oh where, please?

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

3767. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-17 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ca4_9509180106@flight.org>
Source record: 24486

A giant chicken in the guise of Steve Holiman clucked:

> : PC speed is a quite usable hardware emulator, PC Ditto is the cruddy
software
>
> : emulator. ^^^^^^
>
> I'd have to take issue with that evaluation - while it's true that the
> speed was ATROCIOUS (Norton's SI rating was .3 and SI uses a 1 to
> represent the original 4.77MHz IBM PC), the program itself was absolutely
> aMAZing. Back before I owned a PC I used the program regularly for
> serious assembly language work and believe me, it was solid as a *ROCK*
> in it's emulation; all the hardware control registers were dead on and
> unbreakable. In many ways it was a more impressive acheivement than
> Small's Magic Sac/Spectre (and I don't say something like that lightly).

I haven't had quite the same experiance. Although I suspect its more the
softwares fault than PC Ditto. (*nothing* runs on 8088's anymore...) I run DOS
5.0, Qbasic freezes when you try to run a program :(, DosShell doesn't work.
(but who cares!). MOD2MIDI crashes when you start a conversion. (but I tried it

on a real 8088 box and it did the same thing. (bad copy?)) And FracInt's menu
shows garbage on screen in the menu, but when you finally find your way to the
"generate frac" menu it does generate an image... (very slowly!!) The only time

I got the darn thing to do something is I managed to get a very old version of
ProComm to dial out to a few boards... (but text displayed very* slowly, as
usual...)

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3768. Re: Falcon video modes HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DF3K01.8Az@westminster.ac.uk>
Source record: 24487

Vincent Lefevre (vlefevre@gerland) wrote:
: In article <1995Sep13.200549.17660@freenet.victoria.bc.ca>, Nicholas Steele (uq086@freenet.Victoria.BC.CA) wrote:

: Don't change the VGA bit, otherwise it won't work on an RGB screen.

Slightly off this thread but......

I can get a tos program to change the res reliably and back for the desktop, but as soon as I use any extended resolutions from Blow_Up it falls over and the desktop is shown as rubbish when I get back to it.

What is the solution.

Normally I do something along the lines of......

```
oldmodecode=Vgetmode()
SetSCreen(0,0,3,newmodecode)
// now into new resolution
SetScreen(0,0,3,olmodecode)
```

something like that anyway... 8-)

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

3769. XFSes with MagiC!3/MagiCMac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <811440856.23791@saffron.imc.exec.nhs.uk>
Source record: 24488

Are there any yet? I'd really like to see MinixFS for MagiC, but I fear the MagiC XFS concept is too different from Mint's.

Chris

3770. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <722292870wnr@gingram.demon.co.uk>
Source record: 24489

In article: <43j93o$mle@oden.abc.se> m9003@oden.abc.se (Martin Rossel) writes:

> Who's got and installed Blowups new FX card for F030 ?
> I want to know if you got the 40 Mhz CPU/bus option going
> and what revision of F030 you've got.
>
> Cheers,
> Martin

Err....what exactly is this, a Falcon accelerator (?), first time I've heard of it.

Gary.

3771. Re: Clearing up Atari Benelux

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.811411676@YE>
Source record: 24490

fvdakker@sterbbs.nl writes:

>The 21th of September Atari will sell allmost everything they have in
>store in Vianen, Holland. All this is the rest from Atari Benelux.
>Everything they don't sell will be distroyed!!!!!

>I don't know what they are selling exactly, but it could be
>Portfolio's, ST's (all sorts), Falcons, 8-bit stuff, and I don't know
>what even more of them.

>They only accept (and have invited) professional buyers, if you want
>to take part and aren't invited perhaps you can be by calling Atari
>UK...

If anyone wants to make a bid for any TT motherboards I would be
interested in one or two (Gota keep the old system working for the
next ten years!!!!).

>Again:
>EVERYTHING THEY DON'T SELL WILL BE DISTROYED!!!!
Can I provide the skip they will be throwing the stuff into 8-).

regards dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3772. Re: Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <43jaa0$f3@hpscit.sc.hp.com>
Source record: 24541

Simon Evans (simon@orme.u-net.com) wrote:
: >- An ACSI-to-SCSI hostadaptor
: >- A SCSI-to-ST506 controller (Adaptec 4070)
: >- A 30 MB RLL drive with an ST506/412 bus

: Hmmm.. I'm using an ST/megafile 30 .....

: Know nothing of such technical matters.. does this mean that a scsi drive
: can be inserted into the huge mega case, saving me the price of an ICD link?

The problem is that Atari combined their hostadaptor and the Adaptec
SCSI-to-ST506 controller on one board. There's no documented way of
hooking a SCSI drive to this board.

You can stil use your Megafile 30 case and power supply, of course,
even if you should want to use a SCSI drive with some 3rd party
host adaptor.

: or are usable RLL drives available at similar (ie cheap) prices to scsi's?

RLL drives are hard to get these days except at garage sales. Shops usually
don't carry them anymore.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

3773. Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_5d62815_Lars.Reynold@midinet.ct.se>
Source record: 24542

Tom Thomason wrote in a message to Gary Ingram:

GI> BTW, I remember an article not too long ago discussing if a Falcon
GI> would fit into a TT case. Somebody actually said they had done it, but
GI> just one thing, where would we actually get a TT/Mega STe case from? (In
GI> the UK if possible).

TT> The cases can be obtained from Holland, but the Falcon
TT> card is way too long to fit inside one. We haven't even been
TT> able to fit it inside a Midi tower otherwise we'd be doing
TT> that instead of building them into Maxi towers!

Hmmm so what you're saying is that a Falcon MB does not fit in a TT-case?
If so, can you then explain why I have my Falcon in a TT-case?

Greetings
/Lars

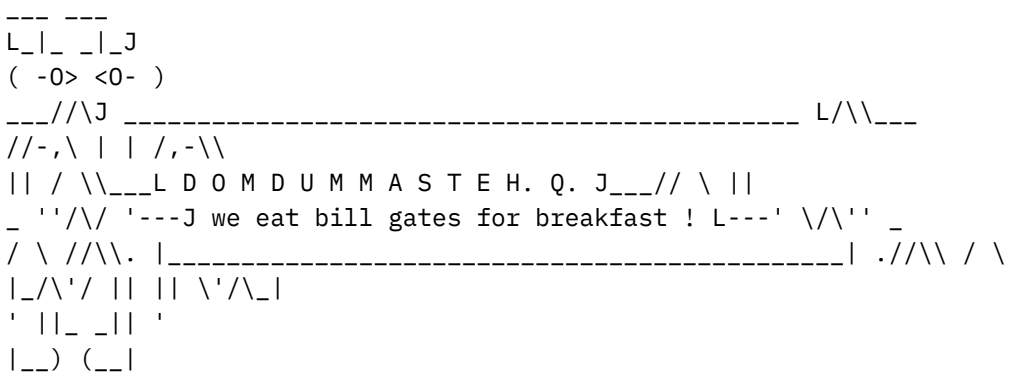
3774. Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: m9003@oden.abc.se
Message-ID: <43j93o$mle@oden.abc.se>
Source record: 24543

Who's got and installed Blowups new FX card for F030 ?
I want to know if you got the 40 Mhz CPU/bus option going
and what revision of F030 you've got.

Cheers,
Martin

--



3775. Re: Differential SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DF4Hqv.8no@cix.compulink.co.uk>
Source record: 24544

In message <macdonald.135.000A7284@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca said:

>Does anyone know if it possible to use a differential SCSI drive in a STe or
>Falcon?

Not with a standard Falcon. In theory you could with a STe - if you could find a differential host adaptor, I'm not aware of anyone who makes these for ASCI ports.

ATB Barry wilsontjb@cix.compulink.co.uk

3776. Re: Chimera Web browser

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <43jp34$fkd@cc.tut.fi>
Source record: 24545

azog (azog@gti.gti.net) wrote:
: John Maxwell Hobbs (jmax@interport.net) wrote:

: : Has anyone installed Chimera in a 4 meg machine (mine is a Mega STe).

: IMO, it is not worth doing... Many people have posted here about running
: Chimera on a 4mb ST, and all seem to get the same results: everything works
: fine until an actual page is loaded. If there are graphics, the machine

Chimera works fine under 4MB, but only in a minimal configuration
and with very small pages (pics (eg. X-bitmaps) icon sized, preferably
mono).

: will either die, the process will lock, or in general will just not work.

Minimal configuration processes:
MiNT, minix-fs, socket-dev, ksh, pty, kbd, X (server run by sourcing
a script, not by xinit), Chimera (run by the script).

: I've installed it on a 14mb Falcon, and it works fine, and wouldn't suggest
: anything less than 8mb. Don't forget, you're not only running MiNT, but X
: as well, which is well-known as a memory pig.

All together: "We need dynamic libs, we need..."
(I only got 68000 STfm, so virtual memory is out of question <g>)

- Eero

3777. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: davef@impala.inmos.co.uk
Message-ID: <43jesk$9s@lion.inmos.co.uk>
Source record: 24546

A giant turkey in the guise of CALLUM.LERWICK@f47.n282.z1.fidonet.org waffled:
|> A giant chicken in the guise of David Foy clucked:
|>
|> > You can move files with GEM desktop by holding down the control key (if my
|> > memory serves me) as you position the selected files over the destination
|> > directory. Simply select the files as you would normally, and then drag to

I joined this thread midstream and wasn't aware of the TOS versions involved.
And yes, I have already been alerted to my 'faut pas' and posted to the 'net.

--
+--------------------------(Dave Foy)------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@bristol.st.com |
+----------------------(+44 454 616616 X526)-------------------------+

3778. Re: INTERNET GRAPHIC BROWSER 2

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-18 00:00:00 UTC
From: fpinto@yvax.byu.edu
Message-ID: <Pine.PMDF.3.91.950918163557.652242502B-100000@yvax.byu.edu>
Source record: 24547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 17 Sep 1995, Alasdair Campbell wrote:

> fpinto@yvax.byu.edu wrote:
>
> : Got it; well: it seems that 1040ST doesn't have enough resources to
> ^^^^^^^
> : do the browsing at decent speed; What about an additional hardware? Wouldn't
>
> Where, oh where, please?
>
> regards.
> --
> Alasdair Campbell The Birnie Inn
> Email: ali@birnie.demon.co.uk Birnie
> Phone: 01343 860417 ELGIN
> Moray IV30 3SP.
>
>

RE: Man! You people from Europe MUST have something that I don't know
anything about, I'm surprised with all those things like Medusa, Eagle,
MKII , etc, etc.... Let me know. (by the way how much do they cost?

3779. Re: Differential SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: magnus@control.auc.dk
Message-ID: <43m6n6$jab@news.iesd.auc.dk>
Source record: 24548

In article <DF4Hqv.8no@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:
> In message <macdonald.135.000A7284@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca said:
>
> >Does anyone know if it possible to use a differential SCSI drive in a STe or
> >Falcon?
>
> Not with a standard Falcon. In theory you could with a STe - if you could find a
> differential host adaptor, I'm not aware of anyone who makes these for ASCI
> ports.
>
> ATB Barry wilsontjb@cix.compulink.co.uk
>

What's a 'differential' SCSI drive ?

Keep Cool and Flying...

ChainXOR...

3780. Re: Atari files/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <43mdig$3nv@inca01.inca.co.nz>
Source record: 24549

Gary Ingram (Gary@gingram.demon.co.uk) wrote:

> Yes, the Atari can emulate a P.C., a _very_ old program called PC Speed
> (if my memory serves me correctly), but I wouldn't think anyone would
> recomend it, its dog slow. You can also get hardware emulators, but
> again, the're not up to much.

PC Speed was a _hardware_ emulator (8086, I believe)

The software emulator was PC Ditto. This worked (at a snails pace) on my
Mega ST, but seems to fail on my TT.

3781. portfolio vt100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DF5IB6.9CI@inter.NL.net>
Source record: 24550

I am searching for a terminalprogram for the atari portfolio that can
emulate a vt100 or vt102 terminal. (To enter internet in text mode)

mail to: geheniau@solair1.inter.NL.net

Thanks Job !

3782. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.811495229@aix8.rhrk.uni-kl.de>
Source record: 24551

Gary Ingram <Gary@gingram.demon.co.uk> writes:

>> Who's got and installed Blowups new FX card for F030 ?
>> I want to know if you got the 40 Mhz CPU/bus option going
>> and what revision of F030 you've got.

>Err....what exactly is this, a Falcon accelerator (?), first time I've
>heard of it.

The FX card includes an accelerator, a Fast-RAM card and the Blowup Hard I
screen resolution enhancer.
40 MHz on the bus often don't work because the Falcon hardware doesn't like
this very much, 36 MHz work on my machine.

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
**************************************************************************
```

3783. Re: Upgrading Mega STE, help?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: hgi@hummel.prima.ruhr.de
Message-ID: <FITACCAIUP@hummel.prima.ruhr.de>
Source record: 24552

In <433neh$898@doffen.uninett.no> Gard Eggesboe Abrahamsen wrote:

>Ok... do you by chance have full pinouts for the SCSI? I'd be very interested
>in having it for my collection of hardware documentation. ;^)
Here all SCSI pinouts:

SCSI 1 Devices:

Pin 1 2
GND o o Data 0
o o Data 1
o o Data 2
o o Data 3
o o Data 4
o o Data 5
o o Data 6
o o Data 7
o o Parity
o o GND
o o OPEN
o o OPEN
Open o o Term Power
o o OPEN
o o GND
o o /ATN odd Pins are connected with GND
o o GND
o o /BSY (PIN 25, is OPEN)
o o /ACK
o o /RST
o o /MSG
o o /SEL
o o /C/D
o o /REQ
GND o o /I/O
Pin 49 50

Pinout Atari Falcon030:
Pin 1-10 GND
11 with 10KO connected with +5V!
12-14 Open
15-25 GND
26 Data 0
27 Data 1
28 Data 2
29 Data 3

30 Data 4
31 Data 5
32 Data 6
33 Data 7
34 Data PARITY
35+36 GND
37 NC
38 TermPower
39 NC
40 GND
41 -ATN (Attention)
42 GND
43 -BSY (Busy)
44 -ACK (Acknoledge)
45 -RST (Reset)
46 -MSG (Message)
47 -SEL (Select)
48 -C/D (Command or Data)
49 -REQ (Request)
50 -I/O

extern connector Atari TT030 and Apple Macintosh:
Pin
1 -REQ
2 -MSG
3 -I/O
4 -RST
5 -ACK
6 -BSY
7 -GND
8 -Data 0
9 -GND
10 -Data 3
11 -Data 5
12 -Data 6
13 -Data 7
14 -GND
15 -C/D
16 -GND
17 -ATN
18 -GND
19 -SEL
20 -Data PARITY
21 -Data 1
22 -Data 2
23 -Data 3
24 -GND
25 -TermPwr (not used in TT030 und Macintosh)

3784. CrazyDots VME (HI color module)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-1909951549110001@macmax.irfmn.mnegri.it>
Source record: 24553

Does anyone know where I can find the HI-COLOR module (>256colors) for
my CrazyDots VME graphic card ?
Thanks

===
| /|/| |
| / |AX |
| Institute of Pharmacology Research "Mario Negri" |
| E-mail: massimo@irfmn.mnegri.it |
===

3785. 3D2 File Format Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <234596032wnr@gingram.demon.co.uk>
Source record: 24554

Hi,

Does anybody know the .3D2 file format used for objects produced by the
Cyber range of products, or where I can find it.

Thanks in advance.

Gary

3786. Re: CrazyDots VME (HI color module)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: someone@ping.be
Message-ID: <811537414_OASIS_@ping.be>
Source record: 24555

In article <massimo-1909951549110001@macmax.irfmn.mnegri.it>
massimo@irfmn.mnegri.it (Max Farina) said:-

>Does anyone know where I can find the HI-COLOR module (>256colors) for
>my CrazyDots VME graphic card ?

Try the makers of the Crazy Dots graphic card

TKR GmbH & Co. KG Tel (0431) 33 78 81
Stadtparkweg 2 Fax (0431) 3 59 84
D-24106 Kiel
Germany

****
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****

3787. Dial Scripts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <811544386_OASIS_@yeadontt.demon.co.uk>
Source record: 24556
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,demon.tech.atari

Hello,

I am writing the code for the dialer for the graphic NOS replacement
(ICE).

I have completed the basic Dialer routine, but at the moment it is Demon
specific. In order to make the dialer as flexible as possible I need to take a
look at as many different NOS dial scripts as possible.

To this end, I would be grateful if people who do bit access the 'net via
demon.co.uk could send me their DIAL.TXT file. Obviously you will want to keep
your password secret, but I need to see where it is entered, so please replace
your password with the releveant number of '*' characters, ie if you password
is rover replace it with *****.

Thank you in advance for youyr help.

--

```
================================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========
```

3788. 2.5" IDE hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <43nrcu$je5@gti.gti.net>
Source record: 24557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Falcon uses a 2.5" IDE hard drive, which is not exactly cheap when you want more disk space (a 540mb 2.5" is about $450! Compare that with a 3.5" of the same capacity for about $140!). So I know some people who run a used computer store, and in their stock room was a box of 2.5" hard drives. Some had labels like "grinds", or "loud", but most were unlabeled. I grabbed five of them, four unlabeled ones and one that says "loud".

So I yanked apart my Falcon, and plugged one of these in, on the off-chance that it might work. No such luck. All five have the same results: nothing! I put a diskette in with AHDI on it and ran that, but it didn't recognize any hard drives.

Since I got them for nothing, I said the hell with it, and opened up a couple of them to expose the mechanics. When I power on the Falcon, the disk platters don't spin or anything. So now I have three of these left (and the chance to grab many more!).

Since this is a used computer store, and they get this equipment in auction lots, theres a good chance that the drives may not work. But then again, there is just as good a chance that some may work. The owners bid on lots, and most of the lots are what companies deem "obsolete".

So now I am wondering if there is anything to be aware of when working with 2.5" drives. I know they are "normal", having a really small interface cable, and several more pins. The pin configuration matches the Connor drive that is in my Falcon: there 44 pins, an empty spot, and then four more pins. These last four pins don't connect to anything, so I assume it's either external power or HD ready light. I know power is normally supplied on the extra pins 41-44.

The drives themselves are called "PrairieTek", and the model is "Prairie 120", which I assume means 120mb (a far sight better than 85mb that I have now!)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3789. Free Agent newsreader problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <43mk0i$l1f@ixnews6.ix.netcom.com>
Source record: 24558

I have been using the Forti's excellent Free Agent newsreader to follow this and the comp.sys.atari.st newsgroups. About a week ago Agent stopped responding to both groups. It picks up the new headers then starts to update the files. Then it proceeds to lock up and just sit there with that damned little hourglass on the screen. Has anyone else experienced this problem? Could someone have u/l some kind of strange character in their message that could be causing this. I've never experienced this kind of problem before and it only does it on the two Atari ST groups. Any help would be greatly appreciated. Thanks in advance.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3790. Dungeon Master from hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <43mk34$l2f@ixnews6.ix.netcom.com>
Source record: 24559

I noticed that there is a patch for the Amiga version of Dungeon Master that will allow you to install it onto a hard drive. Does anyone know if there is something similar for the ST version of DM or Chaos Strikes Back? If so, where might I find this. Any help would be greatly appreciated. Thanks in advance.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3791. STOS Falcon Extension v1.1a

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <43mhb4$3jm@m1.cs.man.ac.uk>
Source record: 24560
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

```
**************************************************************************
Announcing the release of the STOS Falcon Extnesion (v1.1a)
**************************************************************************
```

You want to program your Falcon, yet you dont feel like taking on C or assembler? Well, you want the STOS Falcon Extension. This extension to the STOS programming language allows you to easily create Falcon only games / programs.

Commands include DSP replay of 4 track .MOD files, up to 32 track .DTM modules, Access to the Falcons sampling hardware, true colour sprites (with pixel perfect collision detection) hardware scrolling support and much more.

The extension is shareware, with a registration of 5 uk pounds. An un-registered version can be downloaded from various ftp sites (uploaded to incoming directories on 19/9/95) listed below:

micros.hensa.ac.uk
ftp.cnam.fr
ftp.un-kl.de
ftp.tu-berlin.de
ftp.cs.tu-berlin.de
ftp.stuttgart.de

A version can be downloaded via the WWW at the address given below.
For more information email me (Anthony Jacques) at:

jacquesa@cs.man.ac.uk

http://www.cs.man.ac.uk/~jacquesa/falcextn.html

3792. Re: MiNT & Virtuell Memor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <43nmd4$dig@inca01.inca.co.nz>
Source record: 24561

Arto Jalkanen (artoj@mits.mdata.fi) wrote:
> > does, and a club member here uses it with MiNT regularly. But I don't
> > know whether it works with X11 or not.
> Rg> From what I've heard - MiNT *does* support VM - though MiNT-X is none
> Rg> too happy with it. Also MiNT likes more than 4Mb of real memory before
> Rg> you start turning on the VM.

> Oh? I find hard to believe that MiNT supports VM. Why isn't there
> any information of it in the docs then? And how can one turn it
> on?

> BTW. I think MiNT would be just perfect if it only didn't
> freeze other processes while accessing disc and if it would
> have Virtual Memory. Virtual memory being the most important.

> Could it be possible to take these parts from the Atari Linux
> sources and incorporate them into MiNT? There has to be
> some MiNT/Linux freak who knows.

MiNT does "freeze other processes while accessing disc" for a very good reason.

To access disc drives, the CPU must be put into Supervisor Mode, so that the software/OS can access DMA chip.

Depending on the hardware/software combination, accesses to the hardware require precise timing by the software, and if either the software or hardware fails to respond withing a small time frame allowed, the "conversation" is frequently terminated. This is primarily a problem for Device Drivers, however.

Some hardware, however, can be spoken to at a rather slow rate. But most, like disc drives, require very high response speed.

To ease the job of those writing MiNT, the "general rule" is that "A Program Will Not Be Pre-Empted Whilst In Supervisor Mode".

In other words, if Calamus goes into Supervisor Mode to talk to the Atari SLM804 Laser Printer via the DMA, then when the Calamus "Time-slice" has finished, and MiNT is ready to switch control to CoNnect, it sees that it was in Supervisor Mode, and aborts the task-switch. When Calamus returns to User Mode, the task switch will occur shortly thereafter.

Some software, which exploits this can be very easy to determine. For example, the primary use I have for my TT is _application_ software development, where I use Hisoft language products - Lattice C 5.6 and Devpac 3.1. Whilst I am editing my programs, I can switch to any other

program running, but when I compile/assemble, I can not switch away from them to WERCS to "play" with a resource file whilst my programs are compiling or assembling. In this case they are MultiTOS "compatible" (ie they run under a multitasker), but they are not MultiTOS "friendly" (ie allows one to switch to another task at any point to carry on other work)

(BTW In the previous paragraph, I use MiNT 1.12 and AES 4.1, the original MiNT 1.04 and AES 4.0 in MultiTOS exhibit the same behaviour - the only difference between 1.12/4.1 and 1.04/4.0 being the smoother/faster multitasking of MiNT 1.12, and the better environment of AES 4.1)

To "fix" this, I would like to see a Deny()/Allow() type of system call denying or allowing a task switch to occur. Or it could be done using a 'DENY' semaphore. A 'I can be pre-empted anytime' flag in the program file could be used to notify MiNT of said capability.

(Sorry, if this is slightly off-topic. In fact, I guess I should have posted this followup to .programmer)

3793. Re: Dungeon Master from hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2009951026040001@47.85.0.99>
Source record: 24562

In article <43mk34$l2f@ixnews6.ix.netcom.com>, followel@ix.netcom.com
(Byron Followell) wrote:

> I noticed that there is a patch for the Amiga version of Dungeon
> Master that will allow you to install it onto a hard drive. Does anyone
> know if there is something similar for the ST version of DM or Chaos
> Strikes Back? If so, where might I find this. Any help would be greatly
> appreciated. Thanks in advance.
>

I remember a post from Howard Chu a long time ago, on this very subject.
He mentioned that he had done this by using some sort of debugger to trace
the program exectution until it was loaded into memory. He then saved it
to the hard disk.

AFAIK, most of the loading time is spent uncompressing the data.
I have not done this myself, nor am I sure of the legality of doing this.
You might still need to use the master disk as a "key" by keeping it in
the floppy drive & AFAIK it still saves to disk A.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3794. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DF72v2.5qt@ridgecrest.ca.us>
Source record: 24563

seimet@rhrk.uni-kl.de (Uwe Seimet) wrote:
>Gary Ingram <Gary@gingram.demon.co.uk> writes:
>
>>> Who's got and installed Blowups new FX card for F030 ?
>>> I want to know if you got the 40 Mhz CPU/bus option going
>>> and what revision of F030 you've got.
>
>>Err....what exactly is this, a Falcon accelerator (?), first time I've
>>heard of it.
>
>The FX card includes an accelerator, a Fast-RAM card and the Blowup Hard
I
>screen resolution enhancer.
>40 MHz on the bus often don't work because the Falcon hardware doesn't
like
>this very much, 36 MHz work on my machine.

Uwe, are you saying the FX runs the bus at 36mhz? If so,
how does the DSP and SCSI bus like these speeds?

Mike
>
>***
***
>* Uwe Seimet | I really hate this damned machine,
*
>* | I wish that they would sell
it. *
>* Internet: seimet@chemie.uni-kl.de | It never does that what I mean
*
>* MausNet: Uwe Seimet @ KA2 | but only what I tell it.
*
>***
***

3795. Re: Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DF732B.5u0@ridgecrest.ca.us>
Source record: 24564

lars.reynold@midinet.ct.se (Lars Reynold) wrote:
>Tom Thomason wrote in a message to Gary Ingram:
>
> GI> BTW, I remember an article not too long ago discussing if a Falcon
> GI> would fit into a TT case. Somebody actually said they had done it,
but
> GI> just one thing, where would we actually get a TT/Mega STe case
from? (In
> GI> the UK if possible).
>
> TT> The cases can be obtained from Holland, but the Falcon
> TT> card is way too long to fit inside one. We haven't even been
> TT> able to fit it inside a Midi tower otherwise we'd be doing
> TT> that instead of building them into Maxi towers!
>
>Hmmm so what you're saying is that a Falcon MB does not fit in a
TT-case?
>If so, can you then explain why I have my Falcon in a TT-case?
>
>Greetings
> /Lars
>
Mabey you can trade you TT/Falcon case for a 66mhz 040. :)
(I remember you saying before that the Falcon did fit into
the TT case but you had to fold the board).:)

Mike

3796. Hard Drive Write Fail

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: servant@io.org
Message-ID: <43oinj$lno@ionews.io.org>
Source record: 24565

My system is an STe TOS 1.6 4 MB RAM with Quantum ADSCSI hard drive.
I am constantly getting

<Write Fail #0001 (0,0)>

in the upper right-hand corner of the screen when attempting to write to
my hard drive. It doesn't happen when writing to floppy.

Sometimes it's #0002, or #0008, or whatever. It seems worse when it's
hot and humid, but happens at other times as well.

I have to leave my write verify on because without it partitions sometimes
get trashed randomly. The hard drive is not that old.

I would *very much* appreciate diagnostic advice, posted either to this
newsgroup or to my email address as below.

Mike Harrison
servant@io.org
Toronto

--

3797. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <43ope2$5af@news.iesd.auc.dk>
Source record: 24566

In article <seimet.811495229@aix8.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet)
writes:
> Gary Ingram <Gary@gingram.demon.co.uk> writes:
>
> >> Who's got and installed Blowups new FX card for F030 ?
> >> I want to know if you got the 40 Mhz CPU/bus option going
> >> and what revision of F030 you've got.
>
> >Err....what exactly is this, a Falcon accelerator (?), first time I've
> >heard of it.
>
> The FX card includes an accelerator, a Fast-RAM card and the Blowup Hard I
> screen resolution enhancer.
> 40 MHz on the bus often don't work because the Falcon hardware doesn't like
> this very much, 36 MHz work on my machine.
>
> **
> * Uwe Seimet | I really hate this damned machine, *
> * | I wish that they would sell it. *
> * Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
> * MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
> **

Do you have the BloWUp FX ?

If so, how does it perform with FastRAM, is it over 200 % ?

Is it compatible ? Is it possible to switch down to normal 16 Mhz comp. mode
like on the SpeedResolution Card ?

Is it possible to install, if the machine already has the SpeedResolution Card ?

Keep Cool and Flying....

ChainXOR...

3798. Re: Anyone built the C't IDE interface?- need help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <43oph6$5af@news.iesd.auc.dk>
Source record: 24567

In article <43k6n0$hl0@sinsen.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
>
> --
> [SunOS Unix/Sun SPARCstation 20]
> Norway- land of the fjords and the midnight sun
> [Online mail -Unix EMACS 19.28.1]

That's quite a nice machine you have there :-)

Keep Cool and Flying...

ChainXOR...

3799. VDI problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <43ooou$hdn@southern.co.nz>
Source record: 24568

Hi There,

I'm having trouble with Deskpic 5. I run my Falcon in 640*480*16 most of the time and have numerous backdrops saved as (x)img images. These images use the 16 system colours and I presume the VDI ordering of the 16 colours is OK as my windows, dialogues etc.. are the correct colour. When I switch to 640*480*256, as I often do, and try to reload the 16 colour (x)img images, my screen colours corrupt horribly. If I then try to reload the system colours with the Colour CPX, the system colours return to normal but the backdrop is stuffed. From this I can assume that the VDI order of the system colours is different in 256 colour mode than in 16 colour mode. Why is this? I would have thought it to be absolutely STUPID to order the system colours differently for each of 16 or 256 colour modes. Can anyone clear up this confusion for me. I also have incredible difficulty in writing 256 colour (x)img images to use in 256 colour mode. I raytrace my own images normally and dither the 24 bit TGA files down to 256 using GemView 3.15. No matter what options I set, it doesn't appear to give me proper system colours! I have APEX media as well to use. Can either APEX or GemView give me GIF files that have correct VDI ordered colours for use with DeskPic, when converted to (x)img?, or is there a problem with the (x)img 'standard' when swapping colour modes on Falcon.

Ciao, Chris Wilkinson, Christchurch, New Zealand. The 'Garden' City...

/|\ ATARI nutter (^; ;^) %^)

3800. 3D2-objects to pro-formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: contacts@walrus.megabaud.fi
Message-ID: <43oukl$232@walrus.megabaud.fi>
Source record: 24569

How can I convert 3D2 objects to 3D Studio, Autocad, ArchiCad or any
other professional format?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3801. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: vladi@eworld.com
Message-ID: <43p19k$56m@hp5.online.apple.com>
Source record: 24570

Hi!

FX powers the MAIN-clock of the Falcon with 32 (original) 36 or 40 MHz.
The CPU (and FPU if capable) gets 16, 18, 20, 32, 36 or 40 MHz.
The DSP always runs at 50MHz.

Nearly all Falcons can use all the clocks (I only heared of three users
that gave up to try - may be to early). Furtheron there were problems with
some IDE HD - they will be fixed with the 2nd firmware revision.

For the new firmwares there is also worked on the page-mode to increase
the bus-bandwidth from 8MB/s to something near 20MB/s.

If you have more questions or want to order email to
acher@informatik.tu-muenchen.de

3802. SCSI Sense Keys (Codes)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <43q2bl$ps6@blackice.winternet.com>
Source record: 24571

I hope this works. What should show up here is a file listing and description of all the SCSI Sense Key Codes. First time I've tried to attach a file.

Rich Mier

3803. SCSI Sense Keys (Codes)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <43q3sp$ps6@blackice.winternet.com>
Source record: 24572

I tried but it didn't work. If I attach it to the message this newsreader will UUEncode it. A TEXT file! I'm going to try to figure a way to import the data into the message. I'm not about to retype it all.

Rich Mier

3804. Re: Replacement Desktops

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <da7_9509210109@flight.org>
Source record: 24573

A giant chicken in the guise of David Foy clucked:

> A giant turkey in the guise of CALLUM.LERWICK@f47.n282.z1.fidonet.org
waffled:
hey! ;)
> |> > You can move files with GEM desktop by holding down the control key (if
my
> |> > memory serves me) as you position the selected files over the
destination
> |> > directory. Simply select the files as you would normally, and then drag
to
>
> I joined this thread midstream and wasn't aware of the TOS versions involved.
> And yes, I have already been alerted to my 'faut pas' and posted to the 'net.

Oh well. I realized I use* UIS III, moves them files around nice 'n fast...

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3805. MAKE MONEY FAST !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <da8_9509210109@flight.org>
Source record: 24574

A giant chicken in the guise of Hernan Gonzalez Flores clucked:

> Hi , Make money Fast and easy if you want , only read this compress
> document and follow the instructions , and you will be rich in a few
> months and your dreams come TRUE !!!

Die a slow and painfull death. Please.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3806. Dungeon Master from hard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-20 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <da9_9509210109@flight.org>
Source record: 24575

A giant chicken in the guise of Byron Followell clucked:

> I noticed that there is a patch for the Amiga version of Dungeon
> Master that will allow you to install it onto a hard drive. Does anyone
> know if there is something similar for the ST version of DM or Chaos
> Strikes Back? If so, where might I find this. Any help would be greatly
> appreciated. Thanks in advance.

I don't think the Atari version needs a patch. Someone here mentioned they got
DM to run off a hard drive without patching. Of course, it still looks for the
original disk. The speed increase by putting in on a HDD is negligable
though.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3807. HELP! I blew up my friens Atari. It won't boot!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: jimmc@primenet.com
Message-ID: <jimmc.7.0002F902@primenet.com>
Source record: 24576

I ran Diamond Edge on a friends Atari to fix some hard drive problems (I know NOTHING at ALL about Atari).

The program found a lot of problems (it also filled the C drive up...is this a part of the problem???).

Anyway, now it just BOMBS (4 bombs). I got it to boot once from floppy (by holding down Alt or Ctl or something), but then the hard drives do not show up!

I feel really bad about this. Can someone give a few Atari pointers? I have an extensive knowledge of PC and Mac hardware and software, but 0 Atari knowledge.

PS: What is the language disk?

3808. Help, Atari printer SLM605

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: koeves@sunserv.kfki.hu
Message-ID: <43rcps$2eg@sunserv.kfki.hu>
Source record: 24577

Help, I am searching for information on an Atari laser printer SLM-605.

My question is: Is it possible to use this kind of printer with an IBM PC
(clone) computer.
I need technical information on the printer (whether that is usable on a
parallel or serial port, cable pinout description, and so on).
I would appreciate also information on where to find such an information.

I am waiting the answers to my e-mail address:

koeves@sun60.mszki.kfki.hu

Yours sincerely:

Koveshegyi Laszlo

3809. Re: [Q] Monitor port of STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: davef@impala.inmos.co.uk
Message-ID: <43rgbd$bbr@lion.inmos.co.uk>
Source record: 24578

In article <DEvHyy.HtI@hkuxb.hku.hk>, h9104374@hkuxa.hku.hk (William) writes:
|>
|> Hello all ST users,
|>
|> I am a new user of a 520STfm and am currently using the RF video out of
|> the ST. However the low resolution of the TV making everything except the
|>
|> etc ...
|>
|> I currently have a handful of 41256's available. The question is could I
|> use this chips to fill up the unused bank (the other bank is filled with 4
|> 4c256's) making the ST 1M RAM? Besides, is there any way to upgrade the ST
|> to > 1M RAM using the 41256's?
|>
|> Thank you very much for reading my questions.

You can connect a CGA monitor (15kHz horizontal scan rate) to your ST very simply. The RGB outputs from the ST go directly to the RGB inputs on the monitor and similarly for the CSync. I don't have the ST monitor pinout with me at the moment but I can post a simple diagram tomorrow. You will only be able to use low/med resolution with this monitor. Hi-res requires a scan rate much higher (31kHz ?) but it isn't VGA compatible.

The 4 x 4c256 chips make 512 kbytes (i.e. 512k x 8 bits) which is the standard size of the ST520STFM. The chips you have (41256) are only 256k x 1 and so you would need 16 to make 512k for the other bank (The MMU on the ST only recognises 512k or 2Meg banks) so it wouldn't be feasible with those chips.

--
+---------------------------(Dave Foy)------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@bristol.st.com |
+----------------------(+44 454 616616 X526)-------------------------+

3810. NVDI ON FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: Joe.Scozzari@rebel.genesplicer.org
Message-ID: <cdb_9509211111@genesplicer.org>
Source record: 24579

I AM TRYING TO FIND OUT WHY NVDI DOESN'T WORK ON MY FALCON

I HAVE NVDI 3.01 & FALCON W/TOS 4.02

WHEN I TRY USING NVDI ON BOOT UP I GET "STOP CANNOT FIND

MONOCHROME OFFSCREEN DRIVERS"

PLEASE HELP

3811. Wanted: SCSI harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <43sir9$jkp@hasle.oslonett.no>
Source record: 24580

Anyone got an external SCSI harddisk for sale (100MB or bigger)?
It needs to have 220V AC input.

Hallvard
--
[SunOS Unix/Sun SPARCstation 20/Atari STe]
Norway- land of the fjords and the midnight sun
[Online mail -Unix EMACS 19.28.1]

3812. STe IDE Hard Drives?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: dcooke@lawson.its.utas.edu.au
Message-ID: <43sre1$hou@cam.its.utas.edu.au>
Source record: 24581

Is there any way that I can connect an IDE drive to my STe? If so where
can I get an adapter from....

Thanks in advance
Damo
--

_____
Damien Cooke
Internet: damien@tamarcom.com.au
CompuServe 100355,2554
WWW uptown.turnpike.net/F/Falcon/index.html
Snail Mail: Flat 9 88 Elphin Road
East Launceston
Tas 7250
Australia.
__o
_ \<,_
(_)/ (_)
I Remember the days when Synthesizers were analogue,
Programs were something you watched on T.V and
a Hard Drive was from L.A to New York.....
_____

3813. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_30613d9e_Magnus.Kollberg@p11.straight.ct.se>
Source record: 24582

In a message Uwe Seimet wrote to All :
US> The FX card includes an accelerator, a Fast-RAM card and the Blowup Hard
US> I screen resolution enhancer.
US> 40 MHz on the bus often don't work because the Falcon hardware doesn't
US> like this very much, 36 MHz work on my machine.

Do you use the FastRAM to? How big speed increase do you get at 36 MHz with FastRAM? What is the revision of your motherboard as this seem to affect the possible max speed of the accelerator.

cheers,
Magnus Kollberg

3814. Enhanced Serial Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Sep21.183725.14756@atlas.tntech.edu>
Source record: 24583

I've seen several serial port enhancements mentioned, but have had no luck finding much info on them. If anyone knows how to get these, please let me know.

1) RSVE - A board to take the standard MFP port in the original ST's past 19.2k. I have seen the docs for this upgrade in German, but not only can I not read German, but I lack the ability to program my own PAL for this project. Is this device commercially available anywhere (preferably in the US), or is there someone who has the capability to build one that can help me out?

2) ESCC - A board using the ESCC chip, an enhancement on the SCC chip used in STe's and beyond, to add additional modem ports to the original ST that are compatible with the later modem ports. I think this board adds 2 extra ports which can go up to 115.2k. I have had no luck obtaining ANY info on this board except a mention in the HSMODEM docs.

I would appreciate any help in locating info on these upgrades or the upgrades themselves. Thanks.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

3815. Re: 2.5" IDE hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.149.00092ACA@cfcsc.dnd.ca>
Source record: 24584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <43nrcu$je5@gti.gti.net> azog@gti.gti.net (azog) writes:
>So now I am wondering if there is anything to be aware of when
>working with 2.5" drives. I know they are "normal", having a really
>small interface cable, and several more pins. The pin configuration
>matches the Connor drive that is in my Falcon: there 44 pins,
>an empty spot, and then four more pins. These last four pins don't
>connect to anything, so I assume it's either external power or
>HD ready light. I know power is normally supplied on the extra
>pins 41-44.

the last four pins are usually used(AFAIK) to denote whether it is a
primary or secondary drive, as IDE at that time anyway, could only have
two drives attached to the controller, and one had to be the primary.
good luck.bonne chance

do you 'ken'? -Atari/TOS1.62 & 4.04 -MAC/Sys6.08 -IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich-speaking only for myself
CFCollege, Toronto, Ontario, Canada = macdonald@cfcsc.dnd.ca
OR ken.macdonald@canrem.com T.A.F. RULES!

3816. Re: Where has Atari gone?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_3061abf9_Tom.Thomason@fpc.ct.se>
Source record: 24585

On 16 Sep 95, Raymond Collins shot this through the ether to All ...

RC> 2) The C-Lab Falcon Mark I (England, relatively inexpensive).
RC> 3) The C-Lab Falcon Mark II (England, relatively expensive).

The C-Lab Falcon's are produced by C-Lab in Hamburg, Germany.

ATB,
Tom

3817. Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_3061ac8c_Tom.Thomason@fpc.ct.se>
Source record: 24586

On 18 Sep 95, Lars Reynold shot this through the ether to Tom Thomason...

LR> Hmmm so what you're saying is that a Falcon MB does not fit in a TT-
LR> case? If so, can you then explain why I have my Falcon in a TT-case?

How did you do it? Was it a lot of trouble?

Mvh,
Tom

3818. Release of OASIS 1.34

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-21 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <811712870_OASIS_@yeadontt.demon.co.uk>
Source record: 24587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

As of 23/9/95 I have uploaded OASIS 1.34E onto the Demon and Hensa FTP site.

From version 1.34 and onwards OASIS is now shareware. Anybody who wishes to can now pre-register OASIS for the fee of 10 UK pounds.

Pre-registered users will recieve a discount of 10 UK pounds when OASIS 2.0 is released.

Everyone who pre-registers will recieve confirmation by E-Mail, in addition pre-registered users will recieve regular updates on progress with OASIS 2.0.

Send all cheques/international money orders (made payable to Mr P. Yeadon) to:-

Mr P. Yeadon,
29 Bolton Street,
Reddish,
Stockport,
Cheshire,
SK5 6BE,
England

Please include your Name, Snail Mail address and E-Mail address.

Just to add a bit of fun to all this, the FIRST UK and FIRST International user to pre-register OASIS 1.34 or above will recieve the full OASIS 2.0 package FREE when it is available!

Here is a summary of the changes from version 1.33E to version 1.34E of OASIS
OASIS 1.34E

Bug fix for Forward As E-Mail if News articles, it is now possible to select an E-Mail address from the Yellow Pages. Previous versions appeared to 'lock up' if this was attempted.

Bug fix for viewing News and E-Mail items on greater than 640 pixels wide. The text no longer 'escapes' from the right hand edge of the window.

OASIS now checks that there is enough hard drive space before it carries out major taks ie Unbatch news, Index new mail, expire newas and mail etc.

--

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The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========

3819. Mega ST has trouble writing to ICD linked HD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <43ts7u$emo@mailnews.kub.nl>
Source record: 24391

Hi all,

This newsgroup is my last hope. I have serious problems with my Mega ST 2. I use it with a hard disk connected via an ICD adaptor. The hard disk and adaptor are fine, as I can use them without problems with a 1040 I borrowed from a friend.
The problems occur when the computer has been turned on for about 30 minues and has reached it's normal working temperature. Writing files to hard disk starts to give errors, which I can see since I have turned 'verify' on. With big files, it may take the Mega up to 40 tries before saving it correctly. After 50 tries it gives up. This has caused me the loss of whole partitions in some cases, since the FAT was corrupted. I temporarily use floppies to store important stuff.
The people I usually contact for repairs, have examined my computer for 2 weeks, and found nothing. I welcome any suggestions about what to do next (apart from buying a new second hand Mega, which shouldn't be too hard and which I'm considering)...

Thanks,

Leen Kievit
L.A.Kievit@kub.nl

3820. Re: Falcon video modes HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <43u7e1$a8@m1.cs.man.ac.uk>
Source record: 24392

In article <439rbr$62e@cri.ens-lyon.fr>, vlefevre@gerland (Vincent Lefevre) writes:
>In article <1995Sep13.200549.17660@freenet.victoria.bc.ca>, Nicholas Steele
(uq086@freenet.Victoria.BC.CA) wrote:
>
>> Does anyone know what the rez value should be in the Setscreen
>> call if I want to set a Falcon mode like: 640x480 256 colors? If
>> I leave it as -1 the resolution doesn't change,as expected, but
>> anything else truly trashes the screen. I've combined the VGA,
>> COL80 and BPS8 values together for the mode value of the call;is
>> this correct? Thanks in advance.
>
>Don't change the VGA bit, otherwise it won't work on an RGB screen.

Yes you should! The VGA bit should be set if running on a VGA monitor,
and not set if on an RGB monitor. (Detect what monitor your on with
Xbios 99 - Montype...)

For 640x480x256xVGA you have the correct values (although I prefer to
think of it as each bit representing something...)

For RGB monitors, you want interlacing, and PAL (for 50hz) set, and
no VGA. This would give a different screen size (640x400x256).

Are you changeing from an ST compatibility mode? I have found that on
pre-TOS 4.04, changing from an ST mode causes major headaches (bus errors,
illegal instructions... the works)

Of course, you will have to have some screen data in this format to
display, or else it'll just look totally messed up... (GEM will not
recognize the change.)

Information about this topic is available on my WWW pages, at:

http://www.cs.man.ac.uk/~jacquesa/setvideo.html

Anthony
(I'll get a .sig soon... honest!)

3821. Atari cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: millert@scheifler.csee.usf.edu
Message-ID: <43v6r0$m3b@mother.usf.edu>
Source record: 24393

I need to know where I can get something to interface between an Atari ST's cartridge port and a project I'm working on. Just the card interface and something that I can solder to or wire-wrap for now.

Also, I need to know how much current I can draw from a Falcon's cartridge port.... I understand that the Falcon's power supply already does not produce enough power. I just want to know if the Falcon can support a Z-80, 7 serial chips, RAM, and and EPROM connected to the cartridge port.

Plus, if anyone can direct me to appropriate newsgroups where I can discuss the Z-80 and to companies from which I can order chips and databooks, it would be appreciated.

Thanks. Also, I would prefer that you respond to me in email.

--

Timothy Miller, millert@grad.csee.usf.edu Theoretical Linguistics
http://www.csee.usf.edu/~millert Music Theory, Computer Engineering
---

3822. Re: VDI problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <DFB3B5.Erq@exeter.ac.uk>
Source record: 24394

In article <43ooou$hdn@southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:

> colour mode. I raytrace my own images normally and dither the 24 bit TGA
> files down to 256 using GemView 3.15. No matter what options I set, it
> doesn't appear to give me proper system colours! I have APEX media as

This can be solved by dithering to 240 colours rather than 256. Then
GEMView will automatically preserve the 16 system colours in the
appropriate positions. Works for me anyway...
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3823. Re: STOS Falcon Extension v1.1a

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <43ug4o$30a@m1.cs.man.ac.uk>
Source record: 24395
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

In article <43mhb4$3jm@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
>**
> Announcing the release of the STOS Falcon Extnesion (v1.1a)
>**

>The extension is shareware, with a registration of 5 uk pounds. An
>un-registered version can be downloaded from various ftp sites (uploaded
>to incoming directories on 19/9/95) listed below:
>
>micros.hensa.ac.uk
>ftp.cnam.fr
>ftp.un-kl.de
>ftp.tu-berlin.de
>ftp.cs.tu-berlin.de
>ftp.stuttgart.de
>
>A version can be downloaded via the WWW at the address given below.
>For more information email me (Anthony Jacques) at:
>
>jacquesa@cs.man.ac.uk
>
>http://www.cs.man.ac.uk/~jacquesa/falcextn.html

Unfortunately, the uploads seem to be corrupted. However, the version
at my WWW page seems to be corrupted. For anyone who wants a copy,
I'll UUE you a copy...

Sorry about that.

Anthony

3824. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FIWPEFAUUP@data.rhein-main.de>
Source record: 24396

In <seimet.811495229@aix8.rhrk.uni-kl.de> Uwe Seimet wrote:

>40 MHz on the bus often don't work because the Falcon hardware doesn't like
>this very much, 36 MHz work on my machine.

Sorry, 40Mhz on the Bus is working very fine! (and fast) :->

--

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText

3825. Re: Falcon video modes HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: vlefevre@terreaux
Message-ID: <43v9kv$ivj@cri.ens-lyon.fr>
Source record: 24397

In article <43u7e1$a8@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> Yes you should! The VGA bit should be set if running on a VGA monitor,

No, when your monitor is a VGA, the bit is already set, so you must let
it set, and when your monitor is a RGB, the bit is already clear, so you
must let it clear. (This is what I did for my TETRHEX, and it always
works -- I've tried with several VGA/RGB(TV) monitors).

> and not set if on an RGB monitor. (Detect what monitor your on with
> Xbios 99 - Montype...)

You can also use Montype; this gives the same result.

> For RGB monitors, you want interlacing, and PAL (for 50hz) set, and
> no VGA. This would give a different screen size (640x400x256).

If you want 640x480x256, you must set the overscan mode. This
gives 768x480x256, and you can easily emulate 640x480x256.

--
Vincent Lefevre, vlefevre@ens.ens-lyon.fr
Magistere d'informatique 2e annee |
Ecole Normale Superieure de Lyon | Acorn RiscPC600, 4+1MB RAM, 210MB IDE
France | Apple CD-300, SyQuest 270MB
http://www.ens-lyon.fr/~vlefevre | Atari Falcon030, 4MB RAM, 85MB IDE

[Properties of 17] $$\sum_{i=0}^4 i^i = 17^2$$

3826. Re: Differential SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3062ff4a33478@discworld.oche.de>
Source record: 24398

Magnus H. Svavarsson (magnus@control.auc.dk) wrote:

MHS>What's a 'differential' SCSI drive ?

A drive using differential signals rather than the more usual single-
ended - you can extend the cable to up to 25m (I think). Read the SCSI
specs for more infos.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3827. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3062ff4c33f89@discworld.oche.de>
Source record: 24399

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

HLW>Do you have the BloWUp FX ?
HLW>
HLW>If so, how does it perform with FastRAM, is it over 200 % ?

I don't have the BlowUp, but I do know that the Magnum card (available
from Catch Computer or from Perfect Link, both in Aachen) will do more
than 200% in terms of memspeed values - in high-res colour modes. In
monochrome, you get about 10%. I would guess that the FX rates similar
with the current software revision.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3828. Re: 2.5" IDE hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <43usnu$l21@gti.gti.net>
Source record: 24400

dean@sterbbs.nl wrote:

: Dear Billy,
: There is another solution. I didn't particularly want to pay
: for an expensive 2.5" disk drive so I bought a 3.5" disk drive and
: extended the cable outside the Falcon. I'm using a PC power unit to power
: it (as well as the DAT drive). It may not look pretty, sitting on top of
: the Falcon, but it does work.
: Regards
: Dean

Pretty doesn't matter to me, I already have a PC power supply running
an external SCSI drive. What I couldn't figure out is how to get the
Falcon ribbon cable to plug into the 3.5" connector, they are not the
same sizes...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3829. re: adscsi+ board

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2769rcain@nest.demon.co.uk>
Source record: 24401

On 21 Sep 95 kim@dksoft.ping.dk wrote:
k> Hi Roger, i think RST is somehow simular to RST on a modem, in that
k> case it's a led which light on receiving data. Perhaps you can use
k> this. Like you i have searched for the same option. Let me know if you
k> manage to find anything, will you ? Perhaps asking ICD might help, but
k> since i have only had bad experiences with them, i refuse to ask.

Hi Kim,

That's a novel idea! I had got stuck in my mind that RST was short for RESET but, of course, it could equally stand for Received Status (or something). The way to find out is just to stick a LED across it, of course, as, even if it does mean reset, the worst that will happen is that the thing will cause a re-boot. Mine is built inside a cabinet ATM so a bit difficult to just have a go. Mind you, I've got to go under the bonnet soon as the clock battery is dead.

I don't mind having a go at ICD - have you got an e-mail address for them?

(PS. Never mind -just found it!)

Roger

--

3830. NVDI ON FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ead_9509240107@flight.org>
Source record: 24402

A giant chicken in the guise of Joe Scozzari clucked:

> I AM TRYING TO FIND OUT WHY NVDI DOESN'T WORK ON MY FALCON
> I HAVE NVDI 3.01 & FALCON W/TOS 4.02
> WHEN I TRY USING NVDI ON BOOT UP I GET "STOP CANNOT FIND
> MONOCHROME OFFSCREEN DRIVERS"
> PLEASE HELP

Would you stop it with the f*king caps! Are you using an Apple II+ or
something?!?! (in which case you have an excuse)

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3831. 2.5" IDE hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: dean@sterbbs.nl
Message-ID: <7990255476303@sterbbs.nl>
Source record: 24588

** All ** In:azog@gti.gti.net 2.5" IDE hard drives 09-21-95 20:16

I >
I >The Falcon uses a 2.5" IDE hard drive, which is not exactly cheap
I >when you want more disk space (a 540mb 2.5" is about $450! Compare
I >that with a 3.5" of the same capacity for about $140!). So I know
I >some people who run a used computer store, and in their stock room
I >was a box of 2.5" hard drives. Some had labels like "grinds", or
I >"loud", but most were unlabeled. I grabbed five of them, four unlabele
I >ones and one that says "loud".
....
I >--
I >Billy D'Augustine
I >azog@gti.gti.net
I >http://www.gti.net/azog/
I >
I >
I >
Dear Billy,
There is another solution. I didn't particularly want to pay
for an expensive 2.5" disk drive so I bought a 3.5" disk drive and
extended the cable outside the Falcon. I'm using a PC power unit to power
it (as well as the DAT drive). It may not look pretty, sitting on top of
the Falcon, but it does work.
Regards
Dean

WinQwk 2.0 #0 Unregistered Evaluation Copy

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)1880 - 40035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3832. Wanted:Cubase audio for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <43u5m7$l81@erinews.ericsson.se>
Source record: 24589

I need cubase audio, now.

==========
Ronny G&#65533;rdh
email: epkrgdh@kaepk.ericsson.se
phone: +46 455 39 5416 or
+46 455 182 78

The electro synthpopband
VOISTER LITZ is best !!!
==========

3833. Re: VDI problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <43u5pu$sve@m1.cs.man.ac.uk>
Source record: 24590

In article <43ooou$hdn@southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
>Hi There,

<snip> I dont know about your first question, but...

>colour modes. Can anyone clear up this confusion for me. I also have
>incredible difficulty in writing 256 colour (x)img images to use in 256
>colour mode. I raytrace my own images normally and dither the 24 bit TGA
>files down to 256 using GemView 3.15. No matter what options I set, it
>doesn't appear to give me proper system colours! I have APEX media as
>well to use. Can either APEX or GemView give me GIF files that have
>correct VDI ordered colours for use with DeskPic, when converted to
>(x)img?, or is there a problem with the (x)img 'standard' when swapping
>colour modes on Falcon.

What you want to do, is dither your pictures to 240 colours, and make sure
that the first 16 of the pallette is unchanged (so the picture uses colours
16-255). This will leave the first 16 colours for windows/icons etc.

(I'm not sure whether Gemview will preserve colours 0-15 though...)

Anthony

3834. Re: STe IDE Hard Drives?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <440ngf$47i@hasle.oslonett.no>
Source record: 24403

Damien Cooke (dcooke@lawson.its.utas.edu.au) wrote:
: Is there any way that I can connect an IDE drive to my STe? If so where
: can I get an adapter from....

This is a big "???" subject, I've been looking for teh same thing..
some companies advertise that they have IDE interfaces for STe machines,
but then they tell me that they only work with STF/M machines...
I've tried contacting a company who supposedly makes STe interfaces,
but they don't replying! I've posted a note here asking for info
about it but as yet nobody has replied.. The company who's ad I saw in a German
magazine was Gellermann & Fellmuth. Another company who makes them is
hard&soft, also in Germany- they told me that they don't work with the STe
after all (weird, since they advertise that they sell STe adapters for the
interface!).

Hallvard, Oslo, Norway

Hallvard
--
[SunOS Unix/Sun SPARCstation 20/Atari STe]
Norway- land of the fjords and the midnight sun
[Online mail -Unix EMACS 19.28.1]

3835. Proposed State & Federal Regulations for the INTERNET!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-23 00:00:00 UTC
From: Politics@usa.com
Message-ID: <440b17$6e2@newsie.wis.com>
Source record: 24404

My name is Scott Glasrud, and I am running for the New Mexico State Senate during the 1996 elections. One of the reasons I have chosen to run is to combat the
proposed state and federal regulations of the Internet. As you know, the Internet
was never designed to be regulated! It was designed to allow communications in the event of anuclear war or a major catastrophe. I OPPOSE REGULATION, and if elected
will fight to preserve your constitutional rights. HOWEVER, I NEED YOUR HELP!

I am asking each person who reeives this message to send $5.00 to the Scott Glasrud Campaign Committee. If we pull together, we CAN protect our first amendment rights! HELP ME show the politicians the POWER behind this important NETWORK. Please send contributions to:

The Scott Glasrud Campaign Committee
11024 Montgomery Blvd. NE, Suite 179
Albuquerque, New Mexico 87111

Thank you!

3836. WTB: Hard-drive DMA cable

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-23 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <441o82$9v3@tribune.usask.ca>
Source record: 24405

Hi. I need an ICD DMA cable for my hard drive system. Unfortunately, the guy I bought it from neglected to send me it. It also seems that he has moved. Thanks.

3837. Re: MAKE MONEY FAST !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4423r9$7s2@inca01.inca.co.nz>
Source record: 24406

CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
> A giant chicken in the guise of Hernan Gonzalez Flores clucked:

> > Hi , Make money Fast and easy if you want , only read this compress
> > document and follow the instructions , and you will be rich in a few
> > months and your dreams come TRUE !!!

> Die a slow and painfull death. Please.

My thoughts exactly.

However, it appears that the originator of this feeble spam doesn't know the only truly legal way to make money at a rather quick pace : Become employed at the "Banknote Printing" department of your government. That way you _will_ be "making money".

3838. Memory expansion for 1040 STF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-23 00:00:00 UTC
From: sdzubur@dominis.phy.hr
Message-ID: <4420hm$mcd@nippur.irb.hr>
Source record: 24407

I have heard that memory chips in 520ST+ were sealed in a way that second 512K is put on top of the first 512K chips which were previously in standard 520ST (something called 'piggy back' I suppose). Now, I have a 1040STF and I wonder is the same thing is possible here. Namely, I have some half megabyte of chip ram from PC, and I wonder if it is possible to use it on Atari.

thanx
sead

3839. Re: 3D2-objects to pro-formats

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-23 00:00:00 UTC
From: m9003@oden.abc.se
Message-ID: <440dt9$f2n@oden.abc.se>
Source record: 24408

Pekka Saarinen (contacts@walrus.megabaud.fi) wrote:
: How can I convert 3D2 objects to 3D Studio, Autocad, ArchiCad or any
: other professional format?

: Best Regards,
: ----Pekka Saarinen

Hi Pekka !
So you're a 3D man too ! With NeoN 3D Studio I could convert 3DS files
(+ 3D2, Inshape) to NeoN's format BDY but I guess that won't help you much.
I doubt that there are any ready programs for it but one guy who would
maybe know is Ole Dittman, the author of NeoN. I'll ask him and get to you.
How's everything else ? Are you rendering a rock video for your music ?

Cheerio,
Martin

: Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
: ---
: AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
: CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
: LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
: ---

--

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|| / \\___L D O M D U M M A S T E H. Q. J___// \ ||
_ ''/\/ '---J we eat bill gates for breakfast ! L---' \/\'' _
/ \ //\\. |_____________________________________________| .//\\ / \
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```

3840. Re: HELP! I blew up my friens Atari. It won't boot!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <442e0u$a6e@inca01.inca.co.nz>
Source record: 24409

Jim McMahon (jimmc@primenet.com) wrote:
> I ran Diamond Edge on a friends Atari to fix some hard drive problems (I
> know NOTHING at ALL about Atari).

> The program found a lot of problems (it also filled the C drive up...is
> this a part of the problem???).

> Anyway, now it just BOMBS (4 bombs). I got it to boot once from floppy
> (by holding down Alt or Ctl or something), but then the hard drives do
> not show up!

4 bombs = 68000 ILLEGAL instruction (either the "ILLEGAL" instruction, or an instruction that the CPU does not recognise as being valid)

Using AHDI, hold down ALT as soon as the floppy drive light begins to glow. (Doing so before this has a high chance of the Alternate not being recognised as being pressed). This will abort the "Boot from Hard Drive" phase, and will proceed with booting from the floppy.

> I feel really bad about this. Can someone give a few Atari pointers? I
> have an extensive knowledge of PC and Mac hardware and software, but 0
> Atari knowledge.

> PS: What is the language disk?

A hangover from the early days of the ST.

The first STs were supplied with TOS (The Operating System) on a _System_ Disc and a version of ST Basic on a _Language_ Disc.

Later, when Atari shipped all its hardware with the OS in ROM, the System Disc disappeared, and the few utilities from that disc jumped over to the Language Disc.

3841. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-24 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <442rtoINNnh6@duncan.cs.utk.edu>
Source record: 24410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $80 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3842. STE DMA Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-24 00:00:00 UTC
From: Marcus Finlay <marcus_f@pointless.gen.nz>
Message-ID: <50925083956$6FC8@pointless.gen.nz>
Source record: 24411

My friends STe has one of the bad DMA chips, after half an hour it causes lovely things to happen to his harddrive. So we put in another DMA (same serial number but suppose to be a good one) now after about three hours the same problem occurs. Does the mother board need molesting in some way, is there anything else required to fix the problem ?

Cheers
Marcus

---
* Kivi (unregistered) 1.41 *

3843. Atari: SLIP.. does it exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-24 00:00:00 UTC
From: kdamir@fly.cc.fer.hr
Message-ID: <443hs9$raf@nippur.irb.hr>
Source record: 24412

If you know about that, please reply me.

3844. Re: HELP! I blew up my friens Atari. It won't boot!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-24 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5uSQlDLyqnB@parkview.iaf.nl>
Source record: 24413

In a public message dated 24.09.95 Gaven (gmiller@inca.co.nz) writes:

> 4 bombs =3D 68000 ILLEGAL instruction (either the "ILLEGAL" instruction, =
or
> an instruction that the CPU does not recognise as being valid)
>
> Using AHDI, hold down ALT as soon as the floppy drive light begins to
> glow. (Doing so before this has a high chance of the Alternate not being
> recognised as being pressed). This will abort the "Boot from Hard Drive"
> phase, and will proceed with booting from the floppy.
>
That's correct, but what should the guy do to get his hard drive back?

Paul

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx
CrossPoint v3.02

3845. Re: Dungeon Master from hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-24 00:00:00 UTC
From: hyc@troy.la.locus.com
Message-ID: <445avi$hof@troy.la.locus.com>
Source record: 24414

In article <gigxr01-2009951026040001@47.85.0.99>,
Gerry O'Rourke <gigxr01@nt.com> wrote:
>In article <43mk34$l2f@ixnews6.ix.netcom.com>, followel@ix.netcom.com
>(Byron Followell) wrote:
>> I noticed that there is a patch for the Amiga version of Dungeon
>> Master that will allow you to install it onto a hard drive. Does anyone
>> know if there is something similar for the ST version of DM or Chaos
>> Strikes Back? If so, where might I find this. Any help would be greatly
>> appreciated. Thanks in advance.

>I remember a post from Howard Chu a long time ago, on this very subject.
>He mentioned that he had done this by using some sort of debugger to trace
>the program exectution until it was loaded into memory. He then saved it
>to the hard disk.

>AFAIK, most of the loading time is spent uncompressing the data.
>I have not done this myself, nor am I sure of the legality of doing this.
>You might still need to use the master disk as a "key" by keeping it in
>the floppy drive & AFAIK it still saves to disk A.

Gerry, you have an Excellent memory. Frightening.

Yes, I did this several years ago. As I recall (scratching head a few
times here...) it only worked with a Supra hard disk driver, because the
ICD and Atari drivers were too large (in memory) and the DungeonMaster game
loaded into a relatively low absolute address. It also continued to check
the A drive for the copy protection sectors, which was no big deal. I had
also modified it to save and load the game from drive C, (just a 1 byte patch)
but there was no way to save/select multiple games, since it was expecting to
save 1 game on 1 floppy.

At one point I had started to disassemble/re-assemble the code, so I could
save it as a relocatable object file. I got too busy with other things though,
and I haven't touched it in a long time.
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com Locus Computing Corporation

3846. Re: [Q] Linking two+ Ataris with miNTNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-24 00:00:00 UTC
From: hyc@troy.la.locus.com
Message-ID: <445bef$hic@troy.la.locus.com>
Source record: 24415

In article <43ibgd$mm@status.gen.nz>,
Mario Becroft <mbecroft@iconz.co.nz> wrote:
>How can I connect two or more computers with MiNTNet? For example, I have
>a TT030. Now, I want to connect the Falcon030 onto the TT030, such that I
>can telnet/ftp/whatever from the TT to the falcon and the falcon to the
>TT. I may want to use the Serial port, the LAN port, MIDI port etc.

You can use all of the above ports.

>Is it then possible to have another two STs connectd to the Falcon, and
>another two STs connected to the TT030, for example, in such a way that
>they each have a unique IP addres and domain name, so that there can be a
>number of users on each one, and that they can all connect to one
>another, sort of like a miniature internet? How will I detirmine what
>each computer's IP adr./Domain name is? How will one of the STs connected
>to the TT know how to connect to one the of ST's connect to the Falcon,
>for example. There must be some kind of router programme to sort this all
>out?

There are a number of ways to handle address assignment, but you can probably
make do with fixed addresses. Just set up an /etc/hosts file on each machine
and put its own name and address in there. SLIP or PPP will need to be told
these addresses when you set up this way.
>
>Is it then possible to connect to the internet using the TT030 via my
>SLIP account to my Provider, and have each of the computers mentioned
>above exist on the internet, so that all the users on each cmoputer can
>have their own email address, so that any other user on the internet can
>email them? Can each of the computers also exist as a computer on the
>Internet, so that another uesr on the internet can finger telnet etc. to
>that computer?

Yes, all of this can be done. Best bet is to set a number of static default
routes on each machine; you really don't need routed or its equivalent.
Your service provider has to give you an entire subnet, not just a single
IP address.

I suppose, if you don't need the MIDI ports for music, you could daisy chain
all of the machines that way. Otherwise, I would connect everything to the TT,
since it has the most ports, and the best performance. Another possibility
(not currently supported in MintNet, maybe someday) would be to connect all of
the SCSI ports together and run IP across that.
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com Locus Computing Corporation

3847. Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_662ec81_Lars.Reynold@midinet.ct.se>
Source record: 24416

Kim Andersen wrote in a message to Lars Reynold:

>Hmmm so what you're saying is that a Falcon MB does not fit in a TT-case?
>If so, can you then explain why I have my Falcon in a TT-case?

KA> Simple, you managed to do an impossible task 8-)

Right! :)

KA> Hi Lars, how are you these days ?

Just fine, I think I have to visit DK-Soft. If I'm still on your BBS, would
then please netmail me the PW as it was a very long time ago I called you up?

/Lars

3848. Mega STE Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: stosser@neon
Message-ID: <446grr$oef@neon.airtime.co.uk>
Source record: 24417

I have a Mega STE sat in front of me, What next?

It has no HD, It does have 2meg, I ran a system check and it returns TOS.2.05 and it is running at 8mh when I thought it should be 16 and TOS 2.06

There is no manual and I have no idea what to do, I am an atari owner and have a 1meg fm and a 1meg ste, i have this mega ste for a couple of days to try out then if satisfied pay 100ukp, sound right?, at the moment its just an ste with a few extra bits in the drop downs?, plus bombs with a couple of things i tried?

So what next please?

Cheers.......!ynoT
stosser@airtime.co.uk

3849. IDE adapter for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: jscott@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <446rp4$4lk@news.vanderbilt.edu>
Source record: 24418

I am looking for a IDE interface so that I can use one
of my 200MB PC had disks on my ST. It's a old 520ST - one
of the first. Please don't flame my for having a PC - I'm
a student - its a necessity.

Thanks,

Jason
email: jscott@vuse.vanderbilt.edu

3850. Re: NVDI ON FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <DFH59A.DyE@cix.compulink.co.uk>
Source record: 24419

> > I AM TRYING TO FIND OUT WHY NVDI DOESN'T WORK ON MY FALCON I HAVE
> > NVDI 3.01 & FALCON W/TOS 4.02

I had that problem the first time or two I tried to get NVDI working. It's a matter of putting certain files in the right folder. It's not in the documentation. I think the files NVDIDRV?.SYS have to be in the GEMSYS folder. Experiment.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

3851. re: ste dma problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2808rcain@nest.demon.co.uk>
Source record: 24420

On 25 Sep 95 marcus_f@pointless.gen.nz wrote:
mf> My friends STe has one of the bad DMA chips, after half an hour it
mf> causes lovely things to happen to his harddrive. So we put in
mf> another DMA (same serial number but suppose to be a good one) now
mf> after about three hours the same problem occurs. Does the mother
mf> board need molesting in some way, is there anything else required to
mf> fix the problem ?

I think you misunderstand the problem. It isn't that the bad DMA chips are broken in some way - their logic is wrongly programmed. This will be true of all chips of that serial. Whoever supplied the new chip and said it was good has cheated you - give him a hard time until he supplies a DMA chip containing correct logic.

Roger
rcain@nest.demon.co.uk

--

3852. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30671c5c637a01c@discworld.oche.de>
Source record: 24421

Robert Schaffner (robscha@data.rhein-main.de) wrote:

RS>Sorry, 40Mhz on the Bus is working very fine! (and fast) :->

It may work in your computer, but IMHO, it's not worth the effort to
develop such a speeder - even 32MHz speeders like PowerUp etc. cause a
lot of troubles due to timing variations between different falcons. If
you spend more time fixing computers where the speeder does not work
properly than selling them, there is something wrong (I assume a proper
design, not problems due to a bad speeder design).

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3853. STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: johng@vanbc.wimsey.com
Message-ID: <445h0a$t4r@wolfe.wimsey.com>
Source record: 24422

Just uploaded to ftp.demon.co.uk/pub/atari/new (or /www) is a new TCP stack program called STiK. It comes with a simple IRC program, and a modified version of HTML-Browser that works over the internet!

After about 20 minutes of editing all the configuration files (a LOT easier than KA9Q!!!) I got it to connect to my ISP. Now, loading the IRC program, and entered an IRC server, and port, and it connected. Now, that is a far as it got. Looking at the modem lights looked like it WAS recieving SOMTHING bigger than ACK packets, but it would only connect, and not recieve any actual data packets. erg..

Loading the WWW browser was a mild surprise, for a second. I entered a URL, it started looking up the domain name (successful), connecting to the server (successful) and then proceeds to recieve the data. It just hangs at "recieving data: 0/0 bytes"

This looks like the software that all atari users have been waiting for!! But I am frusterated now :) My first real ALMOST success at running internet on my atari is hampered... If anyone can help, please do!!!

3854. MiNTlibs / unix compatibility question: select()

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: K.R.Marshall@ukc.ac.uk
Message-ID: <614@crane.ukc.ac.uk>
Source record: 24423

Hi all,

I've been a little out of touch with the MiNTlibs for a while - I got a stable setup with GCC 2.3.3 and MiNTlibs P/L 30 and kind of stagnated. I've recently come across some unix software I wish to port which uses the select() system call.

Now, my MiNTlibs don't support this, but I notice MiNT itself has an Fselect() call which looks similar - do the most recent libs support this? has anyone got it in a portlib? is it even possible? am I being unbelievably dense? :)

If more recent libs support it, would I be right in assuming I'll have to upgrade my GCC version to use them?

I'd have a go at it myself but I just haven't had the time recently, and I don't really understand the call fully so I'd have to look at some FreeBSD sources or something..

Thanks for any help (email might be better than posting),

Keith.
--
~~~~~~
"Mummy was an asteroid, Daddy was a | Keith Marshall
small, non-stick kitchen utensil..." | Computing Officer, Templeman Library
- Quiet Sun, 1975 | University of Kent at Canterbury.
~~~~~~

3855. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <446174$d4o@gti.gti.net>
Source record: 24424

John Goolevitch (johng@vanbc.wimsey.com) wrote:

: After about 20 minutes of editing all the configuration files (a LOT
: easier than KA9Q!!!) I got it to connect to my ISP. Now, loading the
: IRC program, and entered an IRC server, and port, and it connected. Now,
: that is a far as it got. Looking at the modem lights looked like it WAS
: recieving SOMTHING bigger than ACK packets, but it would only connect,
: and not recieve any actual data packets. erg..

I got it to work in about the same amount of time on my Falcon. Once I
popped into #atari on irc and saw some of the beta testers, I fixed up
the minor problem of URL's not loading. All this took was setting the
cache path.

: This looks like the software that all atari users have been waiting for!!
: But I am frusterated now :) My first real ALMOST success at running
: internet on my atari is hampered... If anyone can help, please do!!!

The cache is default for N: or something like that. I changed that to
C:\TMP on my system and off it went. Started my Falcon in 256 colour
mode, changed the options to display colour, and whoa!

To the people who said it couldn't be done: bllleah! And guess what?
You don't even need a multitasking system!

However... the docs are very poor. Not much of a problem, since it's the
initial release! Hopefully better docs will be written. Also, I get two
bombs every now and then, loading URLs in the browser. I can't figure
out any similiarities or differences between the bombing URL's. Finally,
on my Falcon, the info box "modem status" says unknown.

But, hey, it's a helluva start!

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3856. Re: Dungeon Master from hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <446mus$rvb@ixnews6.ix.netcom.com>
Source record: 24425

In <445avi$hof@troy.la.locus.com> hyc@troy.la.locus.com (Howard Chu)
writes:
>
>In article <gigxr01-2009951026040001@47.85.0.99>,
>Gerry O'Rourke <gigxr01@nt.com> wrote:
>>In article <43mk34$l2f@ixnews6.ix.netcom.com>, followel@ix.netcom.com
>>(Byron Followell) wrote:
>>> I noticed that there is a patch for the Amiga version of
Dungeon
>>> Master that will allow you to install it onto a hard drive. Does
anyone
>>> know if there is something similar for the ST version of DM or
Chaos
>>> Strikes Back? If so, where might I find this. Any help would be
greatly
>>> appreciated. Thanks in advance.
>
>>I remember a post from Howard Chu a long time ago, on this very
subject.
>>He mentioned that he had done this by using some sort of debugger to
trace
>>the program exectution until it was loaded into memory. He then saved
it
>>to the hard disk.
>
>>AFAIK, most of the loading time is spent uncompressing the data.
>>I have not done this myself, nor am I sure of the legality of doing
this.
>>You might still need to use the master disk as a "key" by keeping it
in
>>the floppy drive & AFAIK it still saves to disk A.
>
>Gerry, you have an Excellent memory. Frightening.
>
>Yes, I did this several years ago. As I recall (scratching head a few
>times here...) it only worked with a Supra hard disk driver, because
the
>ICD and Atari drivers were too large (in memory) and the DungeonMaster
game
>loaded into a relatively low absolute address. It also continued to
check
>the A drive for the copy protection sectors, which was no big deal. I
had
>also modified it to save and load the game from drive C, (just a 1

byte patch)
>but there was no way to save/select multiple games, since it was
expecting to
>save 1 game on 1 floppy.
>
>At one point I had started to disassemble/re-assemble the code, so I
could
>save it as a relocatable object file. I got too busy with other things
though,
>and I haven't touched it in a long time.
>--
>Howard Chu Principal Member of Technical Staff
>hyc@locus.com Locus Computing Corporation

Well, in case anyone is wondering why. The reason I want to do this is so that I can run my copies of Dungeon Master or Chaos Strikes Back with my copy of the Gemulator on my PC. Yes, I know there was a PC version of DM, but, Chaos was never released. Now that they've relesed DM II, my interest has been renewed. Any ideas would be greatly appreciated. Someone sent me a copy of thier modified files after I proved I had a real copy of the original, but, I didn't work very well. I did actually have the screen up and running on my PC though, so that gives me some inkling of hope.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3857. stik - anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <2813dbrewood@nest.demon.co.uk>
Source record: 24426

In a message of 25 Sep 95 johng@vanbc.wimsey.com (90:100/106) wrote to All
:

j> Now, that is a far as it got. Looking at the modem lights looked like
j> it WAS recieving SOMTHING bigger than ACK packets, but it would only
j> connect, and not recieve any actual data packets. erg..

I had to laod the browser than access Stik to get it to work here.

Daron - dbrewood@nest.demon.co.uk

--
Red haired lasses know how to do it.

--

3858. SCSI Chip

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: Arnoud_Kinderman
Message-ID: <3067142d@p32.f301.n282.z2.fidonet>
Source record: 24427

To all Technisions out there.

I recently blowed up my SCSI chip in my Falcon 030 and replaced it with a new one, this new one is a NCR53C80. Ok my problem is that everything seems to work alright the only thing that doesn't work is the writing to the Harddisk the falcon waits for ages and after that it reports 'Data may be damaged'. The original chip was an LOGIC53C80. So is there a difference between these 2 chips?

I tried to change termination but no go.
I tried an MO and a harddisk no difference.

Reading and recognizing the harddisk is no problem.

If someone can help me please mail to the following address:

|Arnoud Kinderman |
|Fidonet :2:282/301.32 Internet :Arnoud@nextjk.stuyts.nl |
|2nd Internet :Kinde200@tem.nhl.nl Fan-net :190:100/109.32 |
|Nest :90:500/110.32, That's All Folks ;-) |
--- Bermuda v1.20
* Origin: Cindy G, Synergy Software Development BBS..... (2:282/301.32)

3859. FS: 520/1040 and more!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <445h1c$sa7@express.ior.com>
Source record: 24428

I need space for new hardware! And $$$'s to upgrade exhisting
hardware! So the unneeded equipment has to go! Not to mention,
I could use the room.... It's getting crowded in here!

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen. And I've seen a many!
Asking $250 + shipping

* 520 ST *

Power Supply
Original Box
Mega Touch Keyboard
512K RAM
RF Modulator
A 'games' machine mostly
Asking $50 + shipping
Note: I will throw in a copy of the docs to do the 1 meg (cheap)
upgrade for this.

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $75 + Shipping

* 2400 baud modem *

Made by Cardinal
New Condition

Original Box
Manual
Power Supply
Asking $30 + shipping

* 14.4 baud Modem *

Made by Intel
New Condition
Original Box
Manual
Power Supply
S/R 14.4 fax
Asking $60 + shipping

* Joysticks *

Some misc joysticks
They will pry go with the 1040 if they have not been sold by then.

OR...

$400 for the package, and you pay shipping

If you have any questions, or your interested in one of the items
listed above, PLEASE Email me (danbrown@on-ramp.ior.com), or call
(509) 326-1128.

Thanks for your time!

Dan Brown

3860. FS: hard drive cases

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-25 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <445h3a$sa7@express.ior.com>
Source record: 24429

F O R S A L E

* Hard Drive Case *

Will hold up to 4 drives. Comes with the power cable, power supply,
and fan. It's not great to look at, but it deffinaly does the job!
it's grey with an off-white face. Asking $30 + shipping

* Hard drive Case *

Desktop style case that will hold 2 drives with LOTS of room left over.
It's off-white in color. It looks fairly nice! Comes with power supply,
power cable and fan. Asking $30 + shipping

OR... $50 + Shipping for both!

If you have any questions, or your interested in one of the items
listed above, PLEASE Email me (danbrown@on-ramp.ior.com), or call
(509) 326-1128.

Thanks for your time!

Dan Brown

3861. STiK - Programming docs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <449kfd$564@whitbeck.ncl.ac.uk>
Source record: 24341

Hi - I'm looking for some programming docs for STiK, so I can re-build DUftp
(my MiNT-net and GEM FTP client) to work with STiK as well.

Any offers?

Craig Graham.
craig.graham@newcastle.ac.uk

3862. Re: IDE adapter for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5u_TE3yiqnB@parkview.iaf.nl>
Source record: 24342

In a public message dated 26.09.95 Jason (jscott@PROBLEM_WITH_INEWS_DOMAIN_=
FILE) writes:
> I am looking for a IDE interface so that I can use one
> of my 200MB PC had disks on my ST. It's a old 520ST - one
> of the first. Please don't flame my for having a PC - I'm
> a student - its a necessity.

Hey, don't be so paranoid! Even the worst Atari fanatic must admit that
the world is quite a big place with LOTS of different computers..

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx
CrossPoint v3.02

3863. re: ste dma problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <306868ba5ad8547@xs4all.nl>
Source record: 24343

Roger Cain (rcain@nest.demon.co.uk) wrote:

>On 25 Sep 95 marcus_f@pointless.gen.nz wrote:
> mf> My friends STe has one of the bad DMA chips, after half an hour it
> mf> causes lovely things to happen to his harddrive. So we put in
> mf> another DMA (same serial number but suppose to be a good one) now
> mf> after about three hours the same problem occurs. Does the mother
> mf> board need molesting in some way, is there anything else required to
> mf> fix the problem ?
>
>I think you misunderstand the problem. It isn't that the bad DMA chips are
>broken in some way - their logic is wrongly programmed. This will be true
>of all chips of that serial. Whoever supplied the new chip and said it was
>good has cheated you - give him a hard time until he supplies a DMA chip
>containing correct logic.

That is not entirely correct, the DMA you mean is OK for all models BUT
the STe. It's not as if it wouldn't work OK in an ST, 'cause it does work.
^
For the STE you need a different chip. Make sure you tell your supplier
that it is for an STE.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3864. Re: Hide files in NEWDESK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3067551c4914a3b9@xs4all.nl>
Source record: 24430

Pekka Saarinen (contacts@walrus.megabaud.fi) wrote:

>How can I make "hidden" files invisible in TOS 4 desktop?
>Now they are visible whether the flag is on or not. Gemini has
>a setting for "show hidden files", but newdesk does not seem to have it.
>Also Selectric knows how to handle them right.

IIRC there is a bug (at least in TOS 2.06, maybe 4.04 also) that does show
hidden files if they are *read-only* as well. Try making the file(s)
hidden but *not* read-only and see if that helps.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3865. Re: VDI problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3067551c4914aa2a@xs4all.nl>
Source record: 24431

D.L.Hastings (cs93dlh@vega.dcs.exeter.ac.uk) wrote:

>In article <43ooou$hdn@southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:
>
>> colour mode. I raytrace my own images normally and dither the 24 bit TGA
>> files down to 256 using GemView 3.15. No matter what options I set, it
>> doesn't appear to give me proper system colours! I have APEX media as
>
>This can be solved by dithering to 240 colours rather than 256. Then
>GEMView will automatically preserve the 16 system colours in the
>appropriate positions. Works for me anyway...

Been there, done that.
No it does not. I spent hours with the same problem and eventually dropped it.
I tried _every_ available setting in the color-dithering dialog.
I suppose it is a bug in the software because the manual describes exactly what
to do, and I followed it to the letter, but...nope.
I even tried to rearrange the colors by hand with Apex and then put in the exact
values needed in the first 16 colors. Save as Gif, use Gemview to convert it to
IMG (taking care color-dithering in Gemview was _off_) and... AAaarghh !
Still Gemview mixed up all the color *again* !! Damn !

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3866. Re: 2.5" IDE hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <447gnm$9kl@preeda.internex.net.au>
Source record: 24432

: : Dear Billy,
: : There is another solution. I didn't particularly want to pay
: : for an expensive 2.5" disk drive so I bought a 3.5" disk drive and
: : extended the cable outside the Falcon. I'm using a PC power unit to power
: : it (as well as the DAT drive). It may not look pretty, sitting on top of
: : the Falcon, but it does work.
: : Regards
: : Dean
:
: Pretty doesn't matter to me, I already have a PC power supply running
: an external SCSI drive. What I couldn't figure out is how to get the
: Falcon ribbon cable to plug into the 3.5" connector, they are not the
: same sizes...
:
There are 2.5" to 3.5" available for SCSI and IDE drives. Most computer
shops will have the IDE ones but the SCSI ones are available too.
I bought some from a company called Arrowfield International in California.
Let me know if you need the address.

--

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\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

3867. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: johng@vanbc.wimsey.com
Message-ID: <447os2$1l8@wolfe.wimsey.com>
Source record: 24433

>Dont know your system, but I had the same problem and it was corrected
>by setting the cache, i had left that at default, but setting it to drive
>A and making a cache folder cured it,(mines a 2 floppy system)

I am running a MegaSTE 4, both monochrome and Colour (Med rez). I had set up all the cache paths from the N: stuff to my ones. Although, I don't think that is the problem. Everything SHOULD work. For example, loading the IRC program, I try an IRC server, and it SAYS connect. I get my type area at the bottom of the screen, supposedly connected to IRC, but I don't get anything from the IRC server after that..

And for the html browser, I go to the hotlist, double click on one, it looks up the domain name, tries to connect, it connects, and then is supposed to recieve the HTML document, but it hangs at "Recieving 0/0" Doing this repetitively shows that it does do something with the hard drive, most likely clearing the cache for a new page, which would mean it's NOT a cache problem.

Now, since this problem is with BOTH programs, I can definately say there is nothing wrong with the programs THEMSELVES.. Once each program establishes a connection with the remote server, it basically doesn't recieve data thereafter. (Interesting though, especially for web pages, when it says "recieving data: 0/0 bytes" I can see the light flash longer, and I think the page IS coming) ...

Help! :)

3868. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFIApH.Ltr@ridgecrest.ca.us>
Source record: 24434

snip

such a speeder - even 32MHz speeders like PowerUp etc. cause a
>lot of troubles due to timing variations between different falcons. If
>you spend more time fixing computers where the speeder does not work
>properly than selling them, there is something wrong (I assume a proper
>design, not problems due to a bad speeder design).

Yup, just ask Steve Cohen at Wizztronics. I think he is part
bald now from yanking his hair :) (where is that A0 anyway?)<pun>

>cu
>Michael
>--
>Michael Schwingen - Ahornstra=DFe 36 - 52074 Aachen -
Germany
>Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC:
Rincewind
>Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails
>100K
>

3869. Re: MiNTlibs / unix compatibility question: select()

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <812104767.11815@saffron.imc.exec.nhs.uk>
Source record: 24435

K.R.Marshall@ukc.ac.uk (Keith Marshall) wrote:
>Hi all,
>
>I've been a little out of touch with the MiNTlibs for a while - I got
>a stable setup with GCC 2.3.3 and MiNTlibs P/L 30 and kind of
>stagnated. I've recently come across some unix software I wish to port
>which uses the select() system call.
>
>Now, my MiNTlibs don't support this, but I notice MiNT itself has an
>Fselect() call which looks similar - do the most recent libs support
>this? has anyone got it in a portlib? is it even possible? am I being
>unbelievably dense? :)

Yes. The libs are currently at pl46.

>If more recent libs support it, would I be right in assuming I'll have
>to upgrade my GCC version to use them?

I don't see why, but I'm not a GCC user with Mint. There's a port of 2.7.0
around for the Atari somewhere.

--Chris

3870. Conversion Signum 2 -> DOS/Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: jtl@tkmhp12.physik.uni-karlsruhe.de
Message-ID: <tdka6vpx7p.fsf@tkmhp12.physik.uni-karlsruhe.de>
Source record: 24436
Cross-posted to: comp.sys.atari.st.tech,maus.sys.atari.desktop,maus.sys.atari.software,comp.sys.atari.programmer

Hello!

Can anybody tell me if there is any tool to convert documents from
Signum 2 to e.g. ASCII or any standard DOS or UNIX format.

This tool has to work under DOS or Unix of course, as if my friend's
ATARI would still work, we wouldn't need this anyway...

(Maybe any 68k/Linux people know some possibility?)

Please answer by email, as I don't follow this group regulary.
With best regards,

=jens=

3871. Re: VDI problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DFIsIF.JKD@comp.lancs.ac.uk>
Source record: 24437

In article <3067551c4914aa2a@xs4all.nl> maberg@xs4all.nl writes:

>I even tried to rearrange the colors by hand with Apex and then put in the exact
>values needed in the first 16 colors. Save as Gif, use Gemview to convert it to
>IMG (taking care color-dithering in Gemview was _off_) and... AAaarghh !
>Still Gemview mixed up all the color *again* !! Damn !

Did GemView say "Optimising Colour Map" or summat like that, as I
think this is where it may play with your colours order... try using
Speed of Light (I think that saves as .IMG if you ask it nicely) and it
also includes pallette options and allows you to see the colours in the
VDI order...

The only problem I can see is wether SoL will save as .IMG if not dig
around Hensa, I'm pretty sure there's some other stuff to convert GIF to
IMG (even the newer colour IMG files...)

Otherwise you'll probably have to fork out cash for TruePaint from
HiSoft (I'm pretty sure that does everything)...

Best of luck,

Neil
(nab@comp.lancs.ac.uk)

3872. Atari ST screen memory layout - help wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: phyd@thymaster.interaccess.com
Message-ID: <449bhe$fg4@nntp.interaccess.com>
Source record: 24438

Help!

I'm trying to write a parser for the old Atari NEO files and I'm having trouble with the actual screen data section of those files. I used to program the ST not so long ago, and I'd be damned if I can remember how the planes are interleaved.

I'm not after the NEO file format, I just need to know the screen layout configuration for Low res.

Can anybody help?

Mail me please.

- Brian

3873. Re: Memory expansion for 1040 STF

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: BillYung <BillYung@gnn.com>
Message-ID: <449hr7$nj9@news-e1a.megaweb.com>
Source record: 24439

Probably not going to be able to use the PC memory because it will be configured as 64kX4 or 256KX4 and you need 256kX1 chips to do the piggyback upgrade. Also there are two lines that don't directly piggyback....RAS and CAS. Actually three lines. RAS1 CAS1High and CAS1Low.

Bill Yung

3874. Video sync.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-26 00:00:00 UTC
From: Johan Andersson <johan>
Message-ID: <449j8b$lsh@news.dataphone.se>
Source record: 24440

I have two little probles I hope someone can help me with:

1/
Does anyone know how the signal should look like on pin 15 and 16 on the
monitor connector on a Falcon to make it lock onto a external video signal?

2/
What does pin 4 (Mono/Overlay) on the monitor connector do?

3875. Getting back in touch with the ST world

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: mghembru@dictator.uwaterloo.ca
Message-ID: <DFJEv4.B84@novice.uwaterloo.ca>
Source record: 24344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some of the older readers may recognize me from my involvement with this newsgroup WAY BACK around '90/91. It won't kill me if you don't. Anyway, I've been out of the Atari world for quite some time, even though I still have my 1040STFM w/ ICD host adapter & hard drive up and running. I mainly use it for things like print master (so I'm too cheap to buy a PC version - sue me). Today I bought a used Mega 2ST w/ TOS 1.4 for $40 (minus power supply and internal floppy). However, I have a spare power supply (or just get a line from my hard drive setup), and I have a hard drive, so I don't really need a floppy.

I've scanned the newsgroups to see what's up, and I've seen a bunch of programs mentioned that I really have no clue about. eg: Geneva, MagiC, AES4.1. Can someone give me a BRIEF rundown of what these progs are all about? I'm hoping to upgrade the Mega2 to 4 megs soon. So, I'd love to get a unix-like setup. I know the machine is no speed demon, but I'm sure it could be useful for simulations & such. I played around w/ MiNT way back when, but it was just running out of memory way too soon.

First, I should say, I'm looking for free s/w only - I have a PC as my main machine running Linux, OS/2, DOS, Win3.1 (in that order). I wouldn't mind a task-switcher/multitasker and some unix utilities, as well as a gcc setup.

What would be a good setup to go with? Can I run MintNet on my system to set up a SLIP/PPP session to my Linux box via NULL modem?

Are there any cheap accelerators out for the Mega2? It has a VME bus slot, does it not?

Thanks,
Mattias
--
Mattias Hembruch, University of Waterloo, Ontario, Canada.
BASc Computer Engineering
MASc Candidate in Parallel & Distributed Systems Group
mghembru@dictator.uwaterloo.ca http://www.pads.uwaterloo.ca/~mghembru

3876. Laser C patch for TOS 1.4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: mghembru@dictator.uwaterloo.ca
Message-ID: <DFJo65.K08@novice.uwaterloo.ca>
Source record: 24345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Like it says - I've just aquired a machine with TOS 1.4, and now I find that my Laser C doesn't want to run. It says "not compatable with this TOS - use patch.prg". Shortly thereafter I get 4 (or was it 5) bombs. Any ideas?
Is there some program to reset my TOS version to fool the program? Is this patch actually available?

Thanks,
Mattias

--
Mattias Hembruch, University of Waterloo, Ontario, Canada.
BASc Computer Engineering
MASc Candidate in Parallel & Distributed Systems Group
mghembru@dictator.uwaterloo.ca http://www.pads.uwaterloo.ca/~mghembru

3877. Quantum Maverick 540S

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <44b4nj$f60@m1.cs.man.ac.uk>
Source record: 24346

Hi,
Just a quick 'thanks' to all the kind people who provided
info on this matter. I'd strongly recommend Quantum drive
owners wiht technical queries to check out http://www.quantum.com/

I was impressed to know the range of operating altitude, maximum
torque appliable to the mounting screws of my drive!

S.Lai

3878. Re: STiK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: martin@power.techem.ruhr-uni-bochum.de
Message-ID: <44b5im$2qp@sun168.rz.ruhr-uni-bochum.de>
Source record: 24347

dave (dave@mbha.demon.co.uk) wrote:

: I just took delivery of a new version (yesterday), sent by Steve Adam. It
: works great on the TT. With MagiC. Without HSmodem.
:
: --
: dave
Hiho,

is this a newer version than 1.01? I had problems with this version to get
it running on my TT (i.e. an error message similar to "Malloc List corrupt"
during booting...)

Bye, Martin

3879. STiK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: dave <dave@mbha.demon.co.uk>
Message-ID: <812202438snz@mbha.demon.co.uk>
Source record: 24348

Hi Martin,

I had a lot of probs but Steve Adam took care of them all (great backup Steve!). The malloc problem appears to be fixed by setting the TTRAM flags. He compiled a new serial library into STiK and it works a treat. If you like, (and if no-one minds) I can email you a copy of the setup which works on mine. I use a TT with MagiC and Ease. I haven't done more than a few forays intp WWWland, so I may still have problems but on the face of it, it all works fine. Haven't tried IRC yet. There were in fact a few changes that I made to the startup file, can't remember what they were but I can send you the working setup if you like. I must say, it looks like a very good product. Very slick.

Let me know if you want it on email...

Best regards
--
dave

- Wizzo -

3880. ST SM125 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: nsi4040000-Smith <ismith>
Message-ID: <DFKBFp.72r@ssbunews.ih.att.com>
Source record: 24349

The picture on my monochrome monitor has collapsed to a single horizontal line. Another mintor is fine. Any idea the most likely component to have failed?

3881. Q: using SLM 804 printer with a PC ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: poincheval@caelav.in2p3.fr
Message-ID: <44bgk8$kaf@ccpnws.in2p3.fr>
Source record: 24350

Hi,

i've got a SLM 804 laser printer,
but no idea how to use it on a PC
(command language, etc)

could anybody point me to some information
(printer dos is rather thin).

e-mail any answers, please.

thanks a lot for any help.

3882. ST SM125 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: nsi4040000-Smith <ismith>
Message-ID: <DFKDFA.7tK@ssbunews.ih.att.com>
Source record: 24351

```
X-URL: news:comp.sys.atari.st.tech
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
```

The picture on my ST SM125 monochrome monitor has collapsed to a single horizontal line. Another monitor is fine. Any idea the most likely component to have failed?

Ian.J.Smith__Mr@att.com

3883. Re: STIK; Where can I get it?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: jprice@ivory.trentu.ca
Message-ID: <DFKEL9.Iot@blaze.trentu.ca>
Source record: 24352

The subject line says it all. Where can I get this software?

3884. Re: 3D2 File Format Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DFK0B7.L11@cf.ac.uk>
Source record: 24353

OK, try ;

http://www.leo.org/cgi-bin/leo-dls/pub/comp/graphics/3d/viewpoint/format_specs/3d2_format

Phew! Make sure you bookmark it when you get there...

Simon

3885. How to hook up SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: jscott@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <44bo6d$r6@news.vanderbilt.edu>
Source record: 24354

OK, It sounds like it would be hard to hook up a IDE
to my ST. So how 'bout a SCSI (from a PC). I am getting back
out my 520ST and need something other than 360K SS floppy.

Thanks,

Jason jscott@vuse.vanderbilt.edu

3886. WWW Browser, STik, available in North America

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <DFKpso.C08@freenet.carleton.ca>
Source record: 24355

Based on some of the frenzied posts, I have made the excellent non-Mintnet, Mintx TCP/IP stack/IRC/WWW browser package www.zip, available from my WWW mega ste page:

http://www2.magmacom.com/~montreum/megaste.html

If you have a SLIP account, and have been wanting to try out the WWW without having to run Mint, MIntnet, Mintx, Chimera, this package is for you. It's still in development, but I think that all the contributors deserve a great round of applause! I also read that DUftp is being adapted to run with STiK, the accessory SLIP connection that WWW.ZIP features.

Good Luck!

Mark Montreuil

--
Mark Montreuil (ai066@freenet.carleton.ca)
World Wide Web (WWW) page creation/consultation and posting
http://www2.magmacom.com/~montreum/index.html and megaste.html

3887. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: ajalkane@lk-hp-11.hut.fi
Message-ID: <44bodt$ocl@nntp.hut.fi>
Source record: 24356

>To the people who said it couldn't be done: bllleah! And guess what?
>You don't even need a multitasking system!

That's so unfortunate :(. I mean the fact that it doesn't need
Multitasking. That means it doesn't make proper use of multitasking
features, and probably doesn't work too well in multitasking
environments (which means, it hogs cpu power). I haven't yet
seen STiK in action (hopefully it works better than I think),
but I certainly hope someone is doing WEB browser to be used
with MiNTnet for us multitaskers too.

>But, hey, it's a helluva start!

Yes, it's great that a WEB brower for Atari is finally here!

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

3888. Re: STE DMA Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: jan.sjoberg@p7.kockens.ct.se
Message-ID: <ftn_2.200.423.7_3068f8a6_Jan.Sjoberg@p7.kockens.ct.se>
Source record: 24357

In a message of 24 Sep 95 Marcus Finlay (2:200/427.1) wrote to All :
MF> causes lovely things to happen to his harddrive. So we put in another
MF> DMA (same serial number but suppose to be a good one) now after about

To my knowledge there is NO good ones with that serial number. You have to use another. I've replaced two myself...

Greets from

Jan Sjoberg, Sweden

3889. Atari ST screen memory la

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <012_9509280107@flight.org>
Source record: 24358

To: 196:1/99
To: phyd@thymaster.interaccess.com
A giant chicken in the guise of Brian Leake clucked:

> I'm trying to write a parser for the old Atari NEO files and I'm having
> trouble with the actual screen data section of those files. I used to
> program the ST not so long ago, and I'd be damned if I can remember how
> the planes are interleaved.
>
> I'm not after the NEO file format, I just need to know the screen layout
> configuration for Low res.
>
> Can anybody help?

ST lowres has 4 bitplanes. So just read in an 8-bit byte (11110010), split
it into two 4-bit bytes. (1111 0010) <- This example would be pallete color
15 followed by pallete color 2 (counting from 0). Just repeat this 32000
times. ST medium has two bitplanes and ST high one, if you plan on
supporting medium and high res pictures. (which Neochrome itself does not
support) And you do* know that ST low is 320x200, don't you? ;)

---
* Kivi (unregistered) 1.41a *
--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3890. Re: Getting back in touch with the ST world

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <44b8ua$2eo@due.unit.no>
Source record: 24359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mattias G. Hembruch (mghembru@dictator.uwaterloo.ca) wrote:
: Some of the older readers may recognize me from my involvement with this
: newsgroup WAY BACK around '90/91. It won't kill me if you don't. Anyway,
: I've been out of the Atari world for quite some time, even though I still
: have my 1040STFM w/ ICD host adapter & hard drive up and running. I mainly
: use it for things like print master (so I'm too cheap to buy a PC version - sue
: me). Today I bought a used Mega 2ST w/ TOS 1.4 for $40 (minus power supply and
: internal floppy). However, I have a spare power supply (or just get a line from
: my hard drive setup), and I have a hard drive, so I don't really need a floppy.
Don`t power your Mega with your HD-powersupply! This will most certainly
result in a broken PSU...

:
: I've scanned the newsgroups to see what's up, and I've seen a bunch of programs
: mentioned that I really have no clue about. eg: Geneva, MagiC, AES4.1. Can
: someone give me a BRIEF rundown of what these progs are all about? I'm
: hoping to upgrade the Mega2 to 4 megs soon. So, I'd love to get a unix-like
: setup. I know the machine is no speed demon, but I'm sure it could be
: useful for simulations & such. I played around w/ MiNT way back when, but
: it was just running out of memory way too soon.
:
MagiC is a german multitasking, TOS-kompatible OS for all Ataris (Except
Falcons.). AES 4.1 is the latest version of MultiGEM, but it is not officially
released. Just like the old MultiTOS, it uses MiNT for the actual multitasking.

Geneva is a hybrid of the two mentioned above. Basically it`s just a new AES,
just like AES 4.1, but it supports multitasking on its own. So you can run
Geneva on any ST or Falcon and get multitasking and full AES 4 support on all
machines. Very powerful, but slower that MagiC. The latest version of Geneva
supports MiNT with all it`s extensions, like MiniX filesystem and MiNTnet.
This way you can get the best of two worlds: A stable and powerful, *multi-
tasking* GEM-environment, and all the unix-tools you want.

: First, I should say, I'm looking for free s/w only - I have a PC as my main
: machine running Linux, OS/2, DOS, Win3.1 (in that order). I wouldn't mind a
: task-switcher/multitasker and some unix utilities, as well as a gcc setup.
:
Look above.

: What would be a good setup to go with? Can I run MintNet on my system to set
: up a SLIP/PPP session to my Linux box via NULL modem?

I really don`t know, but I *think* that this is possible.

: Are there any cheap accelerators out for the Mega2? It has a VME bus slot,
: does it not?
:
Look for the T28 and T36-accelerators from System Solutions, UK. They`re quite
cheap and very fast. And no, a Mega *ST* does not have a VME bus. It does have
a processor-bus, but it`s not VME. The only Ataris that have VME is Mega *STE*
and TT.

: Thanks,
: Mattias
: --
: Mattias Hembruch, University of Waterloo, Ontario, Canada.
: BASc Computer Engineering
: MASc Candidate in Parallel & Distributed Systems Group
: mghembru@dictator.uwaterloo.ca http://www.pads.uwaterloo.ca/~mghembru

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

3891. Re: Mega STE Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-27 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DFKu40.1Bo@dk3uz.hanse.de>
Source record: 24360

stosser@neon (none) writes:

> I have a Mega STE sat in front of me, What next?

> It has no HD, It does have 2meg, I ran a system check and it returns
>TOS.2.05 and it is running at 8mh when I thought it should be 16
>and TOS 2.06

CLK can be set from the xcontrol. Ask a friend for a TOS2.06 image and
burn two new EPROMs.

> There is no manual and I have no idea what to do, I am an atari
>owner and have a 1meg fm and a 1meg ste, i have this mega ste for a
>couple of days to try out then if satisfied pay 100ukp, sound
>right?, at the moment its just an ste with a few extra bits in the

Sounds ok to me. Add to this the cost of a SCSI host adapter an a hard
disk an see if the sum still looks ok to you.

>drop downs?, plus bombs with a couple of things i tried?

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

3892. Re: Falcon in new case (Agian)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FI3DEDAFUP@dksoft.ping.dk>
Source record: 24361

In <ftn_2.200.128.0_662ec81_Lars.Reynold@midinet.ct.se> Lars Reynold wrote:

> KA> Hi Lars, how are you these days ?
>
>Just fine, I think I have to visit DK-Soft. If I'm still on your BBS, would
>then please netmail me the PW as it was a very long time ago I called you up?
>

I don't think you have called since i start using Octopus BBS, so just
go ahead. But i could mail you anyway 8-)
Btw. Will have my ISDN line installed tomorrow, so make sure you get the
new phonenumber correct. It's +45 43552390

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3893. Re: Atari ST screen memory layout - help wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: Hrafnkell Hlodversson <freyr>
Message-ID: <44ds7r$ovc@odin.diku.dk>
Source record: 24362

phyd@thymaster.interaccess.com (Brian Leake) wrote:
>
>I'm not after the NEO file format, I just need to know the screen layout
>configuration for Low res.
>
>Can anybody help?
Yes.

The screen is 32000 bytes, with 4 bitplanes interleaved with one word (two
bytes) fom each plane - I think :).
--

```
_ _ __ __ __ _ __
| |/ / | \ | \ / | | | | \
| | / | \ | \/ | | | | \
| /_ | |\ \ | |\ /| | | | | |\ \ GCS d?>++(---) H+>++@ s+:-( ) g+ p?
| |/ / | |/ / | | \/ | | | | | |/ / !au a? w+>(+++) v C++(+++) UH(?) P-
| | / | / | | | | | | | / L 3 E- N+@ K- W--->? !M !V po- Y
| / | \ | | | | | | | \ t+(+++) !5 !j R+(++) G''''>? tv+@
| | | |\ \ | | | | | | | |\ \ b+ D+ B--- e(*)>---$ u**(++(--))
|_| |_| \_\ |_| |_| |_| |_| \_\ h!(*)>+ f+@ n- !y+(*)
```

(Hrafnkell Freyr Hlodversson, freyr@diku.dk or freyr@centrum.dk)

3894. Cannot install MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <44effj$5sq@nntp.hut.fi>
Source record: 24363

My tries to install MiNT (the German KGMD package) fail with streams
of error messages that go like

```
...............................................
pid 0(MiNT): Minixfs Zone Range Error drive A Zone bbbbbbbbb Count 1
pid 0(MiNT): Minixfs Bad Filesystem, Repair with fsck
pid 0(MiNT): Minixfs Zone Range Error drive C Zone ddddddddd Count 1
pid 0(MiNT): Minixfs Bad Filesystem, Repair with fsck
pid 0(MiNT): Minixfs Attempted I/O with illegal drive A
pid 0(MiNT): Minixfs Please Submit a Bug report!
...............................................
```

(The A above is really a non-ASCII character that I cannot reproduce
here; it's different every time.)

The Atari is a MegaST4 with a GE-Soft SCSI adapter. Is the MiNT
hard disk driver known to have problems with this adapter (and low-
level driver)? The drive itself is a Conner 100MB one, with C: 25MB,
D: 10MB and E: 65MB. E: is the partition I would like to use. I'm not
familiar with what GEM and BGM partition types mean; in any case, the E:
partition's type was changed to BGM at some point by the GE-Soft
utility.

Also, does anyone know an address for S.Henson, who seems to have
something to do with the MiNT HD driver code?

Thank you in advance,

--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.
http://picea.hut.fi/staff/sakari.html

3895. Which simms for FalconWing??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <44el1j$b8d@lyra.csx.cam.ac.uk>
Source record: 24364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What kind of simms does the Falcon Wing board take?
Are there any other alternative *cheap* memory boards for the Falcon?

I have the chance to buy 4x4mb 30pin 9 chip, 9bit 70ns simms. Are these
likely to work?
Also, what is the difference between ST ram and Fast ram? Are the simms
themselves different or is it just how the rest of the machine accesses them.
I would like to be able to use these simms in a future fast ram upgrade.

Thanks for any help, fast replies will be much appreciated!
Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

3896. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <44e22o$lr3@due.unit.no>
Source record: 24365

Arto Jalkanen (ajalkane@lk-hp-11.hut.fi) wrote:
: >To the people who said it couldn't be done: bllleah! And guess what?
: >You don't even need a multitasking system!
:
: That's so unfortunate :(. I mean the fact that it doesn't need
: Multitasking. That means it doesn't make proper use of multitasking
: features, and probably doesn't work too well in multitasking
: environments (which means, it hogs cpu power). I haven't yet
: seen STiK in action (hopefully it works better than I think),
: but I certainly hope someone is doing WEB browser to be used
: with MiNTnet for us multitaskers too.

Well, I`ve tried it with both MagiC 2.01 (Patched to work on my Falcon.) and Geneva 002, and it works perfectly. The only "nasty" bit is the acc which is modal, which can cause some problems in multitasking environment. Let`s hope the author does something about this.

Data Uncertain has released a GEM-based ftp-program (DUftp) for MiNT/MiNTnet, and they`re working on a WWW-browser called Distant Earth. Let us hope that they make a MiNTnet install-program too...

:
: >But, hey, it's a helluva start!
:
: Yes, it's great that a WEB brower for Atari is finally here!
:
:
: Regards,
: Arto Jalkanen
: ajalkane@snakemail.hut.fi

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

3897. Atari ST items for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: howe@mik.uky.edu
Message-ID: <howe.812315227@mik.uky.edu>
Source record: 24366

FOR SALE:

ATARI STFM WITH EXTERNAL DRIVE AND MONOCHROME MONITOR. PRICE: $200
Also includes monitor master and some commercial software.

SPECTRE GCR 3.1 WITH MAC ROMS. PRICE: $100.00
Comes with system 6.04 and all docs.

ALL PRICES DO NOT INCLUDE SHIPPING CHARGES.

Leave mail at this address or at Howe@ukcc.uky.edu

3898. I need help with STiK!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: gordo@dsoe.com
Message-ID: <44eoc6$l47@sulla.cyberstore.ca>
Source record: 24367
Body handling: HTML body converted to readable text

Problem: I choose "STiK TCP/IP" from "Desk" menu on the desktop.
The program indicates STiK Version 01.01
and Modem Status Offline.
I choose "Connect" button.
Program then loads DIAL.SCR.
STiK Dialer Status window comes up with Status field
indicating "Disconnect" and all the other fields in
this window is blank.
Mouse pointer is now a busy bee and I try pressing
alot of different combinations of Keys on the
Keyboard to no avail. I have to then reset my
Falcon.

I am not running any other program when I run the STiK desk accessory.
I have TOS 4.04 I believe.

I have a Falcon030 with a GVC 28,800 V.34 modem hooked up to the port
labeled modem port in the back of the Falcon. This port is the Serial
Port as indicated in the Falcon030 Owner's Manual. I have 4 MegaBytes
of Ram and a external 212 MegaByte SCSI Harddrive.

I am running no other accessories when I am running STik TCP/IP
program, if this is important.
I have tried setting SERIALPORT to Modem 1 but when I reboot, I
notice that the program says that Modem 1 is not valid, and sets
the port back to Modem 2. I believe it should be Modem 2 since
when I run the program Listport.tos, it gives Modem 2 as the
correct port.

Here is my directory path for the related files:

C:\STIK.ACC

C:\STIK\

C:\STIK_CFG\DEFAULT.CFG
\DIAL.SCR
\DOMAIN.TXT
\HOSTA
\STIK.RSC

C:\WWW\CAB\
\STIK\
\GETSTART.TXT
\README.TXT

I have setup a STIK_CFG directory where both the DEFAULT.CFG and
DIAL.SCR files reside, as indicated above.

This are the values set in my DEFAULT.CFG

```
ALLOCMEM = 60000
SERIALPORT = Modem 2
CDVALID = TRUE
DIALFILE = dial.scr
TTL = 64
PING_TTL = 255
MTU = 252
MSS = 212
PKT_SIZE = 256
DFB_SIZE = 580
RCV_WND = 2000
UP_RESPONSE = 2
USERNAME = Gord
HOSTNAME = dsoe.com
FULLNAME = Gordon Vink
NAMESERVER = 204.244.18.12
IRCNICK = gordv
IRCSERVER = irc.escape.com
IRCPORT = 6664
IRCPONGMSG = Yes, IRC is often slow and frustrating, isn't it?
```

This are the values set in my DIAL.SCR

```
BAUD_RATE = 19200
HANGUP = ATH

PREFIX = ATD
INIT = ATZ
CONNECT_WAIT = 35
REDIAL_DELAY = 20
PHONE_NUMBER = 7393764
PHONE_NUMBER = 7393714
SUCCESS = CDWAIT
FAILURE = BUSY
FAILURE = NO CARRIER
FAILURE = NO DIALTONE
```

3899. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FI3DEDCIUP@dksoft.ping.dk>
Source record: 24368

In <44bodt$ocl@nntp.hut.fi> Arto Jalkanen wrote:

>That's so unfortunate :(. I mean the fact that it doesn't need
>Multitasking. That means it doesn't make proper use of multitasking
>features, and probably doesn't work too well in multitasking
>environments (which means, it hogs cpu power). I haven't yet
>seen STiK in action (hopefully it works better than I think),
>but I certainly hope someone is doing WEB browser to be used
>with MiNTnet for us multitaskers too.
>

Why is it so important for you to run it under multitasking ?
On my PC i run Netscape under WIN95, and if i could choose i would rather
have it running singletasking, because it takes up almost all CPU time.
When i switch between Netscape and Ftp, i normally close one of them
first. I can't close the dial-up shell, as it would result in lost carrier.
But this shell doesn't take that much CPU time, when the connection is
established.
What other applications do you need to run while running a Web browser ?
I really can't think of any, to be honest.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3900. Re: STE DMA Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DFn12C.6y7@cix.compulink.co.uk>
Source record: 24369

In response to jan.sjoberg@p7.kockens.ct.se's message:
> In a message of 24 Sep 95 Marcus Finlay (2:200/427.1) wrote to All:
> MF> causes lovely things to happen to his harddrive. So we put in
> MF> another DMA (same serial number but suppose to be a good one)...
>
> To my knowledge there is NO good ones with that serial number. You
> have to use another. I've replaced two myself...

My STe was replaced by Atari and the DMA chip did have the same number and worked fine. The problem AIUI is one of tolerances.

However, if you intend to install a hardware accelerator this fixed chip won't be able to handle it and you'll need to get the SysSol chip upgrade, so it may be a good idea to get it fixed right the first time. It'll be pricey though if you need them to fit it too (soldering required).

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

3901. HD and bad DMA chips.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <44dla0$so2@mailnews.kub.nl>
Source record: 24370

Hi all,

I have gotten several responsed to my posting about hard drive trouble.
A large number of them were about 'bad' DMA chips. But given the fact that the
HD operates well about 95% of the time, can the chip be bad ?
How do I recognize the bad chip ? Anyone have a simple diagnostic method ?

Thanks

3902. Re: MiNT & Virtuell Memor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: hyc@troy.la.locus.com
Message-ID: <44g2r9$25uq@troy.la.locus.com>
Source record: 24371

In article <43nmd4$dig@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Arto Jalkanen (artoj@mits.mdata.fi) wrote:
>> BTW. I think MiNT would be just perfect if it only didn't
>> freeze other processes while accessing disc and if it would
>> have Virtual Memory. Virtual memory being the most important.

>> Could it be possible to take these parts from the Atari Linux
>> sources and incorporate them into MiNT? There has to be
>> some MiNT/Linux freak who knows.

>MiNT does "freeze other processes while accessing disc" for a very good
>reason.

Well, I don't know how good a reason it is, but it's certainly been a
semi-permanent one for a long time...

>To access disc drives, the CPU must be put into Supervisor Mode, so that
>the software/OS can access DMA chip.

>Depending on the hardware/software combination, accesses to the hardware
>require precise timing by the software, and if either the software or
>hardware fails to respond withing a small time frame allowed, the
>"conversation" is frequently terminated. This is primarily a problem for
>Device Drivers, however.

>Some hardware, however, can be spoken to at a rather slow rate. But most,
>like disc drives, require very high response speed.

>To ease the job of those writing MiNT, the "general rule" is that "A
>Program Will Not Be Pre-Empted Whilst In Supervisor Mode".

Yes, this rule exists in MiNT, but it is unrelated to why MiNT blocks during
disk access. This rule only exists in MiNT because there are so many TOS
programs out there that try to tweak hardware registers directly, instead of
using BIOS/XBIOS/GEMDOS calls. And of course, the TOS programs do this because
BIOS/XBIOS/GEMDOS can be so inefficient and restrictive at times. Catch-22.

The reason that MiNT doesn't task-switch during disk access is because it
still uses the ROM XBIOS to perform disk I/O, and the XBIOS routines were
written in a very naive manner. A "semaphore" exists to indicate that a DMA
transfer is in progress, but the XBIOS routine never *tests* the value of this
flag, it only *sets* it on or off. (Because, I guess, they always knew that
they were running on a single-tasking OS, so how could it possibly be set
already, before attempting to do an I/O? Sigh.) So, if MiNT were to continue
running instead of blocking at a disk access, and some other process tried to
do a disk access, the XBIOS would happily start the new I/O, even though the

previous one might still be in progress. Boom.

We have long been waiting for a rewritten device handler to replace all the XBIOS junk, that would handle ACSI/SCSI/IDE DMA, and would allow MiNT to continue without blocking, but no such driver has been written and made available as freeware. (Actually, I guess this is no longer true, the work is in progress. But, it's still a major task to write a new TOS filesystem driver for MiNT to use, so it can be completely independent of the ROM I/O code.)

Perhaps it would be sufficient to write an XBIOS function wrapper to handle the semaphores correctly. hm....
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com Locus Computing Corporation

3903. re: hd and bad dma chips.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2866rcain@nest.demon.co.uk>
Source record: 24372

On 28 Sep 95 L.A.Kievit@kub.nl wrote:
LAK> I have gotten several responsed to my posting about hard drive
LAK> trouble. A large number of them were about 'bad' DMA chips. But
LAK> given the fact that the
LAK> HD operates well about 951f the time, can the chip be bad ?
LAK> How do I recognize the bad chip ? Anyone have a simple diagnostic
LAK> method ?

Yes, this is exactly the symptom - intermittent data corruption.

Look at the number on the DMA chip - if it is CO25913 it needs replacing.

Roger
rcain@nest.demon.co.uk

--

3904. Megafile 60 hides resource file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-28 00:00:00 UTC
From: David Dunning <dunning@basyscg.demon.co.uk>
Message-ID: <812287534snz@basyscg.demon.co.uk>
Source record: 24373

Friends,

I've had a dual floppy ST system for years and have recently been lent an
Atari Megafile 60 hard drive. Now the shareware spreadsheet Opus (v2.2?)
will not run up, complaining that the resource file should be in the
same directory as the program, which it is (A:\OPUS).

If I boot with the Megadrive plugged in, but not powered up then the
dual floppy system runs as before.

Any suggestions? I do not have a manual for the Megadrive. Indeed I'd
never even seen one until I was offered this.

Thanks in advance,

Dave.

--

David Dunning, Basys Computer Graphics Ltd.
Email: dunning@basyscg.demon.co.uk
Post: Newbury Business Park, London Road, Newbury, Berkshire.
RG13 2PZ. United Kingdom. = These are my opinions =

3905. Re: [Q] Linking two+ Ataris with miNTNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <44hq6a$8h4@status.gen.nz>
Source record: 24241

Howard Chu (hyc@troy.la.locus.com) wrote:
: There are a number of ways to handle address assignment, but you can probably
: make do with fixed addresses. Just set up an /etc/hosts file on each machine
: and put its own name and address in there. SLIP or PPP will need to be told
: these addresses when you set up this way.

So, say I call my TT030 0.0.0.0 and Falcon030 0.0.0.1, and lets pretend
there are a few other computers connected, now when I say "ftp 0.0.0.1"
from the TT030, how will the TT030 know to connect to the Falcon030, when
the Falcon030's address is only stored in it's hosts file? Would the
TT030 send some sort of "ping" message to all the computers connected to
it, and this way find the right one?

: Yes, all of this can be done. Best bet is to set a number of static default
: routes on each machine; you really don't need routed or its equivalent.

So, say I had a big line of ST's, each one connected to the next one
along, would teh first ST ahve to have something saying "All data for
the TT030 goes to the next ST" then that one ahve "All data for TT030
goes to the next ST" etc. so that as the data works it's way along the
chain, it eventually gets to the TT030?

Bearing in mind that I know
nothing about this, how would I do it (just for a Falcon030 and TT030 to
begin with)? What files would I need to change? What software would I
need? Or is it just too complicated to explain?

: I suppose, if you don't need the MIDI ports for music, you could daisy chain
: all of the machines that way. Otherwise, I would connect everything to the TT,
: since it has the most ports, and the best performance. Another possibility

Could I just use different ports for each computer? SO I could use LAN
for TT030 <-> Falcon030, the other serial ports forTT030 <-> some STs,
MIDI ports for some more STs <-> the other STs and so forth?

How would I tell it all what ports to use? Once I've got all the files
set up, how would I "start everything up" so that the computers can talk
to each other?

Thanks for your help!

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft

3906. 8 Mb on a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: rjb@xs4all.nl
Message-ID: <44gqg7$q7b@news.xs4all.nl>
Source record: 24242

Hello,

I noticed 4 Mb RAM is a bit tight for running X-Windows :)
So I like to know how to expand my ST's memory from 4 to 8 Mb
(or even more). Any help on this is greatly appreciated!

Thanks.

Cheers,
Ronald

--
Ronald Baljeu (He knows everything about nothing and not too much about that :)
!!!!!
Note for those of you who use my old E-Mail address:
My account at v892307@si.hhs.nl will expire. Please use rjb@xs4all.nl instead.

3907. Re: Mega STE Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DFotqE.HLs@cix.compulink.co.uk>
Source record: 24243

In response to JOC@THOR.MIM.UNI-HANNOVER.DE's message:
> In article <446grr$oef@neon.airtime.co.uk> stosser@neon (none) writes:
> > It has no HD, It does have 2meg, I ran a system check and it returns
> > TOS.2.05 and it is running at 8mh when I thought it should be 16 and
> > TOS 2.06
> You need a MSTE-HD-Kit and an SCSI-HD. TOS 2.05 is oK. 2.06 would be
> bad, because TOS 2.06 has some bugs, which are not in TOS 2.05. To use
> 16 MHz you need the Control-Panel and to set the machine to 16 MHz with
> cache.

Pardon my ignorance, but what bugs are in TOS 2.06 that are not in 2.05
and what problems do they bring?

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3908. re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2883rcain@nest.demon.co.uk>
Source record: 24244

On 29 Sep 95 rjb@xs4all.nl wrote:
r> I noticed 4 Mb RAM is a bit tight for running X-Windows :)
r> So I like to know how to expand my ST's memory from 4 to 8 Mb
r> (or even more). Any help on this is greatly appreciated!

Sorry! No way with an ST - it doesn't have enough address lines to go
beyond 4Mb.

Roger
rcain@nest.demon.co.uk

--

3909. Re: Getting back in touch with the ST world

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFn51I.JFJ@cix.compulink.co.uk>
Source record: 24374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <DFJEv4.B84@novice.uwaterloo.ca>, mghembru@dictator.uwaterloo.ca said:

> What would be a good setup to go with? Can I run MintNet on my system
> to set up a SLIP/PPP session to my Linux box via NULL modem?

This is quite possible - though just 1Mb would be very tough going. You'd probably also want to do the $5 serial port hack which ups the speed to 38400.

> Are there any cheap accelerators out for the Mega2? It has a VME bus
> slot, does it not?

It was the MSTE which had the VME port. The MST had a proprietry CPU expansion slot. I'm not aware of any CPU upgrades which used these slots anyway. CPU upgrades all seem to piggyback the existing CPU chip/socket.

:-)

Roland.

@CiX

3910. Re: How to hook up SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: pbaker@mettav.demon.co.uk
Message-ID: <1207_pbaker@mettav.demon.co.uk>
Source record: 24375

In a previous message Jason Scott wrote
> Organization: I need to put my ORGANIZATION here.
>
> OK, It sounds like it would be hard to hook up a IDE
> to my ST. So how 'bout a SCSI (from a PC). I am getting back
> out my 520ST and need something other than 360K SS floppy.
>
SCSI is easy , try getting The Link 2 from System Solutions with the ICD HD
Driver PSU , case and away you go....
Maybe a bit simplified but it really is simple..
--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

3911. Re: adding PC keyboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFnKKr.33M@ridgecrest.ca.us>
Source record: 24376

psu01223@odin.cc.pdx.edu (Alexander Chamberlain) wrote:
>Can anybody give me some info about DEKA or the other PC keyboard
>interfaces for the ST? Is there some kind of driver software involved,
>or just a hardware modification?
>
I think DEKA uses a software driver, not positive.
I purchased the KeyBoard Gizzmo from Chro_Magic
for about 65.00. It requires no S/W driver, allows a
PC mouse or ST mouse, PC and ST Game port and
PC Keyboard, built in mouse accelerator. The drivers
are burned into the chips. Has a ribbon cable about
15" long and a board that measures about 3x3. It plugs
in where your ST keyboard did. You <might> be able to
cram it into an ST case, but is made to help change
over to a tower setup. Works fine on my Falcon.

Mike

>Also, does it cause any conflicts with Spectre 3.0 (or any other
software)?

Don't know.
>
>TIA,
>Alex
>
>--
> ||| My Other Computer Alex
Chamberlain
> ||| Is An
===
> / | \ A T A R I
psu01223@odin.cc.pdx.edu

3912. Replacement 720K drive for 1040st (external) info????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: helling@uwindsor.ca
Message-ID: <DFnszD.up@news.uwindsor.ca>
Source record: 24377

I have an external 720K floppy for a 1040 st that seems to be on the
fritz... What is involved in getting a replacement for the raw drive???
Can any old IBM PC-type 720K drive be dropped into place, or will the
whole mess fry out???
How easy or hard izzit to find raw Atari 720k Floppy drive???

(help!)
B/H.
helling@server.uwindsor.ca

3913. ICD adapter for mega2: can be used with 1040st?????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: helling@uwindsor.ca
Message-ID: <DFnt7K.yC@news.uwindsor.ca>
Source record: 24378

Ok... as the proud owner of an itty -bitty board that supposedly allows
3.5" drives to be used internally with a mega 2, (neato mounting bracket
included)... How the ???? do I use it to hook a scsi drive to a 1040st???

Is there some internal plug where it gets popped into??? An adapter
cable,,,, to what???

OR..... Do I have to swap it off for the right ICD thingy for my 1040st???
(and does anyone out there wanna swap??) (it looks intact... although I
think an LED is missing on the itty bitty board)
Manual and disk and bracket and funny little power jumper included...

Any ideas, offers, suggestions, whatever????
thanks.. B/h..
helling@server.uwindsor.ca

3914. ST Hi res monitor.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: D.G.Williamson@shef.ac.uk
Message-ID: <44gl6s$9ta@hippo.shef.ac.uk>
Source record: 24379

Hi. I'm after a Mono Hi res monitor for my STFM but since ATARI stopped
production Nobody seems to have one. does anybody have any ideas I.e.
SVGA. Or does anybody know where to get them in england.
Dan.

P.s. does anybody know about boosting the processor speed by changing
the crystal. I'm not sure the processor or support chips could handle it.
I could change the processor but it's pointless if the support chips
on the same bus can't handle the speed.
also any tech info would be much appreciated.
Dan.

3915. Re: Mega STE Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: JOC@THOR.MIM.UNI-HANNOVER.DE
Message-ID: <JOC.295.306BCB64@THOR.MIM.UNI-HANNOVER.DE>
Source record: 24380

In article <446grr$oef@neon.airtime.co.uk> stosser@neon (none) writes:

> It has no HD, It does have 2meg, I ran a system check and it returns
>TOS.2.05 and it is running at 8mh when I thought it should be 16
>and TOS 2.06
You need a MSTE-HD-Kit and an SCSI-HD. TOS 2.05 is oK. 2.06 would be bad,
because TOS 2.06 has some bugs, which are not in TOS 2.05. To use 16 MHz you
need the Control-Panel and to set the machine to 16 MHz with cache.

Jochen.

Jochen Koepfer. Fileserver MIM. (joc@thor.mim.uni-hannover.de)

Institut fuer Mess- und Regelungstechnik im Maschinenbau
Universitaet Hannover

3916. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: contacts@walrus.megabaud.fi
Message-ID: <44grfh$9iq@walrus.megabaud.fi>
Source record: 24381

In article <390_graham@grasper.demon.co.uk>,
Graham Irvine <graham@grasper.demon.co.uk> wrote:
>I had it running for quite a while without any problems of stability moving
>about plenty sites didn't crash once ,STiK also is quite a neat little
>dialer
>
>Major bummer though that <ATM?> it does not work under MiNT/MiNTnet

I think that running without Mint/Mintnet is a feature that I'll
consider most valuable in it!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3917. DMA read/write

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <44gtgq$1ec@m1.cs.man.ac.uk>
Source record: 24382
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

As part of my STOS Falcon Extension, I want to have Direct to Disk replay/record routines. I have an idea as to how this works, but do not have any details on how to actually implement the DMA reading from disk...

I guess that you set up a buffer, and set up the sound sub-system to play and to loop back to the beginning when it reaches the end. This part I can do. However, I assume that there is a system call to read /write memory directly to/from a file. How?

Thanks in advance

Anthony
((*** STOS Falcon Extension v1.1b avaialable from WWW page***))
((***UUE'd on request***))

http://www.cs.man.ac.uk/~jacquesa/

3918. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: vladi@eworld.com
Message-ID: <44h2mr$fr5@hp5.online.apple.com>
Source record: 24383

RS>Sorry, 40Mhz on the Bus is working very fine! (and fast) :->

> It may work in your computer, but IMHO, it's not worth the effort to
> develop such a speeder - even 32MHz speeders like PowerUp etc. cause a
> lot of troubles due to timing variations between different falcons. If
> you spend more time fixing computers where the speeder does not work
> properly than selling them, there is something wrong (I assume a proper
> design, not problems due to a bad speeder design).

Sorry Michael - but the Falcon is not that bad!!
There are lots of FX sold up to now and I have no problems in mind with
20/40 mode.
And talking about the value of a speeder: over 150% in memory access (with
the old firmware) - I personally like that speed - and it will get more
with the new routing.

E.S.

3919. Help! RGB cable pin schematics

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: io <io@opcb.co.za>
Message-ID: <44h45i$a1p@hermes.is.co.za>
Source record: 24384

Hello dere. I'm writing from South Africa, a land woefully dry
of all things atari.
My problem is that my cable from the Atari to my Philips RGB
color monitor has dissolved. It is impossible to obtain a new
cable in this country. Could someone please post a socket
diagram detailing which color pin goes into which hole in the
ST socket- this is the only way i can re-connect (goddamn).
You can reply here or e-mail me ;joel@icafe.co.za
many thanks
joel (noview) Ash.

3920. Catch Computer MegTT Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <DFoGoz.83y@hermes.hrz.uni-bielefeld.de>
Source record: 24385
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

Ok, this article was originally written for a mailing list, but then I decided to also post it to some newsgroups, so if there's anything strange in here which you've got no context for: Forget it (it talks about TTs and Linux68k)! The interesting questions are the MegTT problems (can appear under TOS/MiNT also).

Now I think I know at least five persons who have/had the Catch Computer MegTT card, revision 1.4 from 13.01.93 and have/had problems with it. I think it's time to call all owners of such a card to ask them for their setup and, probably, about their problems with it - if they have some. I've sent mine back to CC for repair, but didn't got it back so far. They said I would hopefully understand they could not repair it without payment after so long - but since it's over a month ago I must probably fear they can't 'repair' it at all?!

I've put 'repair' into quotes - they preferred to call it 'modification' as I'm quite sure it's not my card that has a specific error, but it's in fact a general design error. A friend of mine asked his father - a lawyer - if there's anything to do about this and he said no, but I'd like to ask him again, with the impression that there're much more people with this problem as I initially thought (there was another mail some hours ago, maybe yet one more?)

So I repeat what I've written before: MY card always seemed to behave well under TOS with only one bank filled (allthough there was a period in summer '94 when the whole system seemed to be crazy, but I really didn't know what to think about this and now it's impossible to prove anything), I'VE only had very few program crashes under MiNT, and - from 01/95 on - also very few crashed under Linux68k. But there were some! Only so few that I've always had other suspicions. Then I decided to fill the second bank and troubles really started: First thing was that the FPU didn't do correct calculations any longer (xearth crashed), a test program releaved that some floating calculations gave random results, especially a=b=c=any_number, sqrt(a)*sqrt(b)-c was likely to be != 0. Next result was that the mysterious program crashes happend much more often. One time I saw gcc breaking at the same file of (100% correct) code due to syntax errors at three different positions! These problems get much better when I remove the second bank and completely disappeared when I put a piece of ice to the GALs on the card.

Benjamin Lorenz also has this card and always had unexplainable problems with and only with ELF binaries - they disappeared as soon as he used only one bank of his card.

I know some more people who sometimes already had problems with only one bank filled, but I've forgotten the exact circumstances of each of their stories, so here's my cry:

If you've got such a card please send me a mail (or to ATARIX) describing what setup (of memory) you use and what kind of problems you have. Please also send me a mail if you have this card but no problems. If there's any use I would like to summarize all these stories, if there isn't I'd just like to know for me personally that I'm not alone on this planet...
Now I think I know at least five persons who have/had the Catch Computer MegTT card, revision 1.4 from 13.01.93 and have/had problems with it. I think it's time to call all owners of such a card to ask them for their setup and, probably, about their problems with it - if they have some.
I've sent mine back to CC for repair, but didn't got it back so far. They said I would hopefully understand they could not repair it without payment after so long - but since it's over a month ago I must probably fear they can't 'repair' it at all?!

I've put 'repair' into quotes - they preferred to call it 'modification' as I'm quite sure it's not my card that has a specific error, but it's in fact a general design error. A friend of mine asked his father - a lawyer - if there's anything to do about this and he said no, but I'd like to ask him again, with the impression that there're much more people with this problem as I initially thought (there was another mail some hours ago, maybe yet one more?)

So I repeat what I've written before: MY card always seemed to behave well under TOS with only one bank filled (allthough there was a period in summer '94 when the whole system seemed to be crazy, but I really didn't know what to think about this and now it's impossible to prove anything), I'VE only had very few program crashes under MiNT, and - from 01/95 on - also very few crashed under Linux68k. But there were some! Only so few that I've always had other suspicions. Then I decided to fill the second bank and troubles really started: First thing was that the FPU didn't do correct calculations any longer (xearth crashed), a test program releaved that some floating calculations gave random results, especially a=b=c=any_number, sqrt(a)*sqrt(b)-c was likely to be != 0. Next result was that the mysterious program crashes happend much more often. One time I saw gcc breaking at the same file of (100% correct) code due to syntax errors at three different positions! These problems get much better when I remove the second bank and completely disappeared when I put a piece of ice to the GALs on the card.

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I know some more people who sometimes already had problems with only one bank filled, but I've forgotten the exact circumstances of each of their stories, so here's my cry:

If you've got such a card please send me a mail (or to ATARIX) describing what setup (of memory) you use and what kind of problems you have. Please

also send me a mail if you have this card but no problems. If there's any use I would like to summarize all these stories, if there isn't I'd just like to know for me personally that I'm not alone on this planet...

ciao,
TeSche

PS: I would also like to hear whether you've had such problems sometime ago and already have you card repaired and what CC said about it then, whether you had to pay for it or not, and why not or why yes.
--
Torsten Scherer (Schiller, TeSche...), itschere@techfak.uni-bielefeld.de
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...

3921. Falcon STiK fix!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: gordo@dsoe.com
Message-ID: <44hlu1$4dl@sulla.cyberstore.ca>
Source record: 24386

Important information to those that have a Falcon030 with TOS
4.00-4.04, and wish to run STiK TCP/IP program.

The program will not dial the phone unless you have the program
FPATCH1.PRG in your AUTO folder.

This little patch fixes two problems in the Falcon BIOS (TOS 4.00-4.04)

(1) Sound is not initialized properly.
(2) Bconmap() doesn't work.

Gordon Vink
Sept 30th, 95

3922. Re: Getting back in touch with the ST world

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <306c7cba1fc68c32@xs4all.nl>
Source record: 24387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jo Even Skarstein (josk@stud.unit.no) wrote:

>Mattias G. Hembruch (mghembru@dictator.uwaterloo.ca) wrote:
>: Some of the older readers may recognize me from my involvement with this
>: newsgroup WAY BACK around '90/91. It won't kill me if you don't. Anyway,
>: I've been out of the Atari world for quite some time, even though I still
>: have my 1040STFM w/ ICD host adapter & hard drive up and running. I mainly
>: use it for things like print master (so I'm too cheap to buy a PC version - sue
>: me). Today I bought a used Mega 2ST w/ TOS 1.4 for $40 (minus power supply and
>: internal floppy). However, I have a spare power supply (or just get a line from
>: my hard drive setup), and I have a hard drive, so I don't really need a floppy.
>*Don`t* power your Mega with your HD-powersupply! This will most certainly
>result in a broken PSU...

Bull. I have done that for many, many of my customers and my own systems too.
You must of course know exactly what you're doing(!), otherwise don't bother.
Make sure that the intended PSU can provide the neccesary amount of power and
voltages i.e. don't try to run a harddisk *and* a computer off a 30 Watts PSU.
But otherwise there's no problem whatsoever.
[snipped rest of article]

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

Error opening home/etc/.microsoft This item seems corrupt and/or unusable

3923. Re: IDE adapter for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <306c7cbc1fc6a556@xs4all.nl>
Source record: 24388

Paul Tuijnman (paul@parkview.iaf.nl) wrote:

>In a public message dated 26.09.95 Jason (jscott@PROBLEM_WITH_INEWS_DOMAIN_=
>FILE) writes:
>> I am looking for a IDE interface so that I can use one
>> of my 200MB PC had disks on my ST. It's a old 520ST - one
>> of the first. Please don't flame my for having a PC - I'm
>> a student - its a necessity.
>
>Hey, don't be so paranoid! Even the worst Atari fanatic must admit that
>the world is quite a big place with LOTS of different computers..

No No No ! Where did you get that idea ? Atari is the *only* computer !

:-) :-)

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
Upon contact with the Micro$oft NetWork these bits will self-destruct within
twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

3924. Re: Q: using SLM 804 printer with a PC ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <306c7cbc1fc6aaf7@xs4all.nl>
Source record: 24389

J�r�me POINCHEVAL (poincheval@caelav.in2p3.fr) wrote:

>Hi,
>
>i've got a SLM 804 laser printer,
>but no idea how to use it on a PC
>(command language, etc)
>
>could anybody point me to some information
>(printer dos is rather thin).
>
Hah ! Another piece of hardware that doesn't and cannot run with a PC !
Who said these PCs were good computers, already ? :-P

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
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twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

3925. Re: STiK - Programming docs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-29 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_306c4229_Magnus.Kollberg@p11.straight.ct.se>
Source record: 24390

In a message Craig. Graham wrote to All :
CG> Hi - I'm looking for some programming docs for STiK, so I can re-build
CG> DUftp (my MiNT-net and GEM FTP client) to work with STiK as well.

GREAT!!!!! :))

cheers,
Magnus Kollberg

3926. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: Stephen Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199509300051.AA00514@moroder.demon.co.uk>
Source record: 24245

In a recent article, kim@dksoft.ping.dk (Kim Andersen) wrote:
>What other applications do you need to run while running a Web browser ?
>I really can't think of any, to be honest.

Helper applications, for a start.

Stephen
--
The wonderful dexterity of Hannu Mikkola
Makes me want to shake hands with the whole of Finland
ro tr @m od .d on o. But the horrible sincerity of Miriam Stoppard
bo on or er em .c uk Makes me want to go out and commit mass murder

3927. Re: Getting back in touch with the ST world

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFoywI.9JF@cix.compulink.co.uk>
Source record: 24246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <44g3op$dgf@nntp.hut.fi>, sakaria@vipunen.hut.fi said:

> Which $5 serial port hack? Inquiring minds want to know...

I just *knew* somebody would pull me up on this! :-)

As I own a TT I've not needed to do this myself - but I was thinking of
the one in the October Atari World - or other similar versions I've seen
in other mags.

Basically its a 4040 chip with a switch so that you can change the input
frequency to the MFP. Cost here is about 5ukp - though I would expect
it to cost about $5 or less in other countries - especially if all you have
to buy is the chip. The other parts you may well have lying around (wire,
veroboard etc).

:-)

Roland.

@CiX

3928. STiK - error "STiK - KRmalloc()Free list corrupt!". Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <44imcl$5am@status.gen.nz>
Source record: 24247

I have just obtained STiK, and although I have set up the files correctly AFAICT, it does not run.

As the accessory loads, it says
"STiK - KRmalloc()Free list corrupt!"
. When I then choose it from the desk menu, I get an alert
"STiK not initialised | Can't initialise DNS"
.

What sort of error have I made in the configuration, and how whould I fix it? I do havethe DNS sest correctly - the same value that operates with MiNTNet.

And also, I wonder if there is a version of HTML-Browser being developed for MiNTNet? This would be much better for many users who do not want to have two systems - STiK and MiNTNet goig at once, and who do not want to hang up and redial to access different services.

Thanks for any help!

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3929. 3 Atari STF-1040's for sale (1 Meg RAM)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: verysmooth@aol.com
Message-ID: <44itvq$ect@newsbf02.news.aol.com>
Source record: 24248

I ugraded to Falcons for which I kept the mouses, monitors, etc. Make me an offer on the ST CPU's

George

3930. Re: STiK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: martin@power.techem.ruhr-uni-bochum.de
Message-ID: <44jf94$lkr@sun168.rz.ruhr-uni-bochum.de>
Source record: 24249

George Kirkaldie (sanity@mgl.ca) wrote:

: I just got version 1.03, and I tried it and got the message similar to
: the one you got. I wonder if it is a TT problem? I also got a problem
: with DNS the message is 'STiK not initialized. Can't initialize DNS'

: we need help here.
Hiho,

STIk should not allocate memory from TT-RAM, so you have to enable the flag.
After this, Stik should work...

Bye, Martin

3931. Re: STiK - Programming do

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <0e7_9509301226@flight.org>
Source record: 24250

A giant chicken in the guise of Magnus Kollberg clucked:

> In a message Craig. Graham wrote to All :
> CG> Hi - I'm looking for some programming docs for STiK, so I can re-build
> CG> DUftp (my MiNT-net and GEM FTP client) to work with STiK as well.
>
> GREAT!!!!! :))

Telnet! TELNET!!! Is it even being worked on?

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3932. Re: STiK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: sanity@mgl.ca
Message-ID: <44i4ah$cug@thunder.mgl.ca>
Source record: 24251

Martin Rothaemel (martin@power.techem.ruhr-uni-bochum.de) wrote:

: Hiho,

: is this a newer version than 1.01? I had problems with this version to get
: it running on my TT (i.e. an error message similar to "Malloc List corrupt"
: during booting...)

: Bye, Martin

I just got version 1.03, and I tried it and got the message similar to
the one you got. I wonder if it is a TT problem? I also got a problem
with DNS the message is 'STiK not initialized. Can't initialize DNS'

we need help here.

--
__Desk____File____View____Options____
| About |::
|_______|::::sanity@mgl.ca George Kirkaldie:::::::::::::::::::::::::::::::
::
::::::::::::::ATARI TT030/48Mhz Linux 68k::::::::::::::::::::::::::::::::::
::

3933. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: ajalkane@lk-hp-6.hut.fi
Message-ID: <44k6o9$n3@nntp.hut.fi>
Source record: 24252

>Why is it so important for you to run it under multitasking ?

I always use MultiTOS.

>On my PC i run Netscape under WIN95, and if i could choose i would rather
>have it running singletasking, because it takes up almost all CPU time.

If it's well coded it won't.

>When i switch between Netscape and Ftp, i normally close one of them
>first. I can't close the dial-up shell, as it would result in lost carrier.
>But this shell doesn't take that much CPU time, when the connection is
>established.

>What other applications do you need to run while running a Web browser ?
>I really can't think of any, to be honest.

At this very moment I am reading news in one window (replying to you)
and having WEB browser in the back. Also I have one window in IRC.
It's useful to be able to keep this kind of programs at the same time
on so if I find some interesting sounding site, I can immediately
check it with the browser. Also, if I find something interesting
from the Web pages I might want to write it down to editor (who
uses pen & paper when one can write with the machine?).

Oh, I'm at the moment using X-windows on workstation, not Atari with
STiK under MultiTOS, unfortunately :(.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

3934. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: ajalkane@lk-hp-6.hut.fi
Message-ID: <44k6u3$1ie@nntp.hut.fi>
Source record: 24253

In article <44e22o$lr3@due.unit.no>,
Jo Even Skarstein <josk@stud.unit.no> wrote:
>: but I certainly hope someone is doing WEB browser to be used
>: with MiNTnet for us multitaskers too.
>Well, I`ve tried it with both MagiC 2.01 (Patched to work on my Falcon.) and
>Geneva 002, and it works perfectly. The only "nasty" bit is the acc which is
>modal, which can cause some problems in multitasking environment. Let`s hope

What you mean modal?

>Data Uncertain has released a GEM-based ftp-program (DUftp) for MiNT/MiNTnet,
>and they`re working on a WWW-browser called Distant Earth. Let us hope that
>they make a MiNTnet install-program too...

Oh great. It's good to have several WEB browsers, a little competition
does only good. :)

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

3935. Re: adding PC keyboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: ostein@Xenon.Stanford.EDU
Message-ID: <44kc26$scv@Radon.Stanford.EDU>
Source record: 24254

In article <DFnKKr.33M@ridgecrest.ca.us>,
Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>psu01223@odin.cc.pdx.edu (Alexander Chamberlain) wrote:
>>Can anybody give me some info about DEKA or the other PC keyboard
>>interfaces for the ST? Is there some kind of driver software involved,
>>or just a hardware modification?
>>
>I think DEKA uses a software driver, not positive.

Nope, DEKA (at least the one I have) works without driver software. It
works fine even in DOS (AT-Speed, etc.).

Oliver

3936. Re: STiK

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <44ke7g$lfu@status.gen.nz>
Source record: 24255

George Kirkaldie (sanity@mgl.ca) wrote:
: Martin Rothaemel (martin@power.techem.ruhr-uni-bochum.de) wrote:
:
: : Hiho,
:
: : is this a newer version than 1.01? I had problems with this version to get
: : it running on my TT (i.e. an error message similar to "Malloc List corrupt"
: : during booting...)
[...]
: I just got version 1.03, and I tried it and got the message similar to
: the one you got. I wonder if it is a TT problem? I also got a problem
: with DNS the message is 'STiK not initialized. Can't initialize DNS'

I had a similar problem, and recently discovered how to cure it. STiK
does not like running in FastRAM, so just turn off both FastRAM load and
malloc() and you should be fine.

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3937. Re: STIK; Where can I get it?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <44kea9$lfu@status.gen.nz>
Source record: 24256

jprice@ivory.trentu.ca wrote:
: The subject line says it all. Where can I get this software?

I got it from
http://www2.magmacom.com/~montreum/megaste.html

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3938. STiK: Makes Modem go crazy when dialling. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <44kep7$lfu@status.gen.nz>
Source record: 24257

I have recently obtained STiK, and after overcoming the FastRAM problem, I now have another problem. When I choose Connect from STiK, it send the ATZ and so on (Modem RXD and TXD ligths flash on and of a few times) then it says "ATDT3030088" as it should, but the Modem now makes loud clicking noises,
RXD/TXD lights flash off and on for an indefinite amount of time until the Modem is turned off. No dialling is done at all.

I have a 2400BPS Modem, which supports V42bis. Fir this reason, I have my TT030's Modem2 port set to 19k2. I tried it at 2400 and 9600 without any more success.

My dial script basically sets the port to 19k2, init string ATZ, dial prefix ATDT, number1 3030088, number2 3030515. Then it has all the FIND REPL or whatever they are pairs, just as the original example script had (except proper for my provider's login procedure of course.)

Has anybody had similar problems or know how to fix the problem?

Thanks for any help!

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

3939. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: brenjb@hg.uleth.ca
Message-ID: <44kd6i$ib5@holly.cc.uleth.ca>
Source record: 24258

In article <FI3DEDCIUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>In <44bodt$ocl@nntp.hut.fi> Arto Jalkanen wrote:
>
>>That's so unfortunate :(. I mean the fact that it doesn't need
>>Multitasking. That means it doesn't make proper use of multitasking
>>features, and probably doesn't work too well in multitasking
>>environments (which means, it hogs cpu power). I haven't yet
>>seen STiK in action (hopefully it works better than I think),
>>but I certainly hope someone is doing WEB browser to be used
>>with MiNTnet for us multitaskers too.
>>
>
>Why is it so important for you to run it under multitasking ?
>On my PC i run Netscape under WIN95, and if i could choose i would rather
>have it running singletasking, because it takes up almost all CPU time.
>When i switch between Netscape and Ftp, i normally close one of them
>first. I can't close the dial-up shell, as it would result in lost carrier.
>But this shell doesn't take that much CPU time, when the connection is
>established.
>What other applications do you need to run while running a Web browser ?

For the amount of time it takes to raytrace, I'd prefer to keep that in
the background no matter what I'm doing in the foreground, and keep my machine
on 24 hours a day! Trust me, I for one need* true multitasking. (Actually, I
also need* 14 megs of memory, but don't depress me now. >:))

Jon

>I really can't think of any, to be honest.
>
>Greets
>Kim
>
>
>--
> /---\
>| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
> \---/

3940. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFpHyy.8DJ@ridgecrest.ca.us>
Source record: 24259

>Sorry Michael - but the Falcon is not that bad!!
>There are lots of FX sold up to now and I have no problems in mind with
>20/40 mode.
>And talking about the value of a speeder: over 150% in memory access
(with
>the old firmware) - I personally like that speed - and it will get more
>with the new routing.
>
>E.S.

Ok, Ok, I'm sorry. I just have been burnt by the Mighty Sonic,
and from all I have talked to, its my Falcon that is the
problem. I do not have a logic probe to test the unit while
operating, and am really talking out my rear.

I would like to know a little more about the FX.

What simm sizes can it take (1,4,32, ect... how many pin simm)?

Can I run at 40mhz use the SCSI bus reliable?

Did you say the DSP runs at 48mhz?

Has any one run Apex Media or Rainbow II at these speeds?

Assuming the processor direct slot is open, do you think
or know if Expose will function correctly?

Thanks for the info,

Mike

3941. Re: Which simms for FalconWing??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFpJ4x.94w@ridgecrest.ca.us>
Source record: 24260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) wrote:
>What kind of simms does the Falcon Wing board take?

The people at Chro_Magic, who make the Ram Gizzmo, said the
Wing is a copy of their design. I don't know which is cheaper,
but the Gizz is 89.00 U.S. You may want to check with Claes
about compatibility as Chro_Magic said that there were some
problems with the Wing's design. The Gizz uses 1 or 4 meg 30 pin
simms, at least 80ns.
The Design flaw I mentioned is just what they have told me.
I have no experience with the Wing, and that statement may or
may not be true. I would at least check with a user.

>Are there any other alternative *cheap* memory boards for the Falcon?
>
>I have the chance to buy 4x4mb 30pin 9 chip, 9bit 70ns simms. Are these
>likely to work?

I use a memory expansion from PCS in Sweden. Although the instructions
do not say, I think it can only use 4 meg simms. I am using 4x4mb
30pin 9bit 60ns Toshiba's without any problems. If you are not installing
into a tower, you have to trim some of the shielding in the Falcon
to fit it. At the time of purchase, it was the least expensive at
65.00 U.S. from Toad Computers.
PCS in Vallingby, Se. 08-761 72 01
PCS in Stockholm. Se. 08-32 05 00

>Also, what is the difference between ST ram and Fast ram? Are the simms
>themselves different or is it just how the rest of the machine accesses
them.
>I would like to be able to use these simms in a future fast ram upgrade.

I <think> 60ns simms work ok for fast ram.
Can anyone verify this?

Mike

3942. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: erichall@io.org
Message-ID: <44kv5q$mmc@ionews.io.org>
Source record: 24261

In article <44grfh$9iq@walrus.megabaud.fi>,
Pekka Saarinen <contacts@walrus.megabaud.fi> wrote:
>
>I think that running without Mint/Mintnet is a feature that I'll
>consider most valuable in it!

Amen!

3943. Re: MiNT & Virtuell Memor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.812469218@aix7.rhrk.uni-kl.de>
Source record: 24262

hyc@troy.la.locus.com (Howard Chu) writes:

>written in a very naive manner. A "semaphore" exists to indicate that a DMA
>transfer is in progress, but the XBIOS routine never *tests* the value of this
>flag, it only *sets* it on or off. (Because, I guess, they always knew that

Even testing this semaphore (flock) wouldn't help much because it is only
meant for ACSI and Falcon-SCSI related operations, not TT-SCSI.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

3944. Q:Software 8086 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-09-30 00:00:00 UTC
From: MR K P SCHUPKE <ma2@ic.ac.uk>
Message-ID: <44jnd4$2sa@oban.cc.ic.ac.uk>
Source record: 24263

Hiya ;
I was wondering if anyone knows where i can get a software
8086 emulator or PC Ditto . I need to learn basic 8086 code and
don't intend to run anything but an assembler so i would not mind
if it is slow.
Any help/hints/info etc... most welcome

Regards
Marcos Agra

~~~~~~
"The past constantly knocks at the door,trying to break into today.
We will see the past but we cannot influence it."-The Books Of Magic

Imperial College (Elec Eng year III) m.agra@ic.ac.uk
~~~~~~

3945. Re: Mega STE Help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFqv9I.9Cr@cix.compulink.co.uk>
Source record: 24264

In message <446grr$oef@neon.airtime.co.uk>, stosser@neon said:

> It has no HD, It does have 2meg, I ran a system check and it returns
> TOS.2.05 and it is running at 8mh when I thought it should be 16 and
> TOS 2.06

TOS 2.05 is much the same as 2.06. Quite livable with AFAIK. The MSTE boots into 8Mhz. You need a auto folder program or the XCONTROL program to switch it to 16Mhz

> There is no manual and I have no idea what to do, I am an atari owner
> and have a 1meg fm and a 1meg ste, i have this mega ste for a couple
> of days to try out then if satisfied pay 100ukp, sound right?, at

100ukp sounds about right for a MSTE in this condition. I sold a 4Mb MSTE with 105Mb HD for 350ukp just over a year ago.

Things to check. If the machine has never had a HD then you probably don't have an internal host adaptor. No big deal - but its going to cost you about 80ukp to add one. Also a machine with TOS 2.05 is likely to only have a 720K floppy drive. Fixable too - but more cost.

All in all though IMHO a MSTE is well worth having. For comms work the SCC based serial ports are a real bonus - and the machine is about as good as STEs ever came. I on;t sold mine because I had just bought a 2nd hand TT!

:-)

Roland.

@CiX

3946. Re: MiNTlibs / unix compatibility question: select()

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFqv9K.9DI@cix.compulink.co.uk>
Source record: 24265

> I've been a little out of touch with the MiNTlibs for a while - I got
> a stable setup with GCC 2.3.3 and MiNTlibs P/L 30 and kind of
> stagnated. I've recently come across some unix software I wish to
> port which uses the select() system call.
>
> Now, my MiNTlibs don't support this, but I notice MiNT itself has an
> Fselect() call which looks similar - do the most recent libs support
> this? has anyone got it in a portlib? is it even possible? am I being
> unbelievably dense? :)

I use GCC 2.33 with ML PL 44 and I'm sure select() works fines. PL 30 libs
are pretty old by todays standards - and even PL 44 aren't the latest.

ISTR that I once checked the implementation of select() and found it was
just a call to Fselect() whish is probably what you expected.

> If more recent libs support it, would I be right in assuming I'll have
> to upgrade my GCC version to use them?

No - GCC 2.33 is a pretty stable version - and I haven't bothered to
upgrade it at all. OTOH there are later versions.

:-)

Roland.

@CiX

3947. Re: How to hook up SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFqv9M.9EB@cix.compulink.co.uk>
Source record: 24266

In message <44bo6d$r6@news.vanderbilt.edu>,
jscott@PROBLEM_WITH_INEWS_DOMAIN_FILE said:
> OK, It sounds like it would be hard to hook up a IDE
> to my ST. So how 'bout a SCSI (from a PC). I am getting back
> out my 520ST and need something other than 360K SS floppy.

No real problem - just need a host adaptor. ICD's Link 2 would seem to be
the best bet at the moment.

I'd avoid large SCSI2/3 drives as you may have problems getting them to work.
However anything in the 10-540Mb range should be okay. The Link 2
apparently does parity - but if you end up with a host adaptor that can't
- then make sure you get a drive on which the parity can be turned off.

Also avoid 'differential SCSI drives' - as these apparently don't work
either. They are pretty rare though. Most drives are 'single ended SCSI'.

:-)

Roland.

@CiX

3948. Re: ICD adapter for mega2: can be used with 1040st?????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFqv9o.9F3@cix.compulink.co.uk>
Source record: 24267

In message <DFnt7K.yC@news.uwindsor.ca>, helling@uwindsor.ca said:
> Ok... as the proud owner of an itty -bitty board that supposedly allows
> 3.5" drives to be used internally with a mega 2, (neato mounting
> bracket included)... How the ???? do I use it to hook a scsi drive
> to a 1040st???

Sounds like an ICD MicroSCSI host adaptor.

If so - all you need is a DMS cable from your 1040's DMA port onto the back of this - and a suitable drive and PSU. The MicroSCSI may need a power lead connecting as well - or may power itself from the drive - I don't know.

> OR..... Do I have to swap it off for the right ICD thingy for my
> 1040st??? (and does anyone out there wanna swap??) (it looks intact...

No - I think you're okay with the one you have already. The kit you have is obviously for a MST, but I've seen the this type of host adaptor used successfully on a MSTE and STFM before.

:-)

Roland.

@CiX

3949. Re: [Q] Linking two+ Ataris with miNTNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFqv9q.9Fy@cix.compulink.co.uk>
Source record: 24268

> So, say I call my TT030 0.0.0.0 and Falcon030 0.0.0.1, and lets pretend
> there are a few other computers connected, now when I say "ftp
> 0.0.0.1" from the TT030, how will the TT030 know to connect to the
> Falcon030, when the Falcon030's address is only stored in it's hosts
> file? Would the TT030 send some sort of "ping" message to all the
> computers connected to it, and this way find the right one?

Each host file needs the name and IP adress of all other machines on the
LAN.

> Could I just use different ports for each computer? SO I could use
> LAN for TT030 <-> Falcon030, the other serial ports forTT030 <-> some
> STs, MIDI ports for some more STs <-> the other STs and so forth?

I believe so.

> How would I tell it all what ports to use? Once I've got all the files
> set up, how would I "start everything up" so that the computers can
> talk to each other?

You need to use 'ifconfig', 'slattach' and 'route' to actually link the
computers up. This way they all know where to shove the IP packets to reach
all the right addresses.

:-)

Roland.

3950. Re: Differential SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFqv9s.9Gz@cix.compulink.co.uk>
Source record: 24269

> You cannot mix single-ended and differential interfaces on the same
> bus; doing so would burn out/destroy every interface on the bus. You
> can buy adapters that will convert from one to the other, if you need

Does it?

I'm willing to believe it won't work - but why should plugging a
differential SCSI device into a single ended bus actually blow the bus?
Is it a matter of volatge levels - or are they wired sufficiently
differently to blow fuses on the SCSI devices?

Thanks

Roland.

@CiX

3951. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <DFrqB9.771@cix.compulink.co.uk>
Source record: 24270

>Sorry! No way with an ST - it doesn't have enough address lines to go
>beyond 4Mb.
>
>Roger
>rcain@nest.demon.co.uk

whatever happened to Marpet's 8Mb memory board....

bobculve@cix.compulink.co.uk

3952. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: contacts@walrus.megabaud.fi
Message-ID: <44lvhb$rte@walrus.megabaud.fi>
Source record: 24271

In article <44kd6i$ib5@holly.cc.uleth.ca>, <brenjb@hg.uleth.ca> wrote:
>In article <FI3DEDCIUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>>In <44bodt$ocl@nntp.hut.fi> Arto Jalkanen wrote:
>>
>>>Multitasking. That means it doesn't make proper use of multitasking
>>>features, and probably doesn't work too well in multitasking
>>>environments (which means, it hogs cpu power). I haven't yet
>>
>>Why is it so important for you to run it under multitasking ?
>
> For the amount of time it takes to raytrace, I'd prefer to keep that in
>the background no matter what I'm doing in the foreground, and keep my machine
>on 24 hours a day! Trust me, I for one need* true multitasking. (Actually, I
>also need* 14 megs of memory, but don't depress me now. >:))

There is no such thing as true multitasking within a one-processor
machine. Only way to really multitask is to get a second machine! :-)
Falcon is too slow to do even a processor time-slicing (try to do some
productive work while rendering..) - it feels so sticky with Mint.

I'll start doing some serious graphics-work next week, and I want
to do music at the same time. Solution: I get a P90/32Mb/Matrox Millenium
next to my Falcon (using the same switchable MAG monitor), and render
while having good time with Cubase Audio Falcon. PC is not able to do
them both, and Falcon is not able to do them both. So I'll get both.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3953. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: martinna@cf.ac.uk
Message-ID: <DFrqK4.7q1@cf.ac.uk>
Source record: 24272

Roger Cain (rcain@nest.demon.co.uk) wrote:
: On 29 Sep 95 rjb@xs4all.nl wrote:
: r> I noticed 4 Mb RAM is a bit tight for running X-Windows :)
: r> So I like to know how to expand my ST's memory from 4 to 8 Mb
: r> (or even more). Any help on this is greatly appreciated!

: Sorry! No way with an ST - it doesn't have enough address lines to go
: beyond 4Mb.

Sorry - not so. You need the Marpet extra RAM deluxe. It's ages since I
read about this but I remember it allows the st to be expanded to 8 meg
(at a price). Try system solutions unless someone else can post the
supplier for certain.

BTW where did you get atariX windows and how much did it cost?1

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==-==-==-==-==-==-==-==-==-==

3954. Re: Q: using SLM 804 printer with a PC ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <44mss7$qkd@status.gen.nz>
Source record: 24273

J�r�me POINCHEVAL (poincheval@caelav.in2p3.fr) wrote:
: Hi,
:
: i've got a SLM 804 laser printer,
: but no idea how to use it on a PC
: (command language, etc)

Sorry I cannot help directly, but I have seen somewhere that this is
possible through the Atari, connected to a PC. I know that it can be done.
If I find the info I'll post it.

cheers.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------
-Makeatape at Createatape in the Freezer at Kumeu in the Country----------

3955. FS: Atari Hardware/Software in CANADA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <44n1c6$fdc@tribune.usask.ca>
Source record: 24274
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi. Please email for a list if interested. Thanks.

3956. FS: Various ATARI ST mags

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <44n24h$g3k@tribune.usask.ca>
Source record: 24275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi. I have the following Mags for sale:
STart magazines with disk($10cdn each)
-sealed in envelope, never read.
Feb. 1990 Articles on TT-TOS, etc.
Mar. 1990 Removable Hard Disks
Apr. 1990 Comparison of Word Processors
Dec. 1990 1040STE Review
Jan. 1991 ST Buyer's Guide

Antic Jul. 1988 Newroom, Magic Sac(ST) $5cdn.

Atari Explorer Mar/Apr. 1989 TOS 1.4, etc. $5cdn.
Above prices include shipping anywhere in CANADA. Shipping to US depends
where you are located. I will also accept offers for all of the above.
Thanks.

3957. need parts (keyboard chip) for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: Richard Lutz <RLutz@megaweb.com>
Message-ID: <44n5cd$kl9@news-e1a.megaweb.com>
Source record: 24276

need source of parts.. mail order for atari repairs I have a
520ST that blew the keyboard chip and would like to rebuild
for kids to use. please E mail me at above or ricklutz@aol.com
thanks in advance....
Richard S. Lutz MSGT, USAF
KD4SEV

Sic transit gloria mundi

3958. re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <812586310_OASIS_@pwomar.demon.co.uk>
Source record: 24277

In article <2883rcain@nest.demon.co.uk>
rcain@nest.demon.co.uk (Roger Cain) said:-

>On 29 Sep 95 rjb@xs4all.nl wrote:
> r> I noticed 4 Mb RAM is a bit tight for running X-Windows :)
> r> So I like to know how to expand my ST's memory from 4 to 8 Mb
> r> (or even more). Any help on this is greatly appreciated!
>
>Sorry! No way with an ST - it doesn't have enough address lines to go
>beyond 4Mb.

Not true. Get the Marpet +8 with ca use either 2 1meg simms or 2 4megg simms to bring your ST up to 6 or 12 meg. It's available from most places, ifd you can't find it then mail me. Hope this helps but it's not very cheap!

--

This .sig does not waste space-But I do, by my very existence.
Mail: paul@pwomar.demon.co.uk IRC: Wo

3959. Falcon, 2bombs, won't run prg or acc

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-01 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.263.0000D8F7@cfcsc.dnd.ca>
Source record: 24278

Hello.bonjour:

I was trying to use an apple 8din to 25db serial adaptor in my Falcon lan port(unsuccessfully), and since then I've been getting two bombs(bus error) on trying to boot up, and then the Falcon hangs. icdboot works ok, but when any prg or acc attempts to load, then 2 bombs(3 if i try to do a warm reset after 2 bombs)can anyone give me an idea of what has happenned? maybe even a clue as to how to solve the problem?
thanks./merci for any help

3960. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFsp30.MFE@cix.compulink.co.uk>
Source record: 24279

In message <DFrqK4.7q1@cf.ac.uk>, martinna@cf.ac.uk said:

> : Sorry! No way with an ST - it doesn't have enough address lines to
> go : beyond 4Mb.
>
> Sorry - not so. You need the Marpet extra RAM deluxe. It's ages since
> I read about this but I remember it allows the st to be expanded to
> 8 meg (at a price). Try system solutions unless someone else can post
> the supplier for certain.

The Marpet XtraRAM+ required you to have 4Mb and TOS 2.06 already - and
then would take the machine up to 12MB using (I was told) 2 x 4Mb SIMMs.
I was also lead to believe at the time that it would take 2 x 1Mb SIMMs
giving 6Mb of memory - but as I never bought one I can't confirm this.

> BTW where did you get atariX windows and how much did it cost?1

This is the port of X11R6 to MiNT, also known as MiNT-X. Requires at least
4Mb RAM, a mono monitor and some hard disk space. Never seen it running
on a ST, but on a TT in 8Mb its performance is nothing to write home about.
What is worth writing about though is that it actually *work* - and using
MiNT-Net (which I believe you need installed anyway along with MiNT), its
possible to connect to another computer (not necesarily an Atari) and do
true client/server networking over a serial line(!). For the very
adventurouse there is even ethernet connection option. :-)

Its freeware - and should be available from any decent FTP site which
carries MiNT stuff. Try HENSA or src.ic.ac.uk.

:-)

Roland.

@CiX

3961. SCSI Timeout Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: Hofmann Patrick <phofmann>
Message-ID: <44ok6f$bbr@elna.ethz.ch>
Source record: 24280

I have a problem with my Quantum Lightning (720 Mb) connected to the internal
SCSI Host-Adapter in the Mega STe. From time to time, I get a timeout error.
Sometimes, it's fixed after about 10 times hitting the OK-Button, but sometimes
only a reset can help. This error occures with AHDI as with HUSHI.
I even had once the problem, when I 'played' with Multitos, that it changed the
ID from 0 to 3! The only solution that worked was a complete power cut.
Can anybody help?

-) The Drive is not terminated.
-) There is no data corruption.
-) I have a SLM605 connected.

3962. HD install : help wanted !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: fannechere@unilim.fr
Message-ID: <fannechere.27.000E1FFD@unilim.fr>
Source record: 24281

I have many problems to install a Seagate ST419 (15 Mo MFM) on a Atari
ST with a Atari ST205 Controller card
1 : How to configure the straps on the card ?
2 :Where can I find a nice soft to format and install it
(I have lost the ancient HDX.PRG sold with the card)
many thanks

3963. Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: James Morrissey <jrm@cs.bham.ac.uk>
Message-ID: <44onis$oss@percy.cs.bham.ac.uk>
Source record: 24282

I would be grateful for any help or information on the following:

I have a Falcon in a Lighthouse Tower Case, with the original keyboard re-cased in a separate unit. I wish to replace this with a 'proper' separate keyboard from a MegaST(e). The problem is connecting it up:

The MegaST(e) keyboard has a plug with 6 connections on it (I believe it's called an 'RJ45' (?)).

The tower case has a male 5 pin DIN socket.

Does anyone have any idea of which connection goes to which pin? The MegaST(e) keyboard connections are all different colours as they go into the plug so a colour to pin key is what I really need. The other problem is getting hold of a socket for the RJ45 plug, as I would prefer to make an adaptor rather than remove any of the existing plugs/sockets. I understand that the 'RJ45' is an American standard for telephone type connections. Does anyone know where to get one over here? Our telephone plugs are similar but don't have as many connections AFAIK.

Please email any useful info. to jrm@cs.bham.ac.uk.

Thanks in advance for your help,

Jim

3964. Re: HD install : help wanted !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: poiraudeau@unilim.fr
Message-ID: <poiraudeau.11.000E58A3@unilim.fr>
Source record: 24283

In article <fannechere.27.000E1FFD@unilim.fr> fannechere@unilim.fr (Georges F.) writes:
>From: fannechere@unilim.fr (Georges F.)
>Subject: HD install : help wanted !
>Date: Mon, 2 Oct 1995 14:07:24
>Keywords: Atari St205 format hdinstall

>I have many problems to install a Seagate ST419 (15 Mo MFM) on a Atari
>ST with a Atari ST205 Controller card
>1 : How to configure the straps on the card ?
>2 :Where can I find a nice soft to format and install it
>(I have lost the ancient HDX.PRG sold with the card)
>many thanks

Only TEK is the SOLUTION !!!!

You don't work with big files, only little ones are required in our laboratory
!!!

Use TEK or die !

LCM

3965. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <44op0v$pii@news.iesd.auc.dk>
Source record: 24284

In article <DFrqK4.7q1@cf.ac.uk>, martinna@cf.ac.uk (neil martin) writes:
> Roger Cain (rcain@nest.demon.co.uk) wrote:
> : On 29 Sep 95 rjb@xs4all.nl wrote:
> : r> I noticed 4 Mb RAM is a bit tight for running X-Windows :)
> : r> So I like to know how to expand my ST's memory from 4 to 8 Mb
> : r> (or even more). Any help on this is greatly appreciated!
>
> : Sorry! No way with an ST - it doesn't have enough address lines to go
> : beyond 4Mb.
>
> Sorry - not so. You need the Marpet extra RAM deluxe. It's ages since I
> read about this but I remember it allows the st to be expanded to 8 meg
> (at a price). Try system solutions unless someone else can post the
> supplier for certain.

Your better off (in price and performance) with a newer machine like a TT or
a Falcon.
They should be possible to get second-hand....

Keep Cool and Flying...

ChainXOR...

3966. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <44opbb$pii@news.iesd.auc.dk>
Source record: 24285

In article <30671c5c637a01c@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
> Robert Schaffner (robscha@data.rhein-main.de) wrote:
>
> RS>Sorry, 40Mhz on the Bus is working very fine! (and fast) :->
>
> It may work in your computer, but IMHO, it's not worth the effort to
> develop such a speeder - even 32MHz speeders like PowerUp etc. cause a
> lot of troubles due to timing variations between different falcons. If
> you spend more time fixing computers where the speeder does not work
> properly than selling them, there is something wrong (I assume a proper
> design, not problems due to a bad speeder design).

You're wrong. The FX-card takes completely care of the timings between the CPU, DSP and RAM. And almost ALL Falcon can run at 36 Mhz anyway.
And the FX-card offers REAL 36/40Mhz Ram access - that's the COOL part!!!

It's faster than the TT, and you can use DMA-sound from the FastRAM (FX-RAM)!

Keep Cool and Flying...

ChainXOR...

3967. ST SM125 mono monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: nsi4040000-Smith <ismith>
Message-ID: <DFtx3A.KvB@ssbunews.ih.att.com>
Source record: 24286

I have an ST SM125 mono monitor. The picture has collapsed to a single horizontal line. The computer is fine. Any idea which component has failed? Mail me on ismith@mlsmc.mlm.att.com.

3968. 1040 psu failure (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: robh@epunix.susx.ac.uk
Message-ID: <robh-0210951320330001@robh.biols.susx.ac.uk>
Source record: 24287

Just about everyone I've ever known with a 1040 has had the power supply go at some stage. I can fix most things but switched-mode supplies are a black art! So, does anyone out there have any hot tips on what usually fails on them, or can someone in the uk direct me to a decent repairer? (there used to be a place at Waterloo/London Bridge that specialised in psu repairs but I lost the address. Any help appreciated.

rob.
robh@epunix.susx.ac.uk

--
Robert Hukin phone: +44 1273 678639
Lab. Experimental Psychology fax : +44 1273 678611
University of Sussex email: robh@epunix.susx.ac.uk
BRIGHTON BN1 9QG UK

3969. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: ac382@freenet.carleton.ca
Message-ID: <DFtytA.1z4@freenet.carleton.ca>
Source record: 24288

Could you please post more info on this FX card? All the specs
availability, ordering etc... or as much as you have.
I would be interested in hearing from anyone who has this ugrade installed.
What is the price ?

--
** National Capital FreeNet Jack Kitowicz **
** Atari SIG manager ac382@freenet.carleton.ca **
** The Aurora Project (Carleton Engineering) jack@aurora.carleton.ca **

3970. Re: need parts (keyboard chip) for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <44pol2$of2@blackice.winternet.com>
Source record: 24289

> Richard Lutz <RLutz@megaweb.com> writes:
> need source of parts.. mail order for atari repairs I have a
> 520ST that blew the keyboard chip and would like to rebuild
> for kids to use. please E mail me at above or ricklutz@aol.com
> thanks in advance....
> Richard S. Lutz MSGT, USAF
> KD4SEV
>
> Sic transit gloria mundi
>
>
>>>>
BEST Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127

(408) 243-6950

Many Many Atari parts and replacement parts.

Rich Mier

3971. Federal R&D funding conference

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: maryh@foresnt.com
Message-ID: <44pqcj$o1l@data.interserv.net>
Source record: 24290

The National Science Foundation and Department of Defense are pleased to announce the establishment of
the National Small Business Innovation Research (SBIR) Conferences web site at www.seeport.com/SBIR/95gener1.htm. An ftp server is now also
available at ftp.foresnt.com and a listserver at list@foresnt.com. Your message to the listserver should be
JOIN SBIR. This message should be on the first line of your e-mail.

The National SBIR Conferences are the most important meetings the Federal Government holds to inform
small companies about the over $2 billion Federal R&D funding opportunities for these firms in FY96. The
conferences are sponsored by Department of Defense and the National Science Foundation, in association
with 19 other federal agencies. This year's meetings will be held in Washington, D.C. at the Hyatt Regency,
Crystal City from October 16-18, 1995 and in Salt Lake City, UT at The Salt Lake City Marriott from October
30-November 1, 1995. Program managers from major Federal R&D agencies will hold seminars and private
one-on-one meetings.
Also holding "one-on-one" meetings will be representatives from some of the country's largest corporations
who are seeking technology they can help commercialize. Experts hold seminars in fields from proposal
preparation to government cost accounting to commercialization.

3972. DoD R&D funding for small firms

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: maryh@foresnt.com
Message-ID: <44pqg3$o1l@data.interserv.net>
Source record: 24291
Body handling: HTML body converted to readable text

DoD's Small Business Innovation Research (SBIR) program expects to fund $450 million in early-stage R&D
projects at small technology companies in the next fiscal year. Awards will be made in technology areas that
have defense and commercial applications. Starting this fall, DoD will give its highest priority in making SBIR
awards to small companies that are able to attract independent third-party investors -- such as venture capital
firms, large companies, or "angel" investors.
If selected for award, these small companies will receive uninterrupted DoD funding of up to $850,000 over a
two-and-a-half year period. In practice, this means that an investor that offers to help fund an early-stage
technology
project at a small company can obtain a match of between $1 and $4 in DoD SBIR funds for every $1 the
investor puts in.

This new policy -- the SBIR "Fast Track" -- was approved for implementation by Under Secretary of Defense
(Acquisition & Technology)
Dr. Paul Kaminski in early June. Its purpose is to significantly increase DoD's success in converting SBIR
research into affordable,
high-performance products which serve military and commercial customers.

For more information:
* see the page entitled "DoD SBIR Fast Track" on the World Wide Web at
http://www.seeport.com/SBIR/fasttrk.htm
* call 1-800-382-4634
* contact our DoD Fast Track listserver by e-mailing list@seeport.com with the message join DoD on the first
line of your e-mail.

3973. Re: 1040 psu failure (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DFuBBA.JGG@freenet.carleton.ca>
Source record: 24292

Rob Hukin (robh@epunix.susx.ac.uk) writes:
> Just about everyone I've ever known with a 1040 has had the power supply
> go at some stage. I can fix most things but switched-mode supplies are a
> black art! So, does anyone out there have any hot tips on what usually
> fails on them, or can someone in the uk direct me to a decent repairer?
> (there used to be a place at Waterloo/London Bridge that specialised in
> psu repairs but I lost the address. Any help appreciated.
>
> rob.
> robh@epunix.susx.ac.uk
>
There is a file called POWERFIX.ARC, which I got from Suzy Bee software (see
Toad Computers home page) which describes in text and PI3 pics, a common
problem and its fix. It involves a set of 4 solder point weaknesses. The
author of the file is Steve Brown (S.BROWN7 on GEnie). Phone
(207)348-6850. Luckily, I've only encountered the problem once, and I
tried the fix, with no success. Luckily again, a member of my Atari club
had a power supply to sell me. Try Nima Montaser at aa414@freenet.carleton.ca
although i suspect the American supply wouldn't work with UK voltages.

--
Songshop Musical Productions : You may say that I'm a dreamer,
Box 266, Shawville, Quebec : But I'm not the only one
J0X 2Y0 (819) 647-6022 : I hope someday you'll join us...

3974. Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: scot@er7.rutgers.edu
Message-ID: <44pv9i$98c@er7.rutgers.edu>
Source record: 24293

where can I buy a falcon??

E-mail AsAp

3975. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <44oueg$qqh@news.iesd.auc.dk>
Source record: 24294

In article <DFpHyy.8DJ@ridgecrest.ca.us>, Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

> Ok, Ok, I'm sorry. I just have been burnt by the Mighty Sonic,
> and from all I have talked to, its my Falcon that is the
> problem. I do not have a logic probe to test the unit while
> operating, and am really talking out my rear.
>
> I would like to know a little more about the FX.
>
> What simm sizes can it take (1,4,32, ect... how many pin simm)?

30-pins. 70 ns. With or without parity (doesn't matter).

> Can I run at 40mhz use the SCSI bus reliable?

As far as the developer tells, it does run the SCSI-II stable - no timing probs.

> Did you say the DSP runs at 48mhz?

Actually at 50 Mhz, and the developer says that demos runs better with the new 50 Mhz DSP clock!

And MPEG players runs faster too.

> Has any one run Apex Media or Rainbow II at these speeds?

It should work ok, with both programs. APEX MEDIA is designed to be aware of processor upgrades.

> Assuming the processor direct slot is open, do you think
> or know if Expose will function correctly?

The exspansion BUS is put through - don't worry :-)

The developer has tested the card with the ScreenEye and it works fine.
He has also tested it with Falcon Speed(286) and the NOVA graphics card.

With the NOVA card the limit of FastRAM is 6 MB.

I think the ExPOSE would also work with the card.

RAM above the 14 MB barrier is handled virtually automatically by the FX-logic.

Keep Cool and Flying...

ChainXOR...

3976. Re: Cannot install MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <44p25t$slp@btmpjg.god.bel.alcatel.be>
Source record: 24295

In article <44effj$5sq@nntp.hut.fi>, sakaria@vipunen.hut.fi (Sakari Aaltonen) writes:
> My tries to install MiNT (the German KGMD package) fail with streams
> of error messages that go like
> ....
> pid 0(MiNT): Minixfs Zone Range Error drive A Zone bbbbbbbbb Count 1
> pid 0(MiNT): Minixfs Bad Filesystem, Repair with fsck
> pid 0(MiNT): Minixfs Zone Range Error drive C Zone ddddddddd Count 1
> pid 0(MiNT): Minixfs Bad Filesystem, Repair with fsck
> pid 0(MiNT): Minixfs Attempted I/O with illegal drive A
> pid 0(MiNT): Minixfs Please Submit a Bug report!
> ....
>
Yes it does that to me too ... using the MultiTOS AES I have this problem
on both my Falcon (IDE+SCSI, AHDI) and my MegaST (GE-Soft adapter & sw).
I don't seem to get it when using the ROM AES or no AES (booting into
X11 or a command-line shell), *except* that on the Mega, which has a
Spectre partition, I get the same problem if I try to access C: or
D:. The disc on my Mega is formatted as follows:
C: TOS | D: TOS | Mac partition | E: TOS | F: Minix.

I boot X11 from partition F, and everything works fine until I try
to acess /c/ or /d/. Using MultiTOS the whole system just goes
crazy after a few seconds.

Sorry, but I don't know what it is either. :[

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

3977. re: st sm125 mono monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2948rcain@nest.demon.co.uk>
Source record: 24296

On 02 Oct 95 ismith wrote:
i> I have an ST SM125 mono monitor. The picture has collapsed to a
i> single horizontal line. The computer is fine. Any idea which component
i> has failed? Mail me on ismith@mlsmc.mlm.att.com.

Sorry I can't say exactly but it's worth looking around all the big
electrolytic capacitors for signs of weeping. These are usually the first
things to blow.

Roger
rcain@nest.demon.co.uk

--

3978. Video Controller

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <1995Oct2.214116.14065@freenet.victoria.bc.ca>
Source record: 24297

Could someone please explain to me what a XEP-80 does.What Atari
model will run it and how much would you expect to pay for it?
The one that I'm looking at doesn't have a boot disc or manual.
Are they still available? The only information I have is that
its used with a video machin

3979. re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2940rcain@nest.demon.co.uk>
Source record: 24298

On 01 Oct 95 bobculve@cix.compulink.co.uk wrote:
>> Sorry! No way with an ST - it doesn't have enough address lines to
>> go beyond 4Mb.
b>
b> whatever happened to Marpet's 8Mb memory board....

Never heard of this. Are you sure it was for ST(F/M/e)?

Roger
rcain@nest.demon.co.uk

--

3980. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <812668348_OASIS_@yeadontt.demon.co.uk>
Source record: 24299

In article <44onis$oss@percy.cs.bham.ac.uk>
James Morrissey <jrm@cs.bham.ac.uk> said:-

>I have a Falcon in a Lighthouse Tower Case, with the original keyboard
>re-cased in a separate unit. I wish to replace this with a 'proper'
>separate keyboard from a MegaST(e). The problem is connecting it up:
>
>The MegaST(e) keyboard has a plug with 6 connections on it (I believe it's
>called an 'RJ45' (?)).

The connector is called an FCC68, you can get both plugs and sockets
from Maplin Electronics their mail order phone number is:-

01702-554161

The order code for the 6 way socket you would need for the mega keyboard
is:-

JW45Y FCC68 PCB Skt 6C6P

The current price is 82 pence. Maplin have shops all over the country,
hopefully there will be one near you.

As for the pin outs, it should be fairly easy to work out, Atari haven't
changed the deisgn of the keyboard since the ST came out. One point to
remeber, the Falcon keyboard contains the hard drive access light, don't let
this catch you out!

--

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============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========

3981. Re: Chroma & Luma modification.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DFuE1E.Euu@cix.compulink.co.uk>
Source record: 24300

In message <44nk3c$nuu@main.freenet.hamilton.on.ca>, ad329@freenet.hamilton.on.ca said:
>....

>Is there anywhere on the 520ST where I can tap into just the Luma part of
>the composite video signal?

What kind of mono monitor are you trying to connect to?

You can use a broadcast frequency mono monitor to display ST med or low in
grey scale, or an Atari Mono monitor to display ST High, no need to hack
the hardware.

Barry wilsontjb@cix.compulink.co.uk

3982. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-02 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DFuE1G.Evu@cix.compulink.co.uk>
Source record: 24301

In message <44onis$oss@percy.cs.bham.ac.uk>, jrm@cs.bham.ac.uk said:
>The MegaST(e) keyboard has a plug with 6 connections on it (I believe it's
>called an 'RJ45' (?)).

>The tower case has a male 5 pin DIN socket.

>Does anyone have any idea of which connection goes to which pin? The MegaST(e)
>keyboard connections are all different colours as they go into the plug so a
>colour to pin key is what I really need. The other problem is getting hold of
>a socket for the RJ45 plug, as I would prefer to make an adaptor rather than
>remove any of the existing plugs/sockets. I understand that the 'RJ45' is an
>American standard for telephone type connections. Does anyone know where to get
>one over here? Our telephone plugs are similar but don't have as many
>connections AFAIK.

Try Tandy for the American socket.

Why not put your American socket on eg. the rear panel and connect direct to the
motherboard?

IIRC the keyboard connections are:

Mega keyboard 'phone connector'
1 VCC
2 VCC
3 TXD
4 RXD
5 GND
6 GND

Falcon motherboard
1 GND
4 VCC
5 TXD
6 RXD
8 GND

Barry wilsontjb@cix.compulink.co.uk

3983. Error -001 in OASIS ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: csh@falcon.sdi.agate.net
Message-ID: <812679150_OASIS_@falcon.sdi.agate.net>
Source record: 24302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When trying to unbatch news with Oasis, I'm getting "Error -001"

What does this mean? I'd like to avoid deleting all the news I've
gotten, if possible.

Thanks
--chris

--

csh@falcon.sdi.agate.net

"now take a trip with me to a world of insanity
where no souls could live, where no souls could rest"

3984. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFuKCu.AJC@cix.compulink.co.uk>
Source record: 24303

In message <44onis$oss@percy.cs.bham.ac.uk>, jrm@cs.bham.ac.uk said:

> into the plug so a colour to pin key is what I really need. The other
> problem is getting hold of a socket for the RJ45 plug, as I would
> prefer to make an adaptor rather than remove any of the existing
> plugs/sockets. I understand that the 'RJ45' is an American standard
> for telephone type connections. Does anyone know where to get one
> over here?

Have a look on page 665 on the current Maplin's catalogue (available in
WH Smiths). There are several American phone sockets listed there - one
of which is bound to be the right one.

:-)

Roland.

@CiX

3985. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFuKCy.AK2@cix.compulink.co.uk>
Source record: 24304

In message <DFuE1G.Evu@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk said:

> Try Tandy for the American socket.

:-) Tandy are good for lots of things - but I was shocked just how *little* they stocked last time I was in one. They hardly strech to basic things like switches letalone fancy sockets.

Having said I wouldn't actually recomend anybody making a special journey to a Maplins shop. Their main strength is in mail order now - and the shops don't seem to stock more than a fraction of the catalogue range.

:-)

Roland.

@CiX

3986. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DFuKD0.AKo@cix.compulink.co.uk>
Source record: 24305

In message <2940rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk said:

> b> whatever happened to Marpet's 8Mb memory board....
>
> Never heard of this. Are you sure it was for ST(F/M/e)?

Sure was.

:-)

Roland.

@CiX

3987. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFut89.3Mv@ridgecrest.ca.us>
Source record: 24306

snip

>> Did you say the DSP runs at 48mhz?
>
>Actually at 50 Mhz, and the developer says that demos runs better with
the new 50 Mhz DSP clock!

Ahhh...I can smell the smoke now!
>
>And MPEG players runs faster too.
>
>The exspansion BUS is put through - don't worry :-)

This will make the FX more desireable to me than the
proposed Hawk as it does not have a pass-through.:(
(And Video funnel is out of my price range).

>The developer has tested the card with the ScreenEye and it works fine.
>He has also tested it with Falcon Speed(286) and the NOVA graphics card.

>I think the ExPOSE would also work with the card.

I have had problems getting Expose in the US. I won't mention who
I mailed a cashiers check to after I was told that my upgraded Apex
had arrived from the UK along with a shipment of Expose digitizers.
They didn't really have Expose and my disk were never shipped off.
(my refund check has not cleared the bank yet.:) I will say it wasn't
Toad Computers. Titan Design's said they are working with Toad
to become the importer of Expose and the current version of Apex Media.
Toad is a first rate company in my book.

>RAM above the 14 MB barrier is handled virtually automatically by the
FX-logic.

How much Fast Ram did you say it can handle? (Sorry, I missed that).
>
>
> Keep Cool and Flying...
>
> ChainXOR...
>
>
Sounds good. Now I want one.:)

(does the FX have a price tag?)

Mike

3988. Re: Cannot install MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <6HD5BXQ@moacs.indiv.nl.net>
Source record: 24307

[bogus `Distribution: inet' removed]

Sakari Aaltonen (sakaria@vipunen.hut.fi) wrote:

> My tries to install MiNT (the German KGMD package) fail with streams
> of error messages that go like
> ....
> pid 0(MiNT): Minixfs Zone Range Error drive A Zone bbbbbbbbb Count 1
> pid 0(MiNT): Minixfs Bad Filesystem, Repair with fsck
> pid 0(MiNT): Minixfs Zone Range Error drive C Zone ddddddddd Count 1
> pid 0(MiNT): Minixfs Bad Filesystem, Repair with fsck
> pid 0(MiNT): Minixfs Attempted I/O with illegal drive A
> pid 0(MiNT): Minixfs Please Submit a Bug report!
> ....

> (The A above is really a non-ASCII character that I cannot reproduce
> here; it's different every time.)

> The Atari is a MegaST4 with a GE-Soft SCSI adapter.

You're not the only one to have problems with the GE-Soft harddisk
driver software. Most likely this driver is not AHDI 3.0 compatible.
The minix filesystem driver needs an AHDI 3.0 compatible driver or
the ICD driver. Maybe your GE-Soft driver is extremely old (get an
update), or else you might try a different driver (preferably one
that supports the XHDI protocol).

> Is the MiNT hard disk driver known to have problems with this adapter
> (and low level driver)?

MiNT does not have a built-in harddisk driver.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

3989. WTB: Used copy of Avalon for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: John Maxwell Hobbs <jmax@interport.net>
Message-ID: <44rp17$mmq@park.interport.net>
Source record: 24308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.emusic,alt.music.midi,rec.music.makers.synth,rec.audio.pro

I'm looking for a good price on a used copy of Avalon for the ST. Please respond via e-mail.

Thanks,

John Maxwell Hobbs
jmax@interport.net www: http://www.interport.net/~jmax/

3990. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: Daniel Eriksson <eradaer@gaera.ericsson.se>
Message-ID: <44qq7v$1ch@erinews.ericsson.se>
Source record: 24309

I missed the first couple of posts in this thread and now they
are no longer available on our newssystem. Could someone please
post or mail me the price of this, aparently, nice card!

TIA!

--
Daniel Eriksson, Test Engineer, Ericsson Radio Systems AB
Email: daniel@icon.pp.se, eradaer@gaera.ericsson.se
Phone: +46 26 516024 (home), +46 26 159232 (work)
Peacekeeping - It's not a job for soldiers, but only soldiers can do it.

3991. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: James Morrissey <jrm@cs.bham.ac.uk>
Message-ID: <44r223$4b0@percy.cs.bham.ac.uk>
Source record: 24310

phil@yeadontt.demon.co.uk (Phil Yeadon) wrote:
> In article <44onis$oss@percy.cs.bham.ac.uk>
> James Morrissey <jrm@cs.bham.ac.uk> said:-
>
>>I have a Falcon in a Lighthouse Tower Case, with the original keyboard
>>re-cased in a separate unit. I wish to replace this with a 'proper'
>>separate keyboard from a MegaST(e). The problem is connecting it up:
>>
>>The MegaST(e) keyboard has a plug with 6 connections on it (I believe it's
>>called an 'RJ45' (?)).
>
> The connector is called an FCC68, you can get both plugs and sockets
>from Maplin Electronics their mail order phone number is:-
>
> 01702-554161
>
> The order code for the 6 way socket you would need for the mega keyboard
>is:-
>
> JW45Y FCC68 PCB Skt 6C6P
>
> The current price is 82 pence. Maplin have shops all over the country,
>hopefully there will be one near you.
>
> As for the pin outs, it should be fairly easy to work out, Atari haven't
>changed the deisgn of the keyboard since the ST came out. One point to
>remeber, the Falcon keyboard contains the hard drive access light, don't let
>this catch you out!

Thanks v.much for the info.

Just one point to clarify. What's this about a hard drive access light on the Falcon keyboard? I'm sitting here trying to picture my keyboard (it's back home) and I think there are two LED's (bottom-left and top-right) but I can't remember ever seeing one flash with hard drive access! I've got an IDE drive if it makes any difference. I got the supplier to fit the machine in the tower, so I don't have any of the instructions/reference material that I presume is usually supplied with it. Anyone care to shed any light? (pun un-intended!).

Jim

jrm@cs.bham.ac.uk

3992. 030 board for STe !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: "K.R. Hodge" <hodgek@ehche.ac.uk>
Message-ID: <44r816$n7n@rs3.rz.uni-hohenheim.de>
Source record: 24311

In a recent edition of ST World, a company was advertising upgrade boards for the STe with the 68030 chip sitting on them ! What possible advantage could this have (apart from it being an expensive hardware acceleration option) ? Wouldn't standard ST software have some difficulty adressing the chip ?

I'm assuming that the much vaunted architecture of the Falcon (which I know little about, still plodding along with my 2056 STe) is so radically different that this can't possibly be classed as a 'Falcon' upgrade for STs.

Can anyone turn on the light for me ?

3993. Re: Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <44rcpo$dpe@news.iesd.auc.dk>
Source record: 24312

In article <44pv9i$98c@er7.rutgers.edu>, scot@er7.rutgers.edu (Leatherface) writes:
> where can I buy a falcon??
>
> E-mail AsAp

If you live in the U.S. try TOAD COMPUTERS.

They have various models.

Keep Cool and Flying...

ChainXOR...

3994. Interleaved bitplanes - any advantages?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <44rk99$7j9@wn1.sci.kun.nl>
Source record: 24313

Hello,

I've been programming a 3D red/green viewer for my Falcon.
Everything works fine now, but it was far from trivial! You need an
OR-mode for putting lines, and VDI doesn't seem to provide it.
Anyway, I programmed my own putpixel and line functions. I was very
happy with the fact that the Falcon uses bitplanes, as this is the
fastest system for this particular purpose. The reason why they are
interleaved, however, though not too much of a problem in my case,
is beyond my understanding. What if I wanted to implement a scrolling
routine? Why did they make it this way? What are the possible
advantages?

Thanks for any light shed on this,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3995. re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: steve@bpfd.demon.co.uk
Message-ID: <812717006_OASIS_@bpfd.demon.co.uk>
Source record: 24314

In article <2883rcain@nest.demon.co.uk>
rcain@nest.demon.co.uk (Roger Cain) said:-

>On 29 Sep 95 rjb@xs4all.nl wrote:
> r> I noticed 4 Mb RAM is a bit tight for running X-Windows :)
> r> So I like to know how to expand my ST's memory from 4 to 8 Mb
> r> (or even more). Any help on this is greatly appreciated!
>
>Sorry! No way with an ST - it doesn't have enough address lines to go
>beyond 4Mb.

Wrong - it is possible since MarPet made the 'Xtra-RAM +8' which adds
8 more megs to whatever you have. However it is very dear IIRC.

--

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

3996. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <44s0nq$ain@status.gen.nz>
Source record: 24315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dr Simon G.K. Williams (williamssg@cf.ac.uk) wrote:
: I am having great problems trying to create a partition bigger than 250MB

Sounds peculiar. BGM partitions should go up to 512MB without a problem.

However, I did hear something about some TOS versions (or was it some AHDI versions?) supporting up to 16MB GEM partitions, and other 32MB, before going into BGM. I wonder if this has something to do with it. Perhaps someone else can comment on this?

: on my TT's internal 1GB conner scsi harddrive. Everytime I do, the
: desktop locks up on trying to access this drive letter.
: I've formatted with atari's hdx utility version 5.02 and attempted to set
: the partition sizes to 30,50 and a big one of the remaining 900+MB, but

You cannot do this. Even BGM partitions cannot be any bigger than 512MB.

However you may be able to go over 512MB if you use an alternative filesystem, such as a minix or linux filesystem. I am not sure about this.

: SO, what is the limit on partition size on the atari? If it's only 256Mb
: then there's no point in me getting a 4 or 9GB harddrive as I could never
: create enough partitions to use it all! And what about direct-to-disk
: recording? Surely you need more than 256MB?

Well, GEM partitions can only go up to 16 or 32 MB depending on th TOS version if I remember rightly, and BGM, AFAIK, can always be anything up to 512MB. There is no way to go over 512MB, except perhaps an alternative filesystem.

And, AIUI, under MiNT you can have drive letters all the way to Z, so a 9gig drive (18 partitions @ 512MB each) should work fine as long as you run MiNT.

I hope that is of some help,

-Mario Becroft <mbecroft@iconz.co.nz>

3997. ATARI STFM : EXCELLENT ITEMS FOR SALE (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: "C:WINSOCKKA9QSPOOLMAIL" <john@rockley.demon.co.uk>
Message-ID: <268732131wnr@rockley.demon.co.uk>
Source record: 24316

FOR SALE : All in excellent order!

Atari STFM 2.5 mb (Double-sided disc drive),(Clock)
Naksha mouse
Cumana Disc Drive (Double-sided)
Philips CM8833 monitor
LC10 colour printer
Lots of software

Prefer to sell as one package if possible. Sensible offers please.

I am near Hertford, Welwyn Garden City and Stevenage in
Herfordshire.

Reply to email address below.

--

____
| John G Waples, Datchworth, Hertfordshire, U.K. |
| |
| john@rockley.demon.co.uk |
~~~~~~
~~~~~~

3998. Chroma & Luma modificatio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <222_9510031528@flight.org>
Source record: 24317

A giant chicken in the guise of Chris Cracknell clucked:

> New Problem. I've hacked in a composite out by attacking an RCA connector
> to where pin 2 on the monitor port attaches. It looks okay, even in
> Medium Resolution on my colour 1702 monitor but I only have one 1702 and
> it stays home because it's being used with my VCR as a television
> (fantastic picture!). I want to use one of the monochrome composite
> monitors I've got kicking around here. The problem is, when you run a
> composite signal into a monochrome monitor you get black virtical lines
> every second pixel. The C-64 has seperate Chroma and Luma outputs so
> that, if you're using a monochrome composite monitor, you can plug the
> Luma in and the image will come out in various shades of wwhatever colour
> your monitor is without the black vertical lines.

Have you hooked the ground to the shield ground? (pin 13 IIRC) I had a
similar problem when hooking a 1702 to my ST...

---
* Kivi (unregistered) 1.41a *
------------------------------ -//- ------------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
------------------------------ -//- ------------------------------

3999. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DFw793.AAt@cix.compulink.co.uk>
Source record: 24318

In message <DFuKCy.AK2@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk said:
>In message <DFuE1G.Evu@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk
>said:

> > Try Tandy for the American socket.

>:-) Tandy are good for lots of things - but I was shocked just how *little*
>they stocked last time I was in one. They hardly strech to basic things
>like switches letalone fancy sockets.

I suggested Tandy because I have in the past bought this socket from them -
in London.

Barry wilsontjb@cix.compulink.co.uk

4000. Re: Chroma & Luma modification.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <44s348$75f@main.freenet.hamilton.on.ca>
Source record: 24319

BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
: In message <44nk3c$nuu@main.freenet.hamilton.on.ca>, ad329@freenet.hamilton.on.ca said:
: >....

: >Is there anywhere on the 520ST where I can tap into just the Luma part of
: >the composite video signal?

: What kind of mono monitor are you trying to connect to?

: You can use a broadcast frequency mono monitor to display ST med or low in
: grey scale, or an Atari Mono monitor to display ST High, no need to hack
: the hardware.

: Barry wilsontjb@cix.compulink.co.uk
~^

It's your run of the mill, green screen, composite monitor.

CRACKERS
(Monitor woes from hell!!!)

4001. Re: Cannot install MiNT [SOLVED]

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <44rmd4$5oh@nntp.hut.fi>
Source record: 24320

In article <6HD5BXQ@moacs.indiv.nl.net> waldi@moacs.indiv.nl.net (Waldi Ravens) writes:
>
>You're not the only one to have problems with the GE-Soft harddisk
>driver software. Most likely this driver is not AHDI 3.0 compatible.
>The minix filesystem driver needs an AHDI 3.0 compatible driver or
>the ICD driver. Maybe your GE-Soft driver is extremely old (get an
>update), or else you might try a different driver (preferably one
>that supports the XHDI protocol).
>

Yes; the problem was solved by swapping the SCSI adapter and software.
I had an AdSCSI in the closet, bought years ago as sort of an insurance.
With ICD's driver, the installation was no problem. (BTW, does anyone
know an ICD BBS still in existence? My old number in Germany doesn't
answer.)

Unfortunately, MiNT seems abysmally slow on my MegaST4. Well, the
ST *is* early 1980s technology. A processor upgrade like the PAK68/3
might speed things up, but it wouldn't solve the missing RAM problem.
Oh well...
--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.
http://picea.hut.fi/staff/sakari.html

4002. re: MEGA Ste with 8 Mb ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: 70640.3144@compuserve.com
Message-ID: <44sf73$94m@dub-news-svc-6.compuserve.com>
Source record: 24321

```
rcain@nest.demon.co.uk (Roger Cain) writes:
>On 29 Sep 95 rjb@xs4all.nl wrote:
> r> I noticed 4 Mb RAM is a bit tight for running X-Windows :)
> r> So I like to know how to expand my ST's memory from 4 to 8 Mb
> r> (or even more). Any help on this is greatly appreciated!
>
>Sorry! No way with an ST - it doesn't have enough address lines to go
>beyond 4Mb.
>
>Roger
>rcain@nest.demon.co.uk
>
>
>--
How about 8 Mb on an MEGA STE? Is that possible?
Salim
70640.3144@compuserve.com
```

4003. Laserwriter for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: e.m.friedmann@magnet.at
Message-ID: <774172670.13945826@magnet.at>
Source record: 24322

Laserwriter Atari SLM804 in good condition for low price sale!
If you are interested, please send me a message in my Mailbox.
Thank you
Sissi&Erich

4004. re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2969rcain@nest.demon.co.uk>
Source record: 24323

On 03 Oct 95 Craig.Graham@ncl.ac.uk wrote:
CG> Roger Cain (rcain@nest.demon.co.uk) wrote:
>> Never heard of this. Are you sure it was for ST(F/M/e)?
CG>
CG> Definite - it needs TOS2.06, and pretends that the extra RAM is
CG> TT RAM, so only programs that use mxalloc to allocate memory will
CG> benefit (because the RAM isn't contiguos with standard ST RAM, it's
CG> mapped higher in memory). It does work though...(I believe).
CG>
CG> And don't say that you cann't have TT ram on an STE - it's only the
CG> OS call that is harnessed to provide a useful addition, as you
CG> cann't run a video screen or DMA access from TT RAM, it stops
CG> programs from trying to do this to the extra-RAM card.

Mmmm..I'm TRYING to understand but can't get past the fact that the
hardware only has control signals for 2 banks and there are only 10
bi-plexed address lines. To get beyond 4Mb sounds like getting something
for nothing - mind you, this does sometimes happen :)

Roger
rcain@nest.demon.co.uk

--

4005. Video Controller

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <2a3_9510050115@flight.org>
Source record: 24324

A giant chicken in the guise of Ron A. Lukawitski clucked:

> Could someone please explain to me what a XEP-80 does.What Atari
> model will run it and how much would you expect to pay for it?
> The one that I'm looking at doesn't have a boot disc or manual.
> Are they still available? The only information I have is that
> its used with a video machin

All I know is it adds 80-column text to an Atari 8-bit. Yer in the wrong
conference.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4006. STiK.ACC: cookie jar full!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-03 00:00:00 UTC
From: marc@lobotomy.demon.co.uk
Message-ID: <812755988snz@lobotomy.demon.co.uk>
Source record: 24325

Hi Folks,

I just downloaded STiK and CAB to try out, but had some problems with STiK itself. It's installed in a desk accessory slot, but when trying to activate it, it says "STiK not initialised. Cookie Jar full." What gives? Any clues would be appreciated, as I wouldn't want to miss out on this breakthrough!

Cheers,
Marc.
--

<><><>

4007. Re: Interleaved bitplanes - any advantages?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: gmon@clark.net
Message-ID: <44v38o$ltq@clarknet.clark.net>
Source record: 24326

In <44rk99$7j9@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>Hello,
>
> I've been programming a 3D red/green viewer for my Falcon.
>Everything works fine now, but it was far from trivial! You need an
>OR-mode for putting lines, and VDI doesn't seem to provide it.
>Anyway, I programmed my own putpixel and line functions. I was very
>happy with the fact that the Falcon uses bitplanes, as this is the
>fastest system for this particular purpose. The reason why they are
>interleaved, however, though not too much of a problem in my case,
>is beyond my understanding. What if I wanted to implement a scrolling
>routine? Why did they make it this way? What are the possible
>advantages?
>
>Thanks for any light shed on this,

The hardware is simplier with this approach. All the video controller has to do is to fetch consecutive words from memory. If it wasn't interleaved, then the controller would need additional logic to know where to fetch the appropiate words for each bitplane.

For example, the Amiga uses a bitplane approach too. Each bitplane can reside anywhere within "chip ram" so the video controller needs to have an additional video base address register for each additional bitplane. The ST's video controller only needs 1 video base address register.

Essentially, what the ST's designers has done is to trade off hardware complexity for software complexity.

--Gerry

4008. Re: Interleaved bitplanes - any advantages?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzag7hshib.fsf@issan.informatik.uni-dortmund.de>
Source record: 24327

In article <44rk99$7j9@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:

|> Hello,
|> I've been programming a 3D red/green viewer for my Falcon.
|> Everything works fine now, but it was far from trivial! You need an
|> OR-mode for putting lines, and VDI doesn't seem to provide it.
|> Anyway, I programmed my own putpixel and line functions. I was very
|> happy with the fact that the Falcon uses bitplanes, as this is the
|> fastest system for this particular purpose. The reason why they are
|> interleaved, however, though not too much of a problem in my case,
|> is beyond my understanding. What if I wanted to implement a scrolling
|> routine? Why did they make it this way? What are the possible
|> advantages?

One advantage is that the video controller can have a simplier logic:
it only has to fetch a single word from the screen memory to get all
color bits for a pixel. With separate bitplanes, it would have to
fetch (and latch) one word for every plane in order to display a
pixel. This will also increase the needed memory bandwidth, i guess.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4009. Re: 030 board for STe !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFww90.IIK@ridgecrest.ca.us>
Source record: 24328

"K.R. Hodge" <hodgek@ehche.ac.uk> wrote:
>In a recent edition of ST World, a company was advertising upgrade
boards
>for the STe with the 68030 chip sitting on them ! What possible
>advantage could this have (apart from it being an expensive hardware
>acceleration option) ? Wouldn't standard ST software have some
difficulty
>adressing the chip ?
>
>I'm assuming that the much vaunted architecture of the Falcon (which I
>know little about, still plodding along with my 2056 STe) is so
radically
>different that this can't possibly be classed as a 'Falcon' upgrade for
>STs.
>
>Can anyone turn on the light for me ?
>
>
Boy, my last issue of ST World is dated October 1989.:)
Mabey it was Atari World? Mabey the board was a PAK
68030? There seems to be many users of this board in this
newsgroup and all praise it. I would think that if the software
would run on a TT, is will run faster on the PAK. Even some
that don't run on the TT will run on the PAK because of the
video differances between the two, my guess. I believe there is
a fast ram card and video card for the PAK as well. The main
advantage (aside from speed) would be that you could run software
for the 030, and have a place for an FPU. No, it's not a Falcon
upgrade for the ST (No DSP, different video modes ect.....).
Contact System Solutions for more info and pricing.

By the way, what is a 2056 STE anyway?

Mike

4010. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: rjb@xs4all.nl
Message-ID: <44tm43$4bo@news.xs4all.nl>
Source record: 24329

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>Roger Cain (rcain@nest.demon.co.uk) wrote:
>> Never heard of this. Are you sure it was for ST(F/M/e)?

>Definite - it needs TOS2.06, and pretends that the extra RAM is
>TT RAM, so only programs that use mxalloc to allocate memory will
>benefit (because the RAM isn't contiguos with standard ST RAM, it's
>mapped higher in memory). It does work though...(I believe).

That's a very important note you made: if I buy Marpet's board I'll
get _TT_ RAM, but if I can't do any DMA access from TT RAM I can't
load any programs into it :-(

My problem is that I want to run some large X Window programs
(like 700 Kb or so). Is there a way to put these programs into
TT RAM indirectly by using ST RAM? I remember some utility
(ttram?) that sets a flag in the executable in order to move
it to TT RAM after it's loaded in ST RAM...

or am I seeing things here which aren't there? :)

Cheers,
Ronald

--
Ronald Baljeu (He knows everything about nothing and not too much about that :)
!!!!!
Note for those of you who use my old E-Mail address:
My account at v892307@si.hhs.nl will expire. Please use rjb@xs4all.nl instead.

4011. Re: STiK: Makes Modem go crazy when dialling. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <44ts65$r11@btmpjg.god.bel.alcatel.be>
Source record: 24330

In article <44kep7$lfu@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
> I have recently obtained STiK, and after overcoming the FastRAM problem,
> I now have another problem. When I choose Connect from STiK, it send the
> ATZ and so on (Modem RXD and TXD ligths flash on and of a few times) then
> it says "ATDT3030088" as it should, but the Modem now makes loud clicking
> noises,
> RXD/TXD lights flash off and on for an indefinite amount of time until
> the Modem is turned off. No dialling is done at all.
^^^^^^^^^^^^^^^^^^^^^^^^^^

On the contrary, you just gave us a very good description of what pulse
dialling sounds and looks like.

Check all your modem settings ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4012. Re: HD install : help wanted !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: Yazid Sidi <yazid@unilim.fr>
Message-ID: <44u39h$a5o@sunncs.unilim.fr>
Source record: 24331

```
Sorry, I don't know the solution.
Good luck
JO
```

4013. Re: VDI problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.48.0009FA4F@cam.ac.uk>
Source record: 24332

In article <43u5pu$sve@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>>colour modes. Can anyone clear up this confusion for me. I also have
>>incredible difficulty in writing 256 colour (x)img images to use in 256
>>colour mode. I raytrace my own images normally and dither the 24 bit TGA
>>files down to 256 using GemView 3.15. No matter what options I set, it
>>doesn't appear to give me proper system colours! I have APEX media as
>>well to use. Can either APEX or GemView give me GIF files that have
>>correct VDI ordered colours for use with DeskPic, when converted to
>>(x)img?, or is there a problem with the (x)img 'standard' when swapping
>>colour modes on Falcon.

>What you want to do, is dither your pictures to 240 colours, and make sure
>that the first 16 of the pallette is unchanged (so the picture uses colours
>16-255). This will leave the first 16 colours for windows/icons etc.

>(I'm not sure whether Gemview will preserve colours 0-15 though...)

I don't know whether you can make it preserve them; possibly by making it use
only a few colours it will leave them, i'm not sure. If you do a dither using
"User" colourmap, then select "System" on the menu below that, it will use the
standard colours (ie, preserve all 256 colours). How well this turns out
depends on the picture.

4014. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <44tmv2edq1@perth.DIALix.oz.au>
Source record: 24333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Dr Simon G.K. Williams" <williamssg@cf.ac.uk> writes:

>I am having great problems trying to create a partition bigger than 250MB
>on my TT's internal 1GB conner scsi harddrive. Everytime I do, the
>desktop locks up on trying to access this drive letter.
>I've formatted with atari's hdx utility version 5.02 and attempted to set
>the partition sizes to 30,50 and a big one of the remaining 900+MB, but
>it doesnt work! I've also tried repartitioning with the HDparts util
>provided with HDDRIVER, but that crashes all the time! (Is there a bug in
>that program?)
>SO, what is the limit on partition size on the atari? If it's only 256Mb
>then there's no point in me getting a 4 or 9GB harddrive as I could never
>create enough partitions to use it all! And what about direct-to-disk
>recording? Surely you need more than 256MB?

>Any help or info on this would be appreciated a.s.a.p., as I want to
>reinstall my software soon!

>Simon

Hello Simon,

I currently have a Quantum Lightning 730meg drive on my TT with 160 meg partitions and have had for several months with absolutely no problems. I do however use ICD Pro hard disk drivers and originally formatted the drive with this. I also have a Syquest 88 meg drive and format my cartridges to the full 88megs and have had no problems. I have found the ICD drivers much faster than the Atari and I have also experienced NO problems with them at all. I think I have version 6.6.4 (the latest is 6.6.5 I beleive). According to ICD I beleive it is possible to have up to 50 or 60 GB of hard disk storage on the Atari. I am not overly technical but do beleive that 200 or 300 meg partitions should be no problem. Personally I prefer to keep my partitions smaller and I also often use Diamond Edge to optimize them. I don't know zip about hard disk recording but I do beleive this is a problem from what I have previously read in the various newsgroups. I often see people having problems with hard drives and often wonder why they have so many problems. I think it always pays to use up to date software and a little housekeeping to keep the system working okay.

Anyway I hope I have been of some help. This subject may also be of interest to other users so maybe you can post any information that you manage to get.

Regards for now..
Mark

--
****

* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

4015. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <DFxIGr.BMM@hermes.hrz.uni-bielefeld.de>
Source record: 24334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

<williamssg@cf.ac.uk> writes:

|> I am having great problems trying to create a partition bigger than 250MB
|> on my TT's internal 1GB conner scsi harddrive. Everytime I do, the
|> desktop locks up on trying to access this drive letter.
|> I've formatted with atari's hdx utility version 5.02 (...)

I was once told that 256megs is an AHDI/HDX limit, not necessarily required
by the system and other drivers don't have this limit. But I wanted to format
a disk with only 500megs, so the 256megs weren't really a problem.

ciao,
TeSche

4016. Re: FREE SPAM PROGRAM

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DFxuwq.257@dk3uz.hanse.de>
Source record: 24335

kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>A complete moron in the guise of 'bmaher@ixc.net (Bruce Maher)' posted the
>following bilge...

>> HERE IT IS: ABSOLUTELY FREE

>> [...]
>Anyone for stamping ?

Better yet instead of stamping him, bounce his article to his site's
postmaster. He'll hopefully loose his account.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

4017. Re: Chroma & Luma modificatio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <44uedl$g3f@main.freenet.hamilton.on.ca>
Source record: 24336

CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
: Have you hooked the ground to the shield ground? (pin 13 IIRC) I had a
: similar problem when hooking a 1702 to my ST...
~^~^~^

4018. Re: Laser C patch for TOS 1.4?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <44tfi9$at0@inca01.inca.co.nz>
Source record: 24337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mattias G. Hembruch (mghembru@dictator.uwaterloo.ca) wrote:
> Like it says - I've just aquired a machine with TOS 1.4, and now I find that
> my Laser C doesn't want to run. It says "not compatable with this TOS - use
> patch.prg". Shortly thereafter I get 4 (or was it 5) bombs. Any ideas?
> Is there some program to reset my TOS version to fool the program? Is this
> patch actually available?

The PATCH.PRG program is required because Megamax's Laser C hooks itself _deeply_ (and I do mean _deeply_) into the computer. By doing so, it needs to be patched for each and every different TOS version. This was OK in the early days, as new TOS versions came out perhaps biennially (every other year).

The payoff here is that it makes it a _LOT_ faster than comparable compilers - even on slowcoach TOS versions before 1.4. On a non-harddrive system, it was perhaps twice or three times faster than Lattice C 5.

The description of why it burrows so deep, and what you need to do is in the "About" box selected from the menu of the patch program.

If you have the full Laser C program, it came on one of the four discs.

Sorry, I can't help with the info that program required. I only ever used it on my 1040ST and then the Mega ST - both of which were supported by it, as they used Blitter TOS (1.02).

I believe that Megamax may no longer be "alive", although I guess I'll be corrected (politely!) if I am wrong.

4019. Bad SCSI Chip

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-04 00:00:00 UTC
From: Arnoud_Kinderman
Message-ID: <3072f8d3@p32.f301.n282.z2.fidonet>
Source record: 24338

To all Technisions out there.

I recently blowed up my SCSI chip in my Falcon 030 and replaced it with a new one, this new one is a NCR53C80. Ok my problem is that everything seems to work alright the only thing that doesn't work is the writing to the Harddisk the falcon waits for ages and after that it reports 'Data may be damaged'. The original chip was an LOGIC53C80. So is there a difference between these 2 chips?

I tried to change termination but no go.
I tried an MO and a harddisk no difference.

Reading and recognizing the harddisk is no problem.

If someone can help me please mail to the following address:

|Arnoud Kinderman |
|Fidonet :2:282/301.32 Internet :Arnoud@nextjk.stuyts.nl |
|2nd Internet :Kinde200@tem.nhl.nl Fan-net :190:100/109.32 |
|Nest :90:500/110.32, That's All Folks ;-) |

--- Bermuda v1.20
* Origin: Cindy G, Synergy Software Development BBS..... (2:282/301.32)

4020. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.812884015@aix8.rhrk.uni-kl.de>
Source record: 24141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gigxr01@nt.com (Gerry O'Rourke) writes:

>When I load MiNT, I get an extra drive U. I have not been able to define
>other drives between P & U.

>AFAIK,TOS can only handle 14 hard drive partitions, giving a max of 7 Gig
>(assuming that 512 Mbytes is the max partition size under AHDI).

TOS can only handle 14 BIOS drives but more GEMDOS drives. The MiNT drive U
is a GEMDOS drive. With Magic 3 you can have up to 23 BIOS drives, i. e. 23
"real" hard disk partitions. (C-Z without U.)

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4021. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0510951344300001@47.85.0.99>
Source record: 24142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <seimet.812884015@aix8.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
(Uwe Seimet) wrote:

> gigxr01@nt.com (Gerry O'Rourke) writes:
>
> >When I load MiNT, I get an extra drive U. I have not been able to define
> >other drives between P & U.
>
> >AFAIK,TOS can only handle 14 hard drive partitions, giving a max of 7 Gig
> >(assuming that 512 Mbytes is the max partition size under AHDI).
>
> TOS can only handle 14 BIOS drives but more GEMDOS drives. The MiNT drive U
> is a GEMDOS drive. With Magic 3 you can have up to 23 BIOS drives, i. e. 23
> "real" hard disk partitions. (C-Z without U.)

Can you explain the difference between a BIOS drive & a GEMDOS drive?

What is the partition size limit for Macic 3?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4022. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <812906623.18798@saffron.imc.exec.nhs.uk>
Source record: 24143

rjb@xs4all.nl (rjb) wrote:
>That's a very important note you made: if I buy Marpet's board I'll
>get _TT_ RAM, but if I can't do any DMA access from TT RAM I can't
>load any programs into it :-(

Yes, *but* the DMA happens to an ST-RAM buffer (64K in size) which is then copied up to TT-RAM before reading the next 64K chunk.

>(ttram?) that sets a flag in the executable in order to move
>it to TT RAM after it's loaded in ST RAM...

No, the TT-RAM load bit just does the copies as explained in the previous paragraph.

If it worked your way, you would not be able to load large programs (larger than your ST-RAM partition anyway) into your computer.

--Chris

4023. Re: Interleaved bitplanes - any advantages?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: eker@ponder.csl.sri.com
Message-ID: <4512o5$3tg@ponder.csl.sri.com>
Source record: 24144

```
In article <44v38o$ltq@clarknet.clark.net>, gmon@clark.net writes:
|>
|> Essentially, what the ST's designers has done is to trade off hardware
|> complexity for software complexity.
|>
```

Somethings are actually faster/simpler with interleaved bit planes because two planes for the same pixel can be addressed with a single long word instruction and the location of the next two planes can be found by autoincrementing. E.g. to set a pixel to a given color in ST-low

```
move.l (Ascreen),Dtmp ; get planes 0 & 1
eor.l Dcolor,Dtmp ; bitwise difference from color
and.l Dbitmask,Dtmp ; only affect selected pixel(s)
eor.l Dtmp,(Ascreen)+ ; flip neccessary bits
move.l (Ascreen),Dtmp ; same thing for planes 2 & 3
eor.l Dcolor2,Dtmp
and.l Dbitmask,Dtmp
eor.l Dtmp,(Ascreen)
```

Of course scrolling interleaved bitplanes is a real pain in s/w and parallax scrolling in h/w is impossible.

Steven

4024. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <AEG5B5Y@moacs.indiv.nl.net>
Source record: 24145

rjb (rjb@xs4all.nl) wrote:

> >Definite - it needs TOS2.06, and pretends that the extra RAM is
> >TT RAM, so only programs that use mxalloc to allocate memory will
> >benefit

No, if the malloc-from-TT-RAM bit in the program header is set,
then Malloc() will get the memory from TT-RAM (if available,
otherwise from ST-RAM).

The Mxalloc() function makes it possible for an application to
explicitly choose the type of RAM. This is, for example, necessary
for applications using the TT's sound-DMA. Such applications can
use TT-RAM to store most of their data, but the data accessed by
the DMA chip must be located in ST-RAM (same story for the video
hardware).

> > (because the RAM isn't contiguos with standard ST RAM, it's
> >mapped higher in memory). It does work though...(I believe).
>
> That's a very important note you made: if I buy Marpet's board I'll
> get _TT_ RAM, but if I can't do any DMA access from TT RAM I can't
> load any programs into it :-(

Of course you can. First of all GEMDOS doesn't load the program
directly into its final destination; GEMDOS uses buffers. But
even if the BIOS harddisk driver gets a request to load one or
more sectors in TT-RAM, there's no problem. The driver will
simply use a buffer in ST-RAM to perform the DMA transfer,
then copy the buffer to the requested destination in TT-RAM.

> My problem is that I want to run some large X Window programs
> (like 700 Kb or so). Is there a way to put these programs into
> TT RAM indirectly by using ST RAM?

You don't have to do anything. This is why modern computers
are running an OS kernel (not like the good ol' days[TM],
when you had to load everything by switchboards :-)).

> I remember some utility
> (ttram?) that sets a flag in the executable in order to move
> it to TT RAM after it's loaded in ST RAM...

In the header of an executable one flag indicates whether GEMDOS
can load the program in TT-RAM or not, a second flag indicates
whether Malloc() requests can be taken from TT-RAM or not.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

4025. reclaiming a minix drive...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: ducky@enterprise.america.com
Message-ID: <451dv9$qj8@enterprise.america.com>
Source record: 24146

I have a drive which I installed the minix filesystem on (to use
x-windows). Now that I have SLiK, I don't need MiNT...or the filesystem.
How do I go about getting it back to a TOS drive?

-

4026. FS:Atari STuff: H/S, prices lowered!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <4512hi$j56@tusk.lm.com>
Source record: 24147
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 10/05/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Hotwire $14.00
DM Codehead Lookit & Popit $9.00
DM Codehead Maxifile III $14.00
DM Codehead Multidesk Deluxe $14.00
DM Codehead Utilities $9.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00

DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DM MVG - Multi Viewer Graphica $10.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB Populous $8.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00

D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $9.00
picture cataloger
4DM Wizworks Mugshot $10.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

Article Unavailable

4027. Moving Pixels anthology on new Walnut Creek CDrom!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5vGbvlUiqnB@parkview.iaf.nl>
Source record: 24148

Groningen, /05.10.95 /23:03

Since mr. Tony Barker is really too modest: all of Moving Pixels'
beautiful programming is now available on a new Walnut Creek Atari CDRom.
Go ask Tony, or else he keeps sitting on them until they hatch!

e-mail: tonyb@magna.com.au

cheers!

Paul
CrossPoint v3.02

4028. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: hyc@troy.la.locus.com
Message-ID: <45202i$13to@troy.la.locus.com>
Source record: 24149

I have a question; since the FX announcement only mentions using the Falcon's original 4 MB of RAM, what if the Falcon had 14 MB of RAM to begin with? Is the FX's memory mapping user configurable?

I presume that the CPU and DSP chips need to be replaced to run them at such accelerated speeds. Does the FX include the new chips?

--

Howard Chu Principal Member of Technical Staff
hyc@locus.com Locus Computing Corporation

4029. HELP: Writing Web Psages and HTML!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <450fgg$6ci@linda.teleport.com>
Source record: 24150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for Help! I need to learn to write a Web Page for the
World Wide Web. Nothing Fancy. I'm trying to make it compatible with the
Lowest Common Denominator. Just some simple HTML. I'd appreciate some sample
Web Pages that I can view in an On Line Viewer. I already have Everest to
edit files. Please E-Mail all replies to:

bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

4030. Re: 030 board for STe !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <450sd1$2as@wn1.sci.kun.nl>
Source record: 24151

In <44te6u$got@rs3.rz.uni-hohenheim.de> "K.R. Hodge" <hodgek@ehche.ac.uk> writes:

>Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>(Useful stuff deleted - cheers BTW)
>>
>>By the way, what is a 2056 STE anyway?

>A typing error :)
>I meant 2560, natch.

And, ummm, what's that?

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4031. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.176.0009031C@cfcsc.dnd.ca>
Source record: 24152

In article <44r223$4b0@percy.cs.bham.ac.uk> James Morrissey <jrm@cs.bham.ac.uk> writes:
>Just one point to clarify. What's this about a hard drive access light on the
>Falcon keyboard? I'm sitting here trying to picture my keyboard (it's back
>home)
>and I think there are two LED's (bottom-left and top-right) but I can't
>remember
>ever seeing one flash with hard drive access! I've got an IDE drive if it makes
>any
>difference. I got the supplier to fit the machine in the tower, so I don't have
>any
>of the instructions/reference material that I presume is usually supplied with
>it.
>Anyone care to shed any light? (pun un-intended!).
>Jim
I have an internal IDE drive also, and the top right light does go on when the
IDE is being accessed.
this must be the 7th day :^)

do you 'ken'? -Atari/TOS1.62 & 4.04 -MAC/Sys6.08 -IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich-speaking only for myself
CFCollege, Toronto, Ontario, Canada = macdonald@cfcsc.dnd.ca
OR ken.macdonald@canrem.com T.A.F. RULES!

4032. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: trek@ihgp114r.ih.att.com
Message-ID: <DFzKIv.Fzs@ssbunews.ih.att.com>
Source record: 24153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <44tmv2edq1@perth.dialix.oz.au>,
Mark Taylor <mtaylor@perth.DIALix.oz.au> wrote:
>"Dr Simon G.K. Williams" <williamssg@cf.ac.uk> writes:
>
>>I am having great problems trying to create a partition bigger than 250M
>>on my TT's internal 1GB conner scsi harddrive. Everytime I do, the
>>desktop locks up on trying to access this drive letter.
.....
>>Simon
>
>Hello Simon,
>
>I currently have a Quantum Lightning 730meg drive on my TT with 160 meg
>partitions and have had for several months with absolutely no problems.
>I do however use ICD Pro hard disk drivers and originally formatted the
>drive with this.
....

We have 2 Quantum Lightning 730M drives, one used as internal TT drive
and one used as external TT asci drive right now. (may move it this
weekend after a bit of playing around to check out performance. It
doesn't get as good of performance as the internal one right now -
that may be interleave problem - or maybe I would be better off with
it as just a straight scsi drive. ICD Pro 6.6.5 currently used.
Wayne Booth
>
>Regards for now..
>Mark
> **
> * Mark Taylor || INDELIBLE DESIGN - Print & Design *
> * Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
> **

4033. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <6cede1fc10011c3@xs4all.nl>
Source record: 24154

azog (azog@gti.gti.net) wrote:

>Maarten van den Berg (maberg@xs4all.nl) wrote:
>: Stephen Mulrine (robotron@moroder.demon.co.uk) wrote:
>
>: >In a recent article, kim@dksoft.ping.dk (Kim Andersen) wrote:
>: >>What other applications do you need to run while running a Web browser ?
>: >>I really can't think of any, to be honest.
>
>: I do.
>: My editor 7-UP to view the source, if needed.
>: My Mail-reader to check and find the URL's.
>: Watch-it to view downloaded GIFS.
>: My Patience-game ;-)
>
>CAB has provisions for half of these, no mail nor solitaire. You can
>configured an external editor to view the source, and external viewers
>for GIFs (and possibly JPGS, tho I haven't tried these). There seems to
>be options to include other file-types, like AU and whatnot...

Thanks, but *I* am not complaining. I already *have* MagiC 2.0 running.
I just answered the question, that's all ;)

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
Upon contact with the Micro$oft NetWork these bits will self-destruct within
twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

4034. Re: STiK: Makes Modem go crazy when dialling. How

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <6cede1fc10019f4@xs4all.nl>
Source record: 24155

Chris Gray (cgra@se.bel.alcatel.be) wrote:

>
>In article <44kep7$lfu@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>> I have recently obtained STiK, and after overcoming the FastRAM problem,
>> I now have another problem. When I choose Connect from STiK, it send the
>> ATZ and so on (Modem RXD and TXD ligths flash on and of a few times) then
>> it says "ATDT3030088" as it should, but the Modem now makes loud clicking
>> noises,
>> RXD/TXD lights flash off and on for an indefinite amount of time until
>> the Modem is turned off. No dialling is done at all.
> ^^^^^^^^^^^^^^^^^^^^^^^^^
>On the contrary, you just gave us a very good description of what pulse
>dialling sounds and looks like.

You might try and re-read the post before you reply next time.
It definitely states "ATDT3030088" not ATDP3030088.
^ ^
^^^ ^^^

Now why do I get the idea this is tone-dialling and not pulse-dialling ?
;-)

>Check all your modem settings ...

Yes, and (as said times before, use HSMODEM) check DTR settings.
If you have a normal comms program, and you can dial with that OK, apply the
same settings to STiK, then it should at least dial.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
Upon contact with the Micro$oft NetWork these bits will self-destruct within
twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

4035. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0510950903110001@47.85.0.99>
Source record: 24339

In article <2969rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk wrote:

> On 03 Oct 95 Craig.Graham@ncl.ac.uk wrote:
> CG> Roger Cain (rcain@nest.demon.co.uk) wrote:
> >> Never heard of this. Are you sure it was for ST(F/M/e)?
> CG>
> CG> Definite - it needs TOS2.06, and pretends that the extra RAM is
> CG> TT RAM, so only programs that use mxalloc to allocate memory will
> CG> benefit (because the RAM isn't contiguos with standard ST RAM, it's
> CG> mapped higher in memory). It does work though...(I believe).
> CG>
> CG> And don't say that you cann't have TT ram on an STE - it's only the
> CG> OS call that is harnessed to provide a useful addition, as you
> CG> cann't run a video screen or DMA access from TT RAM, it stops
> CG> programs from trying to do this to the extra-RAM card.
>
> Mmmm..I'm TRYING to understand but can't get past the fact that the
> hardware only has control signals for 2 banks and there are only 10
> bi-plexed address lines. To get beyond 4Mb sounds like getting something
> for nothing - mind you, this does sometimes happen :)

You are right about the hardware, there are no more control lines
available from the MMU in an STFM/STE to take the memory above 4 Meg.

The extra memory is added on by using another MMU type device (could be a
DRAM controller or GAL/PAL) & decoding this to produce the extra address
lines.

AFAIK it is TT type ram, ie. you can't do DMA transfers & the video
shifter can't 'see' it, but you can run programs from it if the headers
are set to use TT RAM.

In theory, this should be faster than ST RAM, but would depend on the
design of the board.

Now, to completly upset things, SOEMBODY in Germany has produced an add-on
that allows uo to 12 Meg that CAN do DMA transfers.

I don't have any more information, except what I say on a post here a long
time ago. If anybody knows about this , well the Atari World deserves to
know.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4036. Re: Megafile 60 hides resource file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-05 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <450g9f$38s@hpscit.sc.hp.com>
Source record: 24340

David Dunning (dunning@basyscg.demon.co.uk) wrote:
: I've had a dual floppy ST system for years and have recently been lent an
: Atari Megafile 60 hard drive. Now the shareware spreadsheet Opus (v2.2?)
: will not run up, complaining that the resource file should be in the
: same directory as the program, which it is (A:\OPUS).

Maybe Opus checks for <bootdrive>:\OPUS\something. If you boot from C:,
it will look there. Using SysMon or similar trace utilities, you could
check where Opus looks for its resource file.

: If I boot with the Megadrive plugged in, but not powered up then the
: dual floppy system runs as before.

Have you tried to disable all AUTO folder programs on C:? Which
hard disk driver are you using?

--clausb@bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4037. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <4527ia$olp@status.gen.nz>
Source record: 24156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gerry O'Rourke (gigxr01@nt.com) wrote:
: In article <44s0nq$ain@status.gen.nz>, mbecroft@iconz.co.nz (Mario
: Becroft) wrote:
:
: > And, AIUI, under MiNT you can have drive letters all the way to Z, so a
: > 9gig drive (18 partitions @ 512MB each) should work fine as long as you
: > run MiNT.
:
: How do you do this? (A Genuine question!!)
:
: When I load MiNT, I get an extra drive U. I have not been able to define
: other drives between P & U.

I've never donethis with Hard Disc Drives, but i do have a RAMDisc in /ram with an alias as drive R. So it would seem that it does work, and I was able to install an icon for drive R on the standard desktop.

I think that the Hard Disc Driver software might not support the extra partitions, and this may cause your problems, but I'm really not sure. AHDI software can partition up to 24 partitions if I remember rightly (per drive), so I should think you wouldn't have any trouble with this.

I would have thought that if the number of partitions went past P, the OS would automatically carry on past P. I guess you just have to experiment. At worst, and if you have two drives, you could put one on one computer and one on another computer and network them with NFS. Then you can mount the other computer's filesystem onto one computer, and access them both from there.

When you say you're unable to "define" drives between P and U, what exactly do you mean? I've been able to use drive R, as I mentioned above, and I have made aliases to X and so forth from drive U with no trouble (using the mint.conf alias command).

So, AFAICS, you shouldn't have a problem. But then again, I've never tried putting enough partitions on a drive to go right past P, I've only had aliases past P.

-Mario Becroft <mbecroft@iconz.co.nz>

4038. Re: Chroma & Luma modification.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: soupigf@enterprise.america.com
Message-ID: <452enc$8jl@enterprise.america.com>
Source record: 24157

Chris Cracknell (ad329@freenet.hamilton.on.ca) wrote:

: Solution? A friend gave me and ol' 520ST. Sure, half the memory and
: single sided disk, but it works fine for simply sequence playback.
: It's also got composite video in it which means my ST monitor can stay
: home and I can take one of the many composite monitors I have kicking
: around this place.
:
: New Problem. I've hacked in a composite out by attacking an RCA connector
: to where pin 2 on the monitor port attaches. It looks okay, even in
: Medium Resolution on my colour 1702 monitor but I only have one 1702 and
: it stays home because it's being used with my VCR as a television
: (fantastic picture!).

I have a 520 sans monitor, and would like to hook it up to a TV
set. I am assuming that the Atari uses NSTC video/audio (beg pardon, I am
but a newborn in the world of Atari). What would be needed to cobble
together a TV adapter? (I am somewhat familiar with a soldering iron, and
reasonable at following specific instructions.)

If there is a FAQ somewhere detailing this, I would be much
appreciated for its location. (Or just e-mail it to me.)

TIA!

: CRACKERS

SoupIsGood Food

4039. 520ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: soupigf@enterprise.america.com
Message-ID: <452ff8$97f@enterprise.america.com>
Source record: 24158

I have recently come into the posession of a 520ST and a SF354
drive.
Trouble is, I have no cables or power supplies for them.

Are there any commonly found substitutes? For example: will a
C-64 power supply work? How about one that was re-cabled?
Barring that, are there any plans or FAQs detailing the
construction of a substitute power supply suitable for running the 520
and/or the drive.

Also, is there a commonly found substitute for the cable
connecting the floppy drive to the ST?

Finally, no mouse came with the unit. Will a joystick work in its
place?

TIA!

SoupIsGood Food

4040. FRAK Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <452o9n$9ao@nntp.hut.fi>
Source record: 24159

Several people have mentioned an ST RAM extension card made by Marpet. Unfortunately, nobody seems to know whether these are still available (mail I sent to marpet@cix.compulink.co.uk bounced, and that was my entire supply of email or snail mail addresses).

Now I have heard of something called FRAK, or Fast-RAM-Karte (yes, German). Does anyone know anything about this? That is, where it might be available, what it requires, who makes it, an so on.

Thank you in advance,

--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.
http://picea.hut.fi/staff/sakari.html

4041. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0610950946150001@47.85.0.99>
Source record: 24160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4527ia$olp@status.gen.nz>, mbecroft@iconz.co.nz (Mario
Becroft) wrote:

> Gerry O'Rourke (gigxr01@nt.com) wrote:
> : In article <44s0nq$ain@status.gen.nz>, mbecroft@iconz.co.nz (Mario
> : Becroft) wrote:
> :
> : > And, AIUI, under MiNT you can have drive letters all the way to Z, so a
> : > 9gig drive (18 partitions @ 512MB each) should work fine as long as you
> : > run MiNT.
> :
> : How do you do this? (A Genuine question!!)
> :
> : When I load MiNT, I get an extra drive U. I have not been able to define
> : other drives between P & U.
>
> I've never done this with Hard Disc Drives, but i do have a RAMDisc in
> /ram with an alias as drive R. So it would seem that it does work, and I
> was able to install an icon for drive R on the standard desktop.
>
> I think that the Hard Disc Driver software might not support the extra
> partitions, and this may cause your problems, but I'm really not sure.
> AHDI software can partition up to 24 partitions if I remember rightly
> (per drive), so I should think you wouldn't have any trouble with this.
>
> I would have thought that if the number of partitions went past P, the OS
> would automatically carry on past P. I guess you just have to experiment.
> At worst, and if you have two drives, you could put one on one computer
> and one on another computer and network them with NFS. Then you can mount
> the other computer's filesystem onto one computer, and access them both
> from there.
>
> When you say you're unable to "define" drives between P and U, what
> exactly do you mean? I've been able to use drive R, as I mentioned above,
> and I have made aliases to X and so forth from drive U with no trouble
> (using the mint.conf alias command).
>
> So, AFAICS, you shouldn't have a problem. But then again, I've never
> tried putting enough partitions on a drive to go right past P, I've only
> had aliases past P.
>

Ah! This must be where the difference between BIOS & GEMDOS drives becomes
important. Uwe Seimet mentioned these terms in a recent post.

Maybe the RAM disk is a GEMDOS drive (like MiNT's drive U), so TOS can handle this extra drive, but can't handle another physical drive partition.

Which RAM disk program is it BTW & how do you set it up?

As to my problem, I have 8 SCSI devices on the bus & use AHDI.
The last hard disk drive is SCSI id 6, & this has two partitions. One of these is a 115 Mbyte BGM partition, the other is a 120 Mbyte Minix partition.

Since TOS can only handle 14 BIOS partitions, & the BGM is defined as drive P, I can't get drive Q to appear on the desktop (by doing the usual install drive method).

If I want to use the Minix partition, I have to hide another partition to free up a drive letter (I use Supraedit.prg to disable the partition, I know ICD has a better method, but I don't have an ICD adapter).

Perhaps an XHDI compliant driver migh tbe able to expand the partition tables to allow more. I understand that Magic 3 can have 23.

Does anybody know when HD Driver 4 is out?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4042. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <452qkl$cmp@hpscit.sc.hp.com>
Source record: 24161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Well, GEM partitions can only go up to 16 or 32 MB depending on th TOS
: version if I remember rightly, and BGM, AFAIK, can always be anything up
: to 512MB. There is no way to go over 512MB, except perhaps an alternative
: filesystem.

There are two important limitations in TOS which determine the maximum size
of a partition:

(1) Maximum logical sector size
(2) Maximum number of logical sectors in a partition

The maximum logical sector size accepted by all TOS versions seems to
be 8 KB. I have seen reports about certain Falcon TOS versions which
indicated that more than this is possible there. For GEM partitions,
the logical sector size is always 512 bytes. BGM partitions change
the logical sector size and thereby push the partition limit.

The maximum number of logical sectors is 32768 for all non-Falcon
TOS version (if my memory serves me right). If you have a clever
partitioning program, it can apply a "patch" to the partition which
makes it possible to operate a partition with 65536 sectors safely.

Summing it all up, 256 MB in a BGM partition using 8 KB logical sectors
are safe on all TOS version. 512 MB are possible using the mentioned
"patch". Everything beyond this seems to be uncharted territory,
at least to me, and only the latest and greatest TOS versions
should be used to test partitions larger than 512 MB.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4043. Re: 8 Mb on a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <452nj6$75j@status.gen.nz>
Source record: 24162

rjb (rjb@xs4all.nl) wrote:
: Hello,
:
: I noticed 4 Mb RAM is a bit tight for running X-Windows :)
: So I like to know how to expand my ST's memory from 4 to 8 Mb
: (or even more). Any help on this is greatly appreciated!

Toad Computer (USA) has the XTra RAM 8 meg listed for $US129. This board adds
8meg to what you already have, giving 12 meg. I'm not sure if you have to have 4meg before you add the cars or not. It sounds to me like this price is for an unpopulated board. Contact toad (toad@charm.net) for more information. System Solutions (UK) may also stock this card, contact them at ssolutions@cix.compulink.co.uk.

Hope that helps...

-Mario Becroft <mbecroft@iconz.co.nz>

4044. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: James Morrissey <jrm@cs.bham.ac.uk>
Message-ID: <45333c$7c6@percy.cs.bham.ac.uk>
Source record: 24163

macdonald@cfcsc.dnd.ca (Ken Macdonald) wrote:
>In article <44r223$4b0@percy.cs.bham.ac.uk> James Morrissey <jrm@cs.bham.ac.uk> writes:
>>Just one point to clarify. What's this about a hard drive access light on the
>>Falcon keyboard? I'm sitting here trying to picture my keyboard (it's back
>>home)
>>and I think there are two LED's (bottom-left and top-right) but I can't
>>remember
>>ever seeing one flash with hard drive access! I've got an IDE drive if it makes
>>any
>>difference. I got the supplier to fit the machine in the tower, so I don't have
>>any
>>of the instructions/reference material that I presume is usually supplied with
>>it.
>>Anyone care to shed any light? (pun un-intended!).
>>Jim
>I have an internal IDE drive also, and the top right light does go on when the
>IDE is being accessed.
>this must be the 7th day :^)
>

My memory was slightly flawed. I must have remembered the two LED's from when I opened the keyboard case. The separate key case supplied with the Lighthouse Tower doesn't have a 'window' at the top right so the LED can't be seen!

I don't know what I'm going to do about this when it comes to fitting the MegaST(e) keyboard. I suppose I can't miss what I never knew I had anyway! (Besides I tend to use LED panel.)

Thanks for the clarification,

Jim

jrm@cs.bham.ac.uk

4045. HELP: Voice Mail Degree Project

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: ap51@bton.ac.uk
Message-ID: <DG11op.1qr@bton.ac.uk>
Source record: 24164

Hi there,
Can anyone offer me advice on the hardware side of a voice mail system for a standard Falcon? I was considering using a modem to detect incoming calls and then somehow using the mic socket to connect to the line to grab audio but it sounds a bit tacky to me. That method would have trouble interpreting DTMF tones too.
I believe I read somewhere that somebody had worked out how to do a decent H/W interface - if so does anyone know where I can find the info?
This is for my final year degree project so any suggestions would be most appreciated - H/W is not my area!

TIA
Adam J Purcell

4046. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0610951353020001@47.85.0.99>
Source record: 24165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <vyzzqffgcmy.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) wrote:

> In article <seimet.812884015@aix8.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
(Uwe Seimet) writes:
>
> |> gigxr01@nt.com (Gerry O'Rourke) writes:
> |>> When I load MiNT, I get an extra drive U. I have not been able to define
> |>> other drives between P & U.
>
> |>> AFAIK,TOS can only handle 14 hard drive partitions, giving a max of 7 Gig
> |>> (assuming that 512 Mbytes is the max partition size under AHDI).
>
> |> TOS can only handle 14 BIOS drives but more GEMDOS drives.
>
> Isn't it just the other way round? The _drvbits variable of the BIOS
> has 32 bits, but GEMDOS uses 16 bits to hold the bitmap of all known
> drives. With MiNT, you can use the whole range of 32 drives, with U
> being reserved. In any way, two bits are reserved for the two
> (logical) floppy drives.
> --

So if I examine the _drvbits variable when running MiNT, I should see a
bit set for the U drive. Would it be something like this (for my setup
anyway) :-

Without MiNT
Binary 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 = 02FFFC00
Drives A _ C D E F G H I J K L M N O P _ _ _ _ _ _ _ _ _

Running MiNT
Binary 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 1 0 0 0 0 0 = 02FFFFC20
Drives A _ C D E F G H I J K L M N O P _ _ _ _ U _ _ _ _ _

I may have got the bit order wrong here, ie. maybe drive A is the LSB.

How do you get MiNT to use any extra partitions that GEMDOS ignored?

Since I have set up the Minix partition so that it is only available to
TOS when MiNT is running, I would not mind if only MiNT could ever see it.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4047. Re: FRAK Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <812974000snz@swampdog.demon.co.uk>
Source record: 24166

In article <452o9n$9ao@nntp.hut.fi>
sakaria@vipunen.hut.fi "Sakari Aaltonen" writes:

> Several people have mentioned an ST RAM extension card made by
> Marpet. Unfortunately, nobody seems to know whether these are still
> available (mail I sent to marpet@cix.compulink.co.uk bounced, and
> that was my entire supply of email or snail mail addresses).

Try System Solutions - I can't find the receipt but AFAIK I got a 4Mb upgrade
from them. If you have socketed MMU and Video Shifter chips then it is easy to
fit yourself - otherwise I don't recommend doing it.

Their mail order number: Windsor (01753) 832212

--
Guy Harrison
guy@swampdog.demon.co.uk

4048. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: ac382@freenet.carleton.ca
Message-ID: <DG1Hoy.9sK@freenet.carleton.ca>
Source record: 24167

Does the FX card on a 14MB Falcon with FPU run Linux OK?
Any FX Falcon Linux users out there?

--
** National Capital FreeNet Jack Kitowicz **
** Atari SIG manager ac382@freenet.carleton.ca **
** The Aurora Project (Carleton Engineering) jack@aurora.carleton.ca **

4049. Re: 8 Mb on a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0610951359560001@47.85.0.99>
Source record: 24168

In article <452nj6$75j@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) wrote:

> rjb (rjb@xs4all.nl) wrote:
> : Hello,
> :
> : I noticed 4 Mb RAM is a bit tight for running X-Windows :)
> : So I like to know how to expand my ST's memory from 4 to 8 Mb
> : (or even more). Any help on this is greatly appreciated!
>
> Toad Computer (USA) has the XTra RAM 8 meg listed for $US129. This board
> adds
> 8meg to what you already have, giving 12 meg. I'm not sure if you have to
> have 4meg before you add the cars or not. It sounds to me like this price
> is for an unpopulated board. Contact toad (toad@charm.net) for more
> information. System Solutions (UK) may also stock this card, contact them
> at ssolutions@cix.compulink.co.uk.

I believe that you DO need to have 4 Mbytes already installed before you can use the XTra RAM 8 meg board.

You should also be using TOS 2.06.

Maybe MiNT & MultiTOS also implement the new memory call, so you could use the XTra RAM board with MiNT to get up to 12 Mbytes.

This would allow GCC to run from (if it worked) huge RAM disks.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4050. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: Rainer.Riedl@edi.ngate.Uni-Regensburg.de
Message-ID: <4539dr$d9f@rrzs3.uni-regensburg.de>
Source record: 24169

>I presume that the CPU and DSP chips need to be replaced to run them at such
>accelerated speeds. Does the FX include the new chips?

No new chips are needed!

--
bye, Rainer
*** Falcon030FX/4/420, 68882, SQ3270S, BlowUP030i ***

4051. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <454dru$m4p@status.gen.nz>
Source record: 24170

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: Roger Cain (rcain@nest.demon.co.uk) wrote:
: > Never heard of this. Are you sure it was for ST(F/M/e)?
:
: Definite - it needs TOS2.06, and pretends that the extra RAM is
: TT RAM, so only programs that use mxalloc to allocate memory will
: benefit (because the RAM isn't contiguos with standard ST RAM, it's
: mapped higher in memory). It does work though...(I believe).

Remember that even if a programme does not use mxalloc(), you can still make it use FastRAM (or TT RAM) by setting a certain flag in the programme's header. There are two flags; one sets whether malloc() should use TT RAM or ST RAM, and the other sets whether the programme will load into TT RAM or ST RAM. There are a number of PD utilities to do this, including "File Info/Config" CPX.

As far as requiring TOS 2.06 goes, I should think someone would be able to write a software patch to put the mxalloc() call into older TOS, but I don't think anyone has done this? I should think this would be all that is needed to make it work, though there may be more to it.

Some programmes will refuse to run in TT RAM (Arabesque being one of them) in which case it will just have to stay in ST RAM. However there are very few like this. The only ones I know of that don't work are Arabesque and STiK. Maybe other people may like to add to this list, as people who buy the board will like to know what will and won't take advantage of the extra RAM.

As far as getting more RAM in the first place goes, the only other way would be to get a '030 upgrade, and use Outside Virtual RAM. We have seen it in operation, and it seems to very effective. You can have up to 512MB of Virtual RAM this way.

-Mario Becroft <mbecroft@iconz.co.nz>

4052. Re: 030 board for STe !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DG0300.AK0@cix.compulink.co.uk>
Source record: 24171

In message <44r816$n7n@rs3.rz.uni-hohenheim.de>, hodgek@ehche.ac.uk said:
> In a recent edition of ST World, a company was advertising upgrade
> boards for the STe with the 68030 chip sitting on them ! What

I presume you are talking about the PAK3.

> possible advantage could this have (apart from it being an expensive

Running Linux/68 (a 'proper' 'Unix' clone). Its also an excellent
accelerator.

> hardware acceleration option) ? Wouldn't standard ST software have
> some difficulty adressing the chip ?

No more so than a TT has running ST software. The TT is actually very ST
compatible.

> I'm assuming that the much vaunted architecture of the Falcon (which
> I know little about, still plodding along with my 2056 STe) is so
> radically different that this can't possibly be classed as a 'Falcon'
> upgrade for STs.

Its much more of a TT upgrade than a Falcon upgrade. True - it doesn't
actually turn your ST into a TT, but it does use the TT TOS and gives much
if not more speed than a TT.

:-)

Roland.

@CiX

4053. Re: Lighthouse Tower Case - Connecting a MegaST keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DG0301.AKL@cix.compulink.co.uk>
Source record: 24172

In message <DFw793.AAt@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk said:

> I suggested Tandy because I have in the past bought this socket from
> them - in London.

Fair enough - I can only assume my local Tandy has a particularly poor stock of this kind of thing.

:-)

Roland.

@CiX

4054. Re: MEGA Ste with 8 Mb ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DG0302.AL7@cix.compulink.co.uk>
Source record: 24173

In message <44sf73$94m@dub-news-svc-6.compuserve.com>,
70640.3144@compuserve.com said:

> How about 8 Mb on an MEGA STE? Is that possible? Salim

Two solutions spring to mind.

Marpet XtraRAM+8. There was a MSTE version of this board. I once met a man who had one fitted. However they were even more expensive than the standard version and seemed to be in very short supply. I can't see why an ordinary STE version would not fit - but when I asked Marpet - they weren't able to confirm it. ;-)

PAK3. This would give you a 68030 CPU with the ability to add extra TT type FastRAM. Its even more expensive though - and I believe the MSTE needs to be recased to fit it all in. I nearly went this way with my MSTE, but it proved just as expensive to sell the MSTE and buy a 2nd hand TT. My TT wasn't cheap either - so I'd definately advise looking at a TT if you are seriously thinking of adding a PAK3 to a MSTE.

:-)

Roland.

@CiX

4055. Re: Who's got Blowups new FX card ?--and with Cubase audio???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <453oa8$k0a@hpg30a.csc.cuhk.hk>
Source record: 24174

>You're wrong. The FX-card takes completely care of the timings between
the
>CPU, DSP and RAM. And almost ALL Falcon can run at 36 Mhz anyway.
>And the FX-card offers REAL 36/40Mhz Ram access - that's the COOL
part!!!

And does it work with Cubase audio Falcon?
Please reply by email.

4056. Re: HELP: Writing Web Psages and HTML!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: Paul Civati <paul@xciv.org>
Message-ID: <813018576snz@xciv.org>
Source record: 24175
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <450fgg$6ci@linda.teleport.com>
bensmith@teleport.com "Benjamin Smith" writes:

> I'm looking for Help! I need to learn to write a Web Page for the
> World Wide Web. Nothing Fancy. I'm trying to make it compatible with the
> Lowest Common Denominator. Just some simple HTML. I'd appreciate some sample
> Web Pages that I can view in an On Line Viewer. I already have Everest to
> edit files. Please E-Mail all replies to:

http://www.xciv.org/~paulc/html-dev.html

...will give you a few links to some interesting pages.

I learnt basic html from the html primer (which can be got to from the
above) and would recommend it as a starting point.

-Paul-

--
Paul Civati ..... home: paul@xciv.org, paul@xciv.demon.co.uk
FYI it's 'sivarty' ;-) rest: paulc@domino.org, paul@cheese.org
Civ on IRC ..... play: http://www.xciv.org/, http://www.domino.org/
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

4057. DIN SOCKETS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: gregor@shelly.goldengate.net
Message-ID: <a67cb$141a18.39f@goldengate>
Source record: 24176

I've been trying to locate DIN Sockets and plugs to build
a simple monitor switch box for my Mega. I've tried
locally here in Minneapolis to no avail. Anybody know of a
US supplier that stocks these plugs and sockets or maybe
have a used swithbox that they might be willing to oart
with....?

gregor@goldengate.net

4058. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4542ld$d1h@gti.gti.net>
Source record: 24177

Howard Chu (hyc@troy.la.locus.com) wrote:
: I have a question; since the FX announcement only mentions using the Falcon's
: original 4 MB of RAM, what if the Falcon had 14 MB of RAM to begin with? Is
: the FX's memory mapping user configurable?

And what about Falcon's that originally came with only 1mb?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

4059. Re: STiK: Makes Modem go crazy when dialling. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <45441r$ecu@status.gen.nz>
Source record: 24178

Chris Gray (cgra@se.bel.alcatel.be) wrote:
:
: In article <44kep7$lfu@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
: > I have recently obtained STiK, and after overcoming the FastRAM problem,
[...]
: > it says "ATDT3030088" as it should, but the Modem now makes loud clicking
: > noises,
: > RXD/TXD lights flash off and on for an indefinite amount of time until
: > the Modem is turned off. No dialling is done at all.
: ^^^^^^^^^^^^^^^^^^^^^^^^^
: On the contrary, you just gave us a very good description of what pulse
: dialling sounds and looks like.

No, this was not pulse dialling. It was fixed when I got a new version of STiK. This was some other peculiar problem - my modem has accidentally used pulse dialling a number of times, and this is quite different. The modem TXD/RXD light flashed indefinitely, even after the clicking stopped, only turning off the modem would cure it.

Anyway, we needn't worry now, as the new version of STiK cured the problem.

However, I do have another problem - "KRfree() memory corrupt" or some similar error appears from time to time once STiK is connected, and also when I try to access a WWW Document with HTML-Browser. I can't use IRC or HTML-Browser at all online. Any ideas?

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

4060. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DG0304.ALs@cix.compulink.co.uk>
Source record: 24179

In message <44tm43$4bo@news.xs4all.nl>, rjb@xs4all.nl said:

> That's a very important note you made: if I buy Marpet's board I'll
> get _TT_ RAM, but if I can't do any DMA access from TT RAM I can't
> load any programs into it :-(

TOS still manages to laod stuff into TT RAM even though it can't actually
DMA to it.

> My problem is that I want to run some large X Window programs (like
> 700 Kb or so). Is there a way to put these programs into TT RAM
> indirectly by using ST RAM? I remember some utility (ttram?) that
> sets a flag in the executable in order to move it to TT RAM after
> it's loaded in ST RAM...

Yep - its all to do with the flags - however MiNT-X doesn't seem to make full
(any?) use of TT RAM AFAICR. Therefore this upgrade may not do what you
want.

Roland.

@CiX

4061. Re: Latest news on HD partition sizes...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <ZVH5B0Z@moacs.indiv.nl.net>
Source record: 24180

Dr Simon G.K. Williams (williamssg@cf.ac.uk) wrote:

> Using a TT with TOS 3.xx, it's possible to create partitions upto 256MB.

512MB (if the cluster containing sector 32767 is marked `bad', due to
a bug in GEMDOS).

> Using the MagiC operating system with a TT, it's possible to access
> partitions upto 512MB, i.e. 16384 bytes per sector.

1GB (there's no need for the `bad' cluster under MagiC).

> Apparently, though not tested yet, using ICD pro utils partitions upto
> 512MB can be accessed on a TT without magic.

Any BIOS-driver can handle such partitions. Most partitioning tools
will automatically circumvent the GEMDOS bug (except for Atari's HDX).

> No-one has yet confirmed if
> this is indeed possible, Please let me know if it is!

In the past I have used a 512MB GEMDOS filesystem (created by SCSI-tools)
under TOS 3.06 and HuSHI--not for very long though, because of extreme
inefficiency.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

4062. HELP! Need SoftWare to Make HTML & Web Pages!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4554k9$o0m@kelly.teleport.com>
Source record: 24181
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for Help! I need to learn to write a Web Page for the
World Wide Web. Nothing Fancy. I'm trying to make it compatible with the
Lowest Common Denominator. Just some simple HTML. I have some ASCII Text I
wan't to easily convert to HTML as a Web Page. SoftWare easy enough to
use that a Dummy like me can use it. I have a 1 MB 520ST with TOS 1.4 and
2 DSDD Disk Drives. Can someone tell me where to get SoftWare to do this
easily for my Atari ST on the InterNet!

Please E-Mail all replies to:

bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

4063. re: frak sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3020rcain@nest.demon.co.uk>
Source record: 24182

On 06 Oct 95 sakaria@vipunen.hut.fi wrote:

s> Several people have mentioned an ST RAM extension card made
by
s> Marpet. Unfortunately, nobody seems to know whether these are
still
s> available (mail I sent to marpet@cix.compulink.co.uk bounced,
and
s> that was my entire supply of email or snail mail
addresses).

Try Compo - they sell Marpet
stuff.

Roger
rcain@nest.demon.co.uk

--

4064. Re: FRAK Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DG1q1r.Bxy@cix.compulink.co.uk>
Source record: 24183

In message <452o9n$9ao@nntp.hut.fi>, sakaria@vipunen.hut.fi said:

>Now I have heard of something called FRAK, or Fast-RAM-Karte (yes,
>German). Does anyone know anything about this? That is, where it
>might be available, what it requires, who makes it, an so on.

FRAK is a fast RAM board which is used with PAK68/3 on ST and
Mega computers.

FRAK030 cost about 230DM
PAK68/3 33MHz cost about 665 DM

Available from:

MW Electronic
Heisterbacher Str. 96
D-53639 Konigswinter
Germany

tel 0 22 23 15 67
fax 0 22 23 2 69 82

Barry wilsontjb@cix.compulink.co.uk

4065. Re: Chroma & Luma modification.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-06 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <453s44$ljs@main.freenet.hamilton.on.ca>
Source record: 24184

Matthew Gabriel (soupigf@enterprise.america.com) wrote:
: I have a 520 sans monitor, and would like to hook it up to a TV
: set. I am assuming that the Atari uses NSTC video/audio (beg pardon, I am
: but a newborn in the world of Atari). What would be needed to cobble
: together a TV adapter? (I am somewhat familiar with a soldering iron, and
: reasonable at following specific instructions.)
~^~^~^

4066. Re: STiK: Makes Modem go crazy when dialling. How to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <4550hr$r67$1@perth.DIALix.oz.au>
Source record: 24185

cgra@se.bel.alcatel.be (Chris Gray) writes:

>In article <44kep7$lfu@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) wri
tes:
>> I have recently obtained STiK, and after overcoming the FastRAM problem,
>> I now have another problem. When I choose Connect from STiK, it send the
>> ATZ and so on (Modem RXD and TXD ligths flash on and of a few times) then
>> it says "ATDT3030088" as it should, but the Modem now makes loud clicking
>> noises,
>> RXD/TXD lights flash off and on for an indefinite amount of time until
>> the Modem is turned off. No dialling is done at all.

Hello Chris

I have had this problem with my modem before when I have used the ATZ command. I have replaced this with AT%C0 which turns compression off...this now seems to make STiK work for me. STiK is a bit confusing to set up and does take quite a bit of fiddling. It also does not support compressed SLIP connections so you may need to turn this off at your providers end. I logged onto my provider with my terminal program (Stalker) and then saved the script that was created in the SLIP login process. This way I could see what was happening and then adjust the dial script file to work properly. Your welcome to a copy of my script files if you think it might help. BTW I use a TT and STiK V1.05.

Regards from OZ
Mark

--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

4067. Falcon clock battery has run out

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FJGXBHBLUP@zumdick.rhein-main.de>
Source record: 24186

Since about a week whenever I boot up, I get 0:00 8.9.1986 or some
date very similiar to this. My NVRAM information is OK (still?).

Is there anything I can do to fix this ?

Thanks in advance
Nat!

------------------"Bang that bit that doesn't bang"---------------

"I think the two most difficult things to deal with in life are
failure and success" David Lee Roth

4068. ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: username@rapidramp.com
Message-ID: <45652p$6kj@alterdial.UU.NET>
Source record: 24187

I was wondering if anyone knew how to upgrade a standard 1040 ST to 2 megs... I already have the DRAM chips, I just need to know what to hook up. If anyone knows how, or knows of some doc files that explains how, please help....

4069. Re: STiK.ACC: cookie jar full!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: marc@lobotomy.demon.co.uk
Message-ID: <813079464snz@lobotomy.demon.co.uk>
Source record: 24188

Hello again,

Apologies for following-up my own article, but I'm doing this offline. So if anyone has responded (I'll find out when I next connect) then thanks! Anyway, don't ask me what I've done between posting my original query and now, but I now find that STiK and CAB work! No full cookie jar... And just in case not enough people have said this already (I kinda doubt it!) full marks for putting together these programs - just what we need around here!

Cheers,
Marc.
--

<><>

4070. Re: DIN SOCKETS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4566lf$pdf@blackice.winternet.com>
Source record: 24189

> gregor@shelly.goldengate.net (Bradly Maurer) writes:
> I've been trying to locate DIN Sockets and plugs to build
> a simple monitor switch box for my Mega. I've tried
> locally here in Minneapolis to no avail. Anybody know of a
> US supplier that stocks these plugs and sockets or maybe
> have a used swithbox that they might be willing to oart
> with....?
>
>>>>
BEST Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127

Tel 408 243-6950

Also, I believe TOAD has the MonitorMaster
switch boxes.
TOAD Computers
Email: info@toad.net
www: http://www.toad.net/
ftp: ftp://ftp.toad.net

Tel 410 544-6943

Hope this helps. BTW, I'm in New Brighton.

Rich Mier

4071. Re: Chroma & Luma modification.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <4564gt$7tl@newdelph.rtsg.mot.com>
Source record: 24190

In article <453s44$ljs@main.freenet.hamilton.on.ca> (Chris Cracknell) writes:
>Well with a 520ST, al you need to hook it up to a TV is a RCA connector
>and one of those TV-GAME swtich boxes (ala nintento or Atari 2600 etc).
>There's an RF modulator built into the 520St and the 1040STFM.
>

That's true for 520 STFMs, but not a stock 520 ST There's one sitting on the floor next to me - no RF output. Anyone want it? Stock with TOS 1.0 in ROM, 512 K RAM. Free - you pay shipping. No power supply, no mouse. Power supply available for $20 from me.

Mike

4072. Re: ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0710952004290001@47.85.0.99>
Source record: 24191

In article <45652p$6kj@alterdial.UU.NET>, username@rapidramp.com (Full Name) wrote:

> I was wondering if anyone knew how to upgrade a standard 1040 ST to 2
> megs... I already have the DRAM chips, I just need to know what to hook
> up. If anyone knows how, or knows of some doc files that explains how,
> please help....

Since you have the chips, there are some DOC files on a.a.u.e that explain how to piggy-back ram chips onto those already in the ST.

Sorry I don't have the name or directory.

You have to be fairly good at soldering.

The reliability may not be so good.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4073. Re: STiK.ACC: cookie jar full!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: bjr@EbiCom.net
Message-ID: <456cq8$1nj@Einstein.EbiCom.net>
Source record: 24192

Marc CR Bouron (marc@lobotomy.demon.co.uk) wrote:
: Hi Folks,

: I just downloaded STiK and CAB to try out, but had some problems with STiK
: itself. It's installed in a desk accessory slot, but when trying to activate
: it, it says "STiK not initialised. Cookie Jar full." What gives? Any clues
: would be appreciated, as I wouldn't want to miss out on this breakthrough!

Marc,
In your Auto folder there should be a program called jar10.prg...
Actually the 10 can be any number you want...i.e. jar20.prg.
What this does is set aside space for the number of cookies that
you specify. Each program or accesory that you run can then deposit a
cookie in this jar for reference by other other programs and such. If you
find yourself running out of jar space..just increase the number by renaming
the jarxx.prg file to a larger number.

Hope this helps,
Brian

4074. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <T4H5BKL@moacs.indiv.nl.net>
Source record: 24193

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:

> In article <seimet.812884015@aix8.rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet)
writes:
> |> TOS can only handle 14 BIOS drives but more GEMDOS drives.
>
> Isn't it just the other way round? The _drvbits variable of the BIOS
> has 32 bits,

AHDI 3.0 compatible drivers provide a PUN_INFO structure, which cannot
hold information for more than 16 devices (it contains several arrays
with exactly 16 elements).

> but GEMDOS uses 16 bits to hold the bitmap of all known drives.

Does it? The Dsetdrv() function seems to return a 32-bit value and
IIRC, I once had a CD-ROM drive configured as GEMDOS device Q:.

> With MiNT, you can use the whole range of 32 drives, with U
> being reserved. In any way, two bits are reserved for the two
> (logical) floppy drives.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

4075. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <J5H5BKO@moacs.indiv.nl.net>
Source record: 24194

Gerry O'Rourke (gigxr01@nt.com) wrote:

> I may have got the bit order wrong here, ie. maybe drive A is the LSB.

Yes, the bit order is the other way around.
To see the actual bitmaps, try:

```
#inlude <mintbind.h>
#include <stdio.h>
void main() {
printf("BIOS: %lx\n", Drvmap());
printf("GEMDOS: %lx\n", Dsetdrv(Dgetdrv()));
}
```

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

4076. Re: Falcon clock battery has run out

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FJHTDIAIUP@data.rhein-main.de>
Source record: 24195

In <FJGXBHBLUP@zumdick.rhein-main.de> Nat! wrote:

>Since about a week whenever I boot up, I get 0:00 8.9.1986 or some
>date very similiar to this. My NVRAM information is OK (still?).
>
>Is there anything I can do to fix this ?

First:
Reset your NVRAM whit NVRES.PRG
Than try again.
You F030 lose only the Timesetting?
(Or any / all other Settings in the NVRAM)??

Last:
By loosing all your Settings
buy an new NVRAM-Chip, the internal
Battery is down.

I think your NVRAM is only overwritten with Trash by anything..
(I hope so)

Regards
Robert

--

* * * Robert Schaffner @OF2.maus.de ** Home of DOITF030 **
* * * Tel/Fax/Modem: +49 (0)6103-67197 == CoMa-Voice ==
* * * Machines: F030, 520ST, 64Bit-Jaguar, LYNX I/II
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText, FtpMail

4077. 1.44MB & 38K RS232 MODS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10071995.223503@empyr.dircon.co.uk>
Source record: 24196

Hi,

Can anyone help me with upgrading my floppy to 1.44Mb, and my Serial port to 38,400 baud please ?

I have already downloaded some so called 'instructions' on both of these mods, and they are both grossly inadequate in the information department.

I want to do a *proper* job, not some 'it might work for 6 months' attempt, as seemed to be the case with the 1.44Mb mod text I have.

After both mods, will I still be able to use 720K disks in the drive, and will I be able to select other RS232 speeds apart from 38K4 ?

I am more than capable of doing the job, (For my sins I'm a PC service engineer...no flames please, I don't OWN a PC, I've seen enough to know that I want to stay with my trusty STFM !), I just need some *decent* information.

Many thanks in advance,

Kev.

/// ReJoinDer v1.1L

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

VQWK 6.20 [Rev H - 04/04/94]

4078. Connect SLM605 to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-07 00:00:00 UTC
From: h9251970@miraculix.wu-wien.ac.at
Message-ID: <456obf$ehj@osiris.wu-wien.ac.at>
Source record: 24197

Does anyone outthere know how to connect an Atari SLM605 laserprinter
to a pc?

4079. Re: HELP! Need SoftWare to Make HTML & Web Pages!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <457g9h$fel@ionews.io.org>
Source record: 24198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Benjamin Smith (bensmith@teleport.com) wrote:
: I'm looking for Help! I need to learn to write a Web Page for the
: World Wide Web. Nothing Fancy. I'm trying to make it compatible with the
: Lowest Common Denominator. Just some simple HTML. I have some ASCII Text I
: wan't to easily convert to HTML as a Web Page. SoftWare easy enough to
: use that a Dummy like me can use it. I have a 1 MB 520ST with TOS 1.4 and
: 2 DSDD Disk Drives. Can someone tell me where to get SoftWare to do this
: easily for my Atari ST on the InterNet!

You don't need any kind of software to be able to make pages. All you need's a small manual on learning HTML, and a text editor. Very simple. If you want to search for some online tutorials on learning HTML, go into Webcrawler (http://www.webcrawler.com) and search for the words "HTML tutorial guide" and you should get back tons of pages that contain tutorials on HTML (there are many). It's quite easy to learn -- if you have patience, you could learn it all in a week, even if you know nothing about programming.

: Please E-Mail all replies to:

: bensmith@teleport.com
: --
: Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
: Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
: Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
: Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

4080. Re: Cannot install MiNT [SOLVED]

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <457i8s$gbo@inca01.inca.co.nz>
Source record: 24199

```
Sakari Aaltonen (sakaria@vipunen.hut.fi) wrote:
> Well, the ST *is* early 1980s technology.
^^^^^^^^^^

Harrumph. It's MID 80s, actually. 1985 to be precise.

<pedant mode /off>
```

4081. WTB Faulty SM1224, SM124, SM125

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: ali@birnie.demon.co.uk
Message-ID: <458p9c$6p@birnie.demon.co.uk>
Source record: 24200
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I need some of the above for spares. I will pay carriage and a reasonable sum, say a tenner?, or make a suggestion. Any condition, but tube must be good.

regards.
--
Alasdair Campbell The Birnie Inn
Email: ali@birnie.demon.co.uk Birnie
Phone: 01343 860417 ELGIN
Moray IV30 3SP.

4082. Re: SF354-single/double?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <458gvo$72j@blackice.winternet.com>
Source record: 24201

> wl712@freenet.Victoria.BC.CA (Ron A. Lukawitski) writes:
>
> Can anyone please tell me whether the SF354 is a single or
> double sided disc drive.A person selling one is claiming it to
> be double.I thought I'd ask the professionals so this is where
> you come in.Your knowledgwill be greatly appreciated.
> Thank You
> Ron L
>
>>>>
The SF354 is a Single Sided Floppy Drive. The
SF314 is a Double Sided. Note here: The SF354 can be
updated by simply changing the drive mechanisim. This might
have already been done.

Rich Mier

4083. Help! How to boot up HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: soupigf@enterprise.america.com
Message-ID: <457ml8$rbt@enterprise.america.com>
Source record: 24202

Hello. I have a 1040STF and a 30meg Atari Supra Drive, and they
don't seem to be talking to one another. Do I need to perform any special
ritual to boot up the HD? Any specific driver program that needs to be in
the floppy slot?
I am VERY new to Atari, and any help would be appreciated.

SoupIsGood Food

4084. 520ST Pinout help...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: soupigf@enterprise.america.com
Message-ID: <457mqb$riq@enterprise.america.com>
Source record: 24203

Hello! I need the pinouts for the 520st power cable and the SF354
FDD power cable. Anyone who knows them, or knows where I can find the
appropriate FAQ, I will be forever in your debt!

SoupIsGood Food

4085. Atari 1040 ST and 130XL

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: jonvance@unix.asb.com
Message-ID: <DG53sD.9EC@news2.new-york.net>
Source record: 24204
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

ATARI 1040ST 2.5mb/ 16 bit computer built in MIDI,
Supra 30 mb HD,
SF 314 external drive,
mouse,
Hybrid Arts grey box,]
2400 baud Supra modem,
SC1224 color monitor and many extras (see below). . . . $ 525
ATARI 130XE 128K-8 BIT COMPUTER
Great starter computer....
Incl: Happy 1050 Disk Drive,
P:R Connection Interface,
1010 Data Drive,
1030 300 baud modem,
Koala Pad,
Cart Clone, plus many extras (see below)! . . . $ 150

Both ATARI systems include:
TONS of Software: GAMES, UTILITIES, WORD PROC., APPLICATIONS progs,
DB, EDUCTIONAL AND CHILDREN PROGS.
also MUSIC /MIDI (ST only) software..
[Take both systems for $ 600]
Epson RX 80 9 pin printer .....$ 30

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

4086. **New platform**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct8.140442.49548@cobra.uni.edu>
Source record: 24205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DISTRIBUTION: Business Editors/Computer Writers

LENGTH: 841 words

HEADLINE: Jean-Louis Gassee unveils The BeBox; First product of Be Inc. delivers
a powerful alternative to traditional computer platforms

DATELINE: MENLO PARK, Calif.

BODY:
Oct. 3, 1995--Be Inc., the company founded by Jean-Louis Gassee, former president of Apple Computer's product division, today launched its much-anticipated first product: The BeBox.

The BeBox is a high-performance, low-cost system designed to meet the demands of sophisticated computer users and developers who are frustrated by the
limitations of current architectures.

With its combination of powerful hardware, an innovative new portable operating system, and a host of advanced sound, graphics, video, and communications capabilities provided by Be and third-party partners, the BeBox is poised to become a significant alternative platform for next-generation applications.

It is the first true real-time, object-oriented system that features multiple PowerPC processors, true preemptive multitasking, an integrated database, fast I/O, and a wide range of expansion options -- all at an extremely
affordable price.
The BeBox enables users to run multiple compute-intensive programs simultaneously, synchronize music and sound, view and edit videos, and access the Internet -- all at the same time. It includes a full set of software development tools and technical documentation, and features a built-in database that is accessible at all times, so users can continually store, retrieve, and update key information from multiple sources.

No other product on the market can equal its performance in its price range.
The BeBox is also an excellent system for classic applications, video games, and
personal productivity tools. The combination of these features makes the BeBox particularly attractive to the fast-growing A/V market -- currently valued at more than $ 7.3 billion by Dataquest -- as well as to technology enthusiasts and

hobbyists.

"The BeBox brings the benefits of new processor and software technology to markets that are exploding," said Gassee. "Older computing architectures cannot
match its capabilities at this price point. They carry too much baggage and can't effectively incorporate innovations. The BeBox provides a fresh start at an extremely high technical level. It's a system that has already excited developers and captured the imagination of our customers."

The BeBox takes advantage of industry standards, including support for PCI and ISA cards as well as IDE and SCSI devices, making it easy and economical for
customers to tailor systems to their needs using components from the "PC clone organ bank," including monitors, keyboards, memory, hard disks, CD-ROM drives and modems.

"The BeBox exposes the exciting to the excitable," said Gassee. "It's a fresh architecture that lets developers do what they couldn't do on other systems. It provides an opportunity to get innovative applications to market and to establish a leadership position on an emerging platform.

"We're a young company, so we're eager to facilitate developers' efforts. We provide outstanding development tools with CodeWarrior for Be, and we're licensing our technology to manufacturers, integrators, and software developers."

Be has already established strong alliances with American and European companies that are developing A/V and telecommunications products as well as personal productivity applications.

The BeBox is the first member of the Be product line, which is being expanded to include four-processor and portable configurations. Be products will also incorporate future versions of the PowerPC processor. The hardware and operating system technology is open for licensing, expanding the possibilities for further added value.

The BeBox will begin shipping to selected customers and developers in mid-October, 1995. The suggested U.S. list price for a basic system is $ 1,600,
which includes the CPU board, the operating system, an I/O card, CodeWarrior for
Be development tools, a system case, cables, and technical and user documentation. The BeBox will be sold directly by Be as well as through selected resellers, value-added resellers, and systems integrators.

About Be Inc.

Be Inc. was founded by Gassee in 1990 to overcome the limitations of existing computer architectures. With a team of industry-leading engineers and business executives in the United States and Europe, the company has positioned itself to become a key player in fast-growing application markets. Be Inc. is headquartered in Menlo Park. -0-

Note to Editors: Be, the Be logo, and BeBox are trademarks of Be Inc. Metrowerks is a registered trademark and CodeWarrior is a trademark of Metrowerks, Inc. All other trademarks mentioned belong to their respective owners. E-mail: info@be.com, Ftp: ftp.be.com, Web: http://www.be.com

CONTACT: Be Inc., Menlo Park
Nick Despotopolous, 415/462-4141
Fax: 415/462-4129

4087. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <457hn8$gbo@inca01.inca.co.nz>
Source record: 24206
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mario Becroft (mbecroft@iconz.co.nz) wrote:
> Dr Simon G.K. Williams (williamssg@cf.ac.uk) wrote:
> : I am having great problems trying to create a partition bigger than 250MB
>
> : SO, what is the limit on partition size on the atari? If it's only 256Mb
> : then there's no point in me getting a 4 or 9GB harddrive as I could never
> : create enough partitions to use it all! And what about direct-to-disk
> : recording? Surely you need more than 256MB?

Only if you want more than 25 seconds of sound! (The figure I can recall being told is "ten megs per second in CD quality stereo").

Assuming that 256Mbytes per partition was true, using TOS 1.0, which will only allow you to access drives A: to P:, giving you only fourteen hard drive partitions (C: to P:). At 256Mbytes each, then you can only go to 3584Mbytes (3.5 Gigs).

TOS 1.2 extended this, to allow you access to all drive letters up to 'Z', so that adds another ten partitions (2560Mbytes = 2.5Gb), to give a total of 6Gbytes.

The (dagnabbit!) file selector on TOS 1.4 and upwards only allows one to click on drive letters up to P: (MultiTOS AES 4.1 has a popup menu in the file selector that does allow you to go to Z: - nice one guys!. Pity the shipping version of MTOS still has AES 4.0 with the old 1.4 selector)

Unfortunately, GEMDOS hard drives only have room for four partitions in the bootsector of the hard drive. Making one into an extended partition, and encompassing many smaller partitions into it, one could in theory go to a lot more than the one gig that this would otherwise limit you to (four times 256 = 1024Mbytes = 1 Gbyte).

> Well, GEM partitions can only go up to 16 or 32 MB depending on th TOS
> version if I remember rightly, and BGM, AFAIK, can always be anything up
> to 512MB. There is no way to go over 512MB, except perhaps an alternative
> filesystem.

A standard GEMDOS partition is limited in the number of sectors (or clusters of two or more sectors, depending on the TOS version) to either 32k=32768 (TOS 1.0) or 64k=65536 (TOS 1.2+). This limits you to either 32768*512=16777216=16Mbytes or 65536x512=33554432=32Mbytes using sectors - clusters would increase this somewhat, at a cost of wasted space when storing small files. Using a cluster size of 2k (four sectors times 512 bytes equals 2048 bytes equals 2k), and limited to 64k clusters, this gives you 128Mbytes (134217728 bytes). At a cluster size of 32k,

you have 32768x65536=536870912=512Mbytes, with 64k-sized clusters this doubles to 1073741824 (1 Gig)

The next step would be to increase the sector size from 512 bytes.

> And, AIUI, under MiNT you can have drive letters all the way to Z, so a
> 9gig drive (18 partitions @ 512MB each) should work fine as long as you
> run MiNT.

According to the Compendium, "A hard disk may have up to four standard (GEM or BGM) partitions or three standard and one extended (XGM) partition. The first partition of a hard disk must be a standard one". (pg 4.16)

It also displays a table giving the layout of a partition table.
GEM partitions are under 16Mbytes in size.
BGM (Big GEM) are 16Mbytes or larger.
XGM are extended partitions

No qualification in that table was given as to what the differences are between XGM and the other two.

For that, one must read the two paragraphs below the table, labelled "Extended Partitions".

The hd_siz value in the boot sector of a hard drive is a 32-bit value giving the number of 512-byte sectors on the physical device. Therefore the drive can get to 41 (512=9 bits, 32+9=41) bits in size (Two Terabytes) theoretically.

(Just a few rambling thoughts from a overtired brain)

4088. Re: frak sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <459bes$5kr@nntp.hut.fi>
Source record: 24207

```
In article <3020rcain@nest.demon.co.uk> rcain@nest.demon.co.uk writes:
>
>Try Compo - they sell Marpet
>stuff.

Thank you, but... How does one contact Compo? One who doesn't live
in your country?
--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.
http://picea.hut.fi/staff/sakari.html
```

4089. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: Mike Fleming <Mike@tauzero.demon.co.uk>
Message-ID: <813169897snz@tauzero.demon.co.uk>
Source record: 24208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <457hn8$gbo@inca01.inca.co.nz>
gmiller@inca.co.nz "Gaven Miller" writes:

> Mario Becroft (mbecroft@iconz.co.nz) wrote:
> > Dr Simon G.K. Williams (williamssg@cf.ac.uk) wrote:
> > : I am having great problems trying to create a partition bigger than 250MB
> >
> > : SO, what is the limit on partition size on the atari? If it's only 256Mb
> > : then there's no point in me getting a 4 or 9GB harddrive as I could never
> > : create enough partitions to use it all! And what about direct-to-disk
> > : recording? Surely you need more than 256MB?
>
> Only if you want more than 25 seconds of sound! (The figure I can recall
> being told is "ten megs per second in CD quality stereo").

What? 16 bit samples, 44.1 thousand per second, 2 channels = 176 400 bytes
per second. Now back to the main topic...

--
Mike (DF) Fleming MAG #79794 DoD #4446 Greenpeace #567708F
JKLO #004 KotWP7
Well, they may have too many legs, they may have no legs at all
But beauty is in the beholder's eye when they sense their lover's call

4090. Re: Falcon clock battery has run out

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DG5IrA.2Au@cix.compulink.co.uk>
Source record: 24209

In message <FJGXBHBLUP@zumdick.rhein-main.de>, nat@zumdick.rhein-main.de said:

>Since about a week whenever I boot up, I get 0:00 8.9.1986 or some
>date very similiar to this. My NVRAM information is OK (still?).
>
>Is there anything I can do to fix this ?

Did you try re-setting the date & time?

Just select the control panel, then click on date and overwrite with the correct date, then do the same with time.

Go back to the control panel some time later, without having switched-off, if the time is still correct then your clock is ok.

Barry wilsontjb@cix.compulink.co.uk

4091. ST -> TV

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: soupigf@enterprise.america.com
Message-ID: <457n0s$rlq@enterprise.america.com>
Source record: 24210

Does anyone out there in AtariLand know how to hook up a 520ST to
a garden variety TV set? Any info would be much appreciated!

TIA!

SoupIsGood Food

4092. re: interlink st problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3041rcain@nest.demon.co.uk>
Source record: 24211

On 08 Oct 95 wl712@freenet.Victoria.BC.CA wrote:

w> I'm on the freenet with my Atari 1040STF by way of Interlink
ST.
w> I've just discovered that I can't download any info onto
disc.
w> There's nothing in the buffer when I exit.Do I need a hard
drive
w> for this or does something have be modified in the
Interlink
w> program.I'm new to computers and the net and any help I can
get
w> will be greatly
appreciated.

You don't need an HD but you may need to tell Interlink where to put
inbound
files.

Roger
rcain@nest.demon.co.uk

--

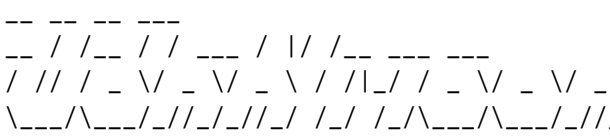
4093. Re: HELP: Writing Web Psages and HTML!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <458t4s$n99@aggedor.rmit.EDU.AU>
Source record: 24212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Check out my home page http://connexus.apana.org.au/~johnmoon

Enter the HTML link, and you will find various tute's you can link into.

--



s9205525@otto.bf.rmit.edu.au

4094. re: stik.acc: cookie jar full!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3046rcain@nest.demon.co.uk>
Source record: 24213

On 07 Oct 95 marc@lobotomy.demon.co.uk wrote:

m> I just downloaded STiK and CAB to try out, but had some problems
with
m> STiK itself. It's installed in a desk accessory slot, but when
trying
m> to
activate
m> it, it says "STiK not initialised. Cookie Jar full." What
gives?
m> Any
clues
m> would be appreciated, as I wouldn't want to miss out on
this
m>
breakthrough!

Funny! It usually says "No Cookie Jar" when run with TOS <1.4. What TOS do you have? My guess is that it actually means "no cookie jar" and this would occur if you have an early TOS. There are small AUTOs which will set up the cookie jar for such
systems.

Anything which uses the cookie jar should extend it if full IF IT ALREADY EXISTS.

Roger
rcain@nest.demon.co.uk

--

4095. Interlink ST problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <1995Oct8.010426.8396@freenet.victoria.bc.ca>
Source record: 24214

I'm on the freenet with my Atari 1040STF by way of Interlink ST.
I've just discovered that I can't download any info onto disc.
There's nothing in the buffer when I exit.Do I need a hard drive
for this or does something have be modified in the Interlink
program.I'm new to computers and the net and any help I can get
will be greatly appreciated.
Thanks
RON L

4096. SF354-single/double?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <1995Oct8.003227.8048@freenet.victoria.bc.ca>
Source record: 24215

Can anyone please tell me whether the SF354 is a single or
double sided disc drive.A person selling one is claiming it to
be double.I thought I'd ask the professionals so this is where
you come in.Your knowledgwill be greatly appreciated.
Thank You
Ron L

4097. SCSI-error on FALCON, REV. B.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-08 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5vS3UGIaDhB@ollom.prima.ruhr.de>
Source record: 24216

I recently recognized that my FALCON 030, rev. B. has some severe SCSI-Bugs occuring while working. E.g. using Outside and an screen-enhancer is very difficult. The SCSI drive sometimes pauses for about 30 secons and after that there seems to be a SCSI-reset or something like that, but I can work on! I have heard about some SCSI-Hardware patches for the FALCON, maybe this will help me?! Is there anyone able telling me where to get some infos about the patches? Which one does help?
Thanx in advance...

Daniel

daniel@ollom.prima.ruhr.de

(Please ignore that F***point stuff below!)

CrossPoint v3.1

4098. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813226817@aix7.rhrk.uni-kl.de>
Source record: 24091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mbecroft@iconz.co.nz (Mario Becroft) writes:

>I think that the Hard Disc Driver software might not support the extra
>partitions, and this may cause your problems, but I'm really not sure.
>AHDI software can partition up to 24 partitions if I remember rightly
>(per drive), so I should think you wouldn't have any trouble with this.

I'm afraid you're wrong. AHDI doesn't support more than 14 partition, i. e.
drives C up to P. There is no relation between the number of drives. HDX
allows to partition with more than 14 partitions (there is no upper limit
for the number of partitions at all) but this is not the same emount of
partitions most hard disk drivers support. For the present being more than
14 partitions (C up to Z, without U) are only possible with the combination
of MagiC 3 and HDDRIVER.

>I would have thought that if the number of partitions went past P, the OS
>would automatically carry on past P. I guess you just have to experiment.

No it can't because the memory TOS uses for buffering partition data is
statically limited to 14 partitions. There is no way to get this limit
lifted under TOS.

>When you say you're unable to "define" drives between P and U, what
>exactly do you mean? I've been able to use drive R, as I mentioned above,
>and I have made aliases to X and so forth from drive U with no trouble
>(using the mint.conf alias command).

But these drives only exist on the GEMDOS level, not on the BIOS level. Hard
disk partitions are BIOS drives.

```
*****************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
*****************************************************************************
```

4099. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813227199@aix7.rhrk.uni-kl.de>
Source record: 24092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

clausb@hpbbn.bbn.hp.com (Claus Brod) writes:

>Summing it all up, 256 MB in a BGM partition using 8 KB logical sectors
>are safe on all TOS version. 512 MB are possible using the mentioned
>"patch". Everything beyond this seems to be uncharted territory,
>at least to me, and only the latest and greatest TOS versions
>should be used to test partitions larger than 512 MB.

Concerning TOS 4.0 (and MagiC, of course) it is generally accepted now that
1 GByte works. On the Falcon a lot of people use partitions > 512 MByte for
hard disk recording.
Even 2 GByte partitions seem to work because TOS seems to allow an overflow
in the BPB sector size field, i. e. 0 bytes per sector are taken as 65536
bytes per sector. But I don't think you should use such partitions sizes
because this is clearly beyond any specification.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4100. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813227464@aix7.rhrk.uni-kl.de>
Source record: 24093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gigxr01@nt.com (Gerry O'Rourke) writes:

>If I want to use the Minix partition, I have to hide another partition to
>free up a drive letter (I use Supraedit.prg to disable the partition, I
>know ICD has a better method, but I don't have an ICD adapter).

>Perhaps an XHDI compliant driver migh tbe able to expand the partition
>tables to allow more. I understand that Magic 3 can have 23.

The problem is that with MagiC you can have 23 partitions, indeed, but you
can't have a MinixFS with MagiC. And without MagiC you can't have more than
14 partitions. This can't be solved unfortunately as long as there is no
MinixFS for MagiC 3. It looks as if there never will be one. At least I
never heard of somebody working on this.

>Does anybody know when HD Driver 4 is out?

In Germany it has been out for several months and in about two weeks
HDDRIVER 4.5 will be available. As soon as MagiC 3 is available in the UK
the English version of HDDRIVER 4.5 will be available in the UK, too.
Both programs are distributed by System Solutions.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4101. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813227756@aix7.rhrk.uni-kl.de>
Source record: 24094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:

>|> TOS can only handle 14 BIOS drives but more GEMDOS drives.

>Isn't it just the other way round? The _drvbits variable of the BIOS
>has 32 bits, but GEMDOS uses 16 bits to hold the bitmap of all known
>drives. With MiNT, you can use the whole range of 32 drives, with U
>being reserved. In any way, two bits are reserved for the two
>(logical) floppy drives.

I was aiming at the restrictions no in the drive bit vectors but in the rest
of the operating system. TOS simply can't handle more than 16 BIOS drives
because the TOS memory model is layed out statically for only 16 drives.
That's the main reason why more than 16 BIOS drives won't work with TOS. At
least I guess it would be easier to patch TOS in a way that it can handle
more than 16 GEMDOS drives than to get more than 16 BIOS drives working.
But in any case the restrictions should be clear now. There were quite a lot
postings on this subject.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4102. Re: Latest news on HD partition sizes...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813229589@aix7.rhrk.uni-kl.de>
Source record: 24095
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Dr Simon G.K. Williams" <williamssg@cf.ac.uk> writes:

>Using a TT with TOS 3.xx, it's possible to create partitions upto 256MB.
>For this it's a good idea to use ahdi ver 5 or 6, or better still
>HDDRiver 3.51.

This is still wrong. The maximum with TOS 3.x is 512 MByte.

>Using the MagiC operating system with a TT, it's possible to access
>partitions upto 512MB, i.e. 16384 bytes per sector. If magic isn't
>booted, these partitions are not accessible under TT tos.

This is wrong, too. Using MagiC 3 the maximum is 1 GByte.

>Apparently, though not tested yet, using ICD pro utils partitions upto
>512MB can be accessed on a TT without magic. No-one has yet confirmed if

>On Tos versions <1.04, partition sizes must not exceed 16MB. This is the
>standard limit for GEM partitions, else they become BGM partitions.

But with BGM partitions TOS version < 1.04 allow up to 256 MByte per
partition.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4103. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: Stephen Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199510090111.AA00627@moroder.demon.co.uk>
Source record: 24217

In a recent article, azog@gti.gti.net (azog) wrote:
>To the people who said it couldn't be done: bllleah! And guess what?
>You don't even need a multitasking system!

I downloaded the STIK/CAB thing to have a quick play around with it.
Obviously some pretty smart programming has gone into STIK, and I'm very
impressed. The TCP/IP stuff is presumably done with interrupts and rolls
along quite nicely, but the limitations of the operating system show up in
that CAB can't do anything while you've got the mouse in the menu bar. (So
the moral of the story is, don't leave the mouse in the menu bar.) I still
have serious doubts that you'll ever be able to receive mail or news while
browsing (under single TOS). Or even receive mail and news at the same
time. Still, it's a good start. Hats off to the guys who put it together.

Stephen
--
The wonderful dexterity of Hannu Mikkola
Makes me want to shake hands with the whole of Finland
ro tr @m od .d on o. But the horrible sincerity of Miriam Stoppard
bo on or er em .c uk Makes me want to go out and commit mass murder

4104. AWK interpreter/compiler for Atari ST, WHERE ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: ninob@physics1.physics.monash.edu.au
Message-ID: <ninob.62.3078A23D@physics1.physics.monash.edu.au>
Source record: 24218

The subject line says it all.

Nino Benci.

4105. Re: ST goes WWW?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: henkvdg@news.metropolis.nl
Message-ID: <DG716E.1yt@news.metropolis.nl>
Source record: 24219

Oliver Haase (arw09@rrz.Uni-Koeln.DE) wrote:
: Hi STs,

: my little grey Box is no longer willing to spend it`s time outside the
: WWW. Is there any existing software to join the WWW like TrumpetWinSock
: and Netscape (Mosaic) etc. for PCs? Please mail direktly to me, if you can
: help.

: Ciao Oliver

Read comp.sys.atari.st

Yes there is. Not really like Netscape. But a reasonable start.
It is called STiK and CAB (Colourful Atari Browser).
You can find it ubder the name www106.zip or the like.
For instace at HENSA file tos/q/q136/*

Henk

4106. Re: Nubie Questions about 1040STfm Hardware.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <813269654_OASIS_@pwomar.demon.co.uk>
Source record: 24220

In article <45bpc0$99@news.cc.ucf.edu>
esser@ist.ucf.edu (Christopher H. Esser) said:-

>I hope this dosn't sound like a dumb question, but I have been using an
>Atari 1040STfm for about 3 hours now. I was just given this machine to
>play with by someone who doesn't know anything about them either.
>
>My first question is what is the best (and cheapest) way to connect a hard
>drive. I have a few SCSIs and IDEs lying around, so I'd like to use
>something I already have. I noticed a DB19 port on the back for a hard
>drive. Am I guessing right that its SCSI-1? If so, what are the pin outs?
>If not, I suppose I need a host adapter. What kind, where can I find one,
>and how much?

It's an atari ASCI Dma port. You'll need an adaptor like the ICD Link 2 which is
generally looked upon as the best available it's about 70ukp which should be a
direct pound per dollar conversion. SCSI devices are the only ones easy to use
IDE devices can be used but only at a large cost and with extra harvare.

>I've been getting software off the net and transferring it to disk using a
>Macintosh for now. What are the basic power tools I need? (i.e. comm
>programs, uncompressers, disk utilities, etc.)

Try the atari archive atari.archive.umich.edu and get the full filelist have a
look through it and take your pic.

>Lastly. The printer port on the back. Is it standard serial? I dug the gum
>out of the back (Yes, I got it from a grade scool) and plugged in the
>printer, but got nothing. I used a straight-thru serial cable.

The printer port is a Parallel the serial prt is a serial (max 19200 withotu
mods).

--

This .sig is not the least bit amusing so I ask you NOT to read it.
Mail: paul@pwomar.demon.co.uk IRC: Wo

4107. Re: frak sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <DG7AIy.MEL@cix.compulink.co.uk>
Source record: 24221

>Thank you, but... How does one contact Compo? One who doesn't live
>in your country?

compo@cix.compulink.co.uk will work ;-)

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

4108. re: frak sought

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3058rcain@nest.demon.co.uk>
Source record: 24222

On 08 Oct 95 sakaria@vipunen.hut.fi wrote:

>> Try Compo - they sell
Marpet
>>
stuff.
s>

s>

s> Thank you, but... How does one contact Compo? One who doesn't
live
s> in your
country?

Whoops, sorry. They are on 44-147-773582.
Address:

Unit
3,
Green
Farm,
Abbotts
Ripton,
Huntingdon,
Cambridgeshire.
PE17
2PF

I am sure they have an e-mail address but I can't find it. Perhaps someone
reading this can help
you?

Roger
rcain@nest.demon.co.uk

--

4109. Re: SF354-single/double?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <432aacda@kockens.ct.se>
Source record: 24223

> Can anyone please tell me whether the SF354 is a single or
> double sided disc drive.A person selling one is claiming it to
> be double.I thought I'd ask the professionals so this is where
> you come in.Your knowledgwill be greatly appreciated.

The SF354 is a single sided drive. Dont let him fool you!

Grtz Jesper Kock WiZZard on -*-Kockens BBS-*- +4646250256 V32" Atari Only

- CeD 0.62Beta, unregistred version!

4110. Help! Caan't transfer files!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: Joe_Katzman@yuwrite.yorku.ca
Message-ID: <Joe_Katzman-0910950623500001@howie16.slip.yorku.ca>
Source record: 24224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, all. I'm hoping you can help me.

Back around 1989 I got a MEGA ST2 computer. We're talking 720K Atari disk drive (SF 314 model) here, etc. No Hard Drive. The system worked really well for me, though, and I did a lot of good work with it.

Now I have a Macintosh with an HD (1.4 MB) drive, and I'd like to transfer this good work over. But I can't. I have MS Word macros that will fix the formatting codes etc. in WordWriter ST .doc files, that's no problem. The problem is geting the files transferred in the first place.

You see, neither Mac nor DOS drives that I try will read Atari-formatted disks. Both just reject them as unsuable, while my Atari drive won't take Mac or DOS disks, either.

I should note that the Mac and DOS computers I've tried WILL take a 720K DOS disk, so that isn't the problem. As the man says in 'Cool Hand Luke': "What we have here is a failure to communicate."

Any help any of you can offer would be deeply appreciated.

--Joe

4111. Nubie Questions about 1040STfm Hardware.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: esser@ist.ucf.edu
Message-ID: <45bpc0$99@news.cc.ucf.edu>
Source record: 24225

I hope this dosn't sound like a dumb question, but I have been using an Atari 1040STfm for about 3 hours now. I was just given this machine to play with by someone who doesn't know anything about them either.

My first question is what is the best (and cheapest) way to connect a hard drive. I have a few SCSIs and IDEs lying around, so I'd like to use something I already have. I noticed a DB19 port on the back for a hard drive. Am I guessing right that its SCSI-1? If so, what are the pin outs? If not, I suppose I need a host adapter. What kind, where can I find one, and how much?

I've been getting software off the net and transferring it to disk using a Macintosh for now. What are the basic power tools I need? (i.e. comm programs, uncompressers, disk utilities, etc.)

Lastly. The printer port on the back. Is it standard serial? I dug the gum out of the back (Yes, I got it from a grade scool) and plugged in the printer, but got nothing. I used a straight-thru serial cable.

I would be grateful for any advice you could offer.

Thanks,
Christopher H. Esser
Sr. Computer Support Specialist
Institute for Simulation and Training

4112. Atari RGB to SCART interface

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: enrico@ats.it
Message-ID: <45bjia$n71@server-b.cs.interbusiness.it>
Source record: 24226

I'm looking for the schematic of the cable between my Atari ST RGB
video out and the TV receiver SCART.
I'd like to receive the specification of SCART connector, too.
Thank you

4113. Falcon FX Performance?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <DG7ELJ.6t2@news.hawaii.edu>
Source record: 24227

Has anybody run performance tests on a Falcon with the FX board
installed? (something like Gembench, for example) What kind of
performance increases does the enhancement provide?

Aloha,

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE

4114. Re: Help! Caan't transfer files!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: Daniel Eriksson <eradaer@gaera.ericsson.se>
Message-ID: <45b9ms$dka@erinews.ericsson.se>
Source record: 24228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Joe_Katzman@yuwrite.yorku.ca wrote:
>You see, neither Mac nor DOS drives that I try will read Atari-formatted
>disks. Both just reject them as unsuable, while my Atari drive won't take
>Mac or DOS disks, either.
>
>I should note that the Mac and DOS computers I've tried WILL take a 720K
>DOS disk, so that isn't the problem. As the man says in 'Cool Hand Luke':
>"What we have here is a failure to communicate."

What you've found is the (in)famous DOS-bug. AFAIK the DOS-
manual says one thing and DOS does another. The problem is that
TOS and DOS disagrees about a couple of fields in the bootsector.
This has been fixed in later versions of TOS. My guess is that
you are running TOS 1.02 (originally fitted in the MegaST). The
fix was introduced either in v1.04 or 1.06, I'm not sure.

There are three solutions to your problem:

1. Get one of the free programs that will let you write a
DOS-compatible bootsector on your existing disks.

2. Format a couple of disks on your DOS-box and let your
Atari transfer the files to them. With only one drive this
could easily become quite tiresome. Anyway, your Atari
should have no problem reading/writing a true DOS-disk.

3. Connect the TOS and DOS-box with a serial line and
download the files at 19200bps!

Hope this helps!

--
Daniel Eriksson, Test Engineer, Ericsson Radio Systems AB
Email: daniel@icon.pp.se, eradaer@gaera.ericsson.se
Phone: +46 26 516024 (home), +46 26 159232 (work)
Peacekeeping - It's not a job for soldiers, but only soldiers can do it.

4115. Re: Help! Caan't transfer files!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <45bj02$jlt@sinsen.oslonett.no>
Source record: 24229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
WHAT??? Your Atari doesn't take MSDOS disks???
You should be able to "convert" any Atari formatted
disk to MSDOS standards...
If you can't I suggest you change your drive and upgrade to
1.44MB- I'm working on this now, and will post the results
when I'm done.

Hallvard
--
[SunOS Unix/Sun SPARCstation 20/Atari STe]
Norway- land of the fjords and the midnight sun
[Online mail -Unix EMACS 19.28.1]
```

4116. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3079a44c7aea5@discworld.oche.de>
Source record: 24230

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

HLW>RAM above the 14 MB barrier is handled virtually automatically by the FX-logic.

AFAIK, not yet.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4117. Re: 1040 psu failure (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3079a448785e2@discworld.oche.de>
Source record: 24231

Rob Hukin (robh@epunix.susx.ac.uk) wrote:

RH>Just about everyone I've ever known with a 1040 has had the power supply
RH>go at some stage. I can fix most things but switched-mode supplies are a
RH>black art! So, does anyone out there have any hot tips on what usually
RH>fails on them, or can someone in the uk direct me to a decent repairer?

If the fuse is blown, chances are good that only the primary bridge
rectifier is broken. Otherwise, check the caps next.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4118. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3079a448792d3@discworld.oche.de>
Source record: 24232

Gerry O'Rourke (gigxr01@nt.com) wrote:

GO>The extra memory is added on by using another MMU type device (could be a
GO>DRAM controller or GAL/PAL) & decoding this to produce the extra address
GO>lines.

Right. The 68000 can address 16MB of memory, even with the upper 2 MB being used by TOS and I/O, you have 14MB left where you *can* address RAM. The built-in MMU only does 4MB, but that's no limit if you build your own MMU.

GO>In theory, this should be faster than ST RAM, but would depend on the
GO>design of the board.

In a plain ST in monochrome mode, the video access should not slow down the CPU too much, so the speedup would not be too much. In a falcon, fastram can be over 100% faster than standard ST RAM in high-res, many-colour modes.

GO>Now, to completly upset things, SOEMBODY in Germany has produced an add-on
GO>that allows uo to 12 Meg that CAN do DMA transfers.

That's Martin_Wevelsiep@AC3.maus.de - I think he has none of the ST type expansions left, only MSTE type. You get up to 12/14 MB of real ST RAM, with all video, DMA etc. capabilities - but it's more expensive than TT-RAM type expansions.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4119. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3079a44a79df4@discworld.oche.de>
Source record: 24233

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

HLW>You're wrong. The FX-card takes completely care of the timings between the
HLW>CPU, DSP and RAM. And almost ALL Falcon can run at 36 Mhz anyway.

How many of those have you installed to be so sure?

36 is not a lot faster than 32 ... with a replacement GAL, the MAGNUM
card can reach that (and more) *without* clocking the BUS beyond
specification.

HLW>It's faster than the TT, and you can use DMA-sound from the FastRAM (FX-RAM)!

Other cards can do that, too. The MAGNUM has been tested with Cubase
Audio and works fine.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4120. Re: Falcon clock battery has run out

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FJJWFGAIUP@zumdick.rhein-main.de>
Source record: 24234

I think my first reply didn't go out, so I am reposting it. Also
I can add something:

In <FJJQFJAFUP@zumdick.rhein-main.de> Nat! wrote:

>In <FJHTDIAIUP@data.rhein-main.de> wrote:
>
>>In <FJGXBHBLUP@zumdick.rhein-main.de> Nat! wrote:
>>
>>>Since about a week whenever I boot up, I get 0:00 8.9.1986 or some
>>>date very similiar to this. My NVRAM information is OK (still?).
>>>
>>>Is there anything I can do to fix this ?
>>
>>First:
>> Reset your NVRAM whit NVRES.PRG
>> Than try again.
>> You F030 lose only the Timesetting?
>> (Or any / all other Settings in the NVRAM)??
>>
>Excellent. This did the trick.
>
For one day. Now its back to the way it was before. It almost
looks like some program is messing with the NVRAM... hmmm...

Nat!

------------------"Bang that bit that doesn't bang"---------------

"I think the two most difficult things to deal with in life are
failure and success" David Lee Roth

4121. ST goes WWW?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: arw09@rrz.Uni-Koeln.DE
Message-ID: <45anh1$637@news.rrz.uni-koeln.de>
Source record: 24235

Hi STs,

my little grey Box is no longer willing to spend it`s time outside the WWW. Is there any existing software to join the WWW like TrumpetWinSock and Netscape (Mosaic) etc. for PCs? Please mail direktly to me, if you can help.

Ciao Oliver

4122. Re: (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DG6AI3.6DK@ridgecrest.ca.us>
Source record: 24236

Donald Fields <fields@unb.ca> wrote:
>I have just acquired a Mac powerbook with 17" Apple monitor and keyboard
for
>docking at work. I have another keyboard at home and am told I can use
VGA etc.
>monitors as a second screen (the PB is monochrome and small!). I have
both color
>and mono monitors for my 1040STFM which I still use. I don't want to
add another
>monitor to my (now very cluttered) desk. Does anyone know if I can
cable-up any
>way of using my SC1224 with the Mac or (worst case) some other kind of
monitor I
>can use with both the Atari and Mac ? I have access to technical help
if the fixes arn't
>too elaborate. I would appreciate any suggestions - email to above or
post if you
>think others may be interested in your tips.
>Don Fields UNB Sleep Lab Psychology Dept. University of New
Brunswick
> Fredericton, NB Canada
>
>
The SM124 can handle VGA from most machines. You would have to
convert the 13 pin plug on the SM124 to a D-15 plug. Then on
the Mac side, if the power book uses the 25(?) pin plug, purchase
the Lappis switch (or something of the like) to let it know what
type of monitor is connected. Don't know pin-outs for the Mac
if it is a 15 pin connector, but the above mentioned switch
may be available in 15 to 15 pin types.

Mike

4123. Re: ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <3079d33c339cd250@xs4all.nl>
Source record: 24237

Gerry O'Rourke (gigxr01@nt.com) wrote:
>In article <45652p$6kj@alterdial.UU.NET>, username@rapidramp.com (Full
>Name) wrote:
>
>> I was wondering if anyone knew how to upgrade a standard 1040 ST to 2
>> megs... I already have the DRAM chips, I just need to know what to hook
>> up. If anyone knows how, or knows of some doc files that explains how,
>> please help....

That cannot be done. You can upgrade 512 Kb to 1 Mb, or even upgrade from
2 MB to 4 Mb by 'piggy-backing' the new ones on top of the old ones.
(with the exeption of some pins which have to be wired differently.)

However, an upgrade from 1 to 2 Mb is impossible using this method.
The technical reason for this is that the computer can only use up to two
'banks' of memory, with bank sizes being 512 Kb or 2048 Kb. If you have
1 MB RAM you therefore have already both banks (512 + 512) in use, and
you cannot add 2 additional banks to this.

>
>Since you have the chips, there are some DOC files on a.a.u.e that explain
>how to piggy-back ram chips onto those already in the ST.
>
>Sorry I don't have the name or directory.
>
>You have to be fairly good at soldering.
>
>The reliability may not be so good.
>

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
Upon contact with the Micro$oft NetWork these bits will self-destruct within
twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

4124. Re: **New platform**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: fezzy@iinet.com.au
Message-ID: <459ld9$7u3@jazz.iinet.com.au>
Source record: 24238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sinclap2954@cobra.uni.edu wrote:

: DISTRIBUTION: Business Editors/Computer Writers
:
: HEADLINE: Jean-Louis Gassee unveils The BeBox; First product of Be Inc.
: delivers
: a powerful alternative to traditional computer platforms
:
: DATELINE: MENLO PARK, Calif.
:
: BODY:
: Oct. 3, 1995--Be Inc., the company founded by Jean-Louis Gassee, former
: president of Apple Computer's product division, today launched its
: much-anticipated first product: The BeBox.
:
: The BeBox is a high-performance, low-cost system designed to meet the
: demands of sophisticated computer users and developers who are frustrated by
: the
: limitations of current architectures.

Could this be the 'new' Atari 'Micro Box' I saw mentioned in this group
last week ??????

If M.S. isn't involved, this looks interesting......
--
_-_|\ Peter Feszczur E-Mail: fezzy@iinet.com.au
/ \ Known as Fezzy or: fezzy@perth.dialix.oz.au
*_.-_/ Perth West Australia -- Proud user of ATARI computer equipment
v ** "What, use a clone & windoze, Never!! There are other ways" **

4125. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813226439@aix7.rhrk.uni-kl.de>
Source record: 24239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

waldi@moacs.indiv.nl.net (Waldi Ravens) writes:

>> And, AIUI, under MiNT you can have drive letters all the way to Z, so a
>> 9gig drive (18 partitions @ 512MB each) should work fine as long as you
>> run MiNT.

>This is possible with MagiC 3 in combination with HDDRIVER 4 (maximum of
>28 partitions, I believe (is that correct, Uwe?)), but not with MiNT
>(maximum is still 14 partitions).

The maximum number of partitions under MagiC 3 is 23. (Partitions C-Z,
without U.)

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4126. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-09 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813226532@aix7.rhrk.uni-kl.de>
Source record: 24240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gigxr01@nt.com (Gerry O'Rourke) writes:

>> TOS can only handle 14 BIOS drives but more GEMDOS drives. The MiNT drive U
>> is a GEMDOS drive. With Magic 3 you can have up to 23 BIOS drives, i. e. 23
>> "real" hard disk partitions. (C-Z without U.)

>Can you explain the difference between a BIOS drive & a GEMDOS drive?

BIOS drives can be accessed using BIOS system calls. Typically hard disks,
floppies and RAM disks are BIOS drives. They can also be accessed using
GEMDOS, of course, because GEMDOS itself uses BIOS calls for this.
GEMDOS drives (e. G. the MiNT drive U: or CD ROM drives) cannot be accessed
by the BIOS but only by GEMDOS system calls. BIOS and GEMDOS are different
layers of the operating system.

>What is the partition size limit for Macic 3?

1 GByte for each partition. This is independent of the TOS version you use
because MagiC replaces the entire operating system, not only certain system
calls.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4127. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <45di5n$fkm@news.iesd.auc.dk>
Source record: 24096

In article <3079a44c7aea5@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
> Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
>
> HLW>RAM above the 14 MB barrier is handled virtually automatically by the FX-logic.
>
> AFAIK, not yet.
>
I know, but when a new firmware-update comes out, it should be supported according to Georg Archer, but I guess you know that too :-)

Keep Cool and Flying...

ChainXOR...

4128. Re: ST -> TV

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DG8GBK.3p8@cf.ac.uk>
Source record: 24097

It depends on what kind of Atari ST it is, if its a very early one then it's probably only got RGB outputs.
You need to first combine these into a composite video signal, shouldn't be difficult, use a few resistors. Then, feed that into a standard UHF modulator, the types you find in video recorders or similar.
That'll give you a TV output...

4129. Re: mono monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DG7IC5.K77@freenet.carleton.ca>
Source record: 24098

Secret Squirrel (Larry@its1984.demon.co.uk) writes:
> My monitor has virtually perfect definition, contrast etc., being a very great
> upgrade on the med-res colour monitor it replaced. *However* it suffers from
> a defect, which can be described as a 'clothes line' effect, i.e. the lines for
> the top half of the screen suffer from a slight droop.
>
> The picture, is not a true square.
>
> Would someone tell me what is causing this problem, and can it be fixed, or will
> the monitor have to be replaced.
>
> Model: Tatung MM14SAE 14 inch.
>
My Atari brand SM147 does the same thing! It's not a major problem, but a
slightly disconcerting blemish on an otherwise perfect monitor!
Please post any replies which offer a solution.

--
Songshop Musical Productions : You may say that I'm a dreamer,
Box 266, Shawville, Quebec : But I'm not the only one
J0X 2Y0 (819) 647-6022 : I hope someday you'll join us...

4130. 520ST power plug

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <45e7sf$7v8@tiber.uoknor.edu>
Source record: 24099

The pin out of the 520 ST power plug, looking into the port, is:

```
2 1___+5v
5 . 4 2___NC
. . 3___GND
4___+12v
3 . . 1 5___-12v
6___+5v
7 . . 6 7___GND
^
```

4131. Re: SF354-single/double?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: trek@ihgp114r.ih.att.com
Message-ID: <DG8ryG.6uD@ssbunews.ih.att.com>
Source record: 24100

In article <458gvo$72j@blackice.winternet.com>,
Rich Mier <rbmier@winternet.com> wrote:
>> wl712@freenet.Victoria.BC.CA (Ron A. Lukawitski) writes:
>>
>> Can anyone please tell me whether the SF354 is a single or
>> double sided disc drive.A person selling one is claiming it to
>> be double.I thought I'd ask the professionals so this is where
>> you come in.Your knowledgwill be greatly appreciated.
>> Thank You
>> Ron L
>>
>>>>>
> The SF354 is a Single Sided Floppy Drive. The
>SF314 is a Double Sided. Note here: The SF354 can be
>updated by simply changing the drive mechanisim. This might
>have already been done.
>
> Rich Mier
>

Going out on a limb here, but I thought both drives were double
sided - but one is single density and the other is double density.
the 354 - if not modified is a 360K drive and the 314 is a 720K
drive. Wayne

4132. Re: 8 mb on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <45dc1b$pqt@btmpjg.god.bel.alcatel.be>
Source record: 24101

In article <DG0304.ALs@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> [...] MiNT-X doesn't seem to make full
> (any?) use of TT RAM AFAICR. Therefore this upgrade may not do what you
> want.

> Roland.

Can you be more specific? I'd kindof assumed that the X clients *would*
use TT RAM if the appropriate flags were set. The X server itself may
well need to be in ST RAM, since it's closely coupled to the video system.

I'd just like Chimera (and lynx!!!) to run out of memory less often...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4133. ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: gnagflow@dijkstra.heidelbg.ibm.com
Message-ID: <45dqqn$1l9m@kaa.heidelbg.ibm.com>
Source record: 24102

Hi guys,

Has anybody ever heard about an AtariST-laptop or portable system? If so,
where could I get one, or more information about it?

Thanks

Wolfgang

4134. Re: 520ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: soupigf@enterprise.america.com
Message-ID: <45d5gv$b5a@enterprise.america.com>
Source record: 24103

Robert Schaffner (robscha@data.rhein-main.de) wrote:
: In <452ff8$97f@enterprise.america.com> Matthew Gabriel wrote:

: > I have recently come into the posession of a 520ST and a SF354
: >drive.
: > Trouble is, I have no cables or power supplies for them.

: Thats a Failure.. :-)

A failure remedied by your comprehensive post! I thank you very
much for the info!

:
: OK, thats all for Today..
: Best Regards
: Robert

SoupIsGood Food

4135. Re: [Q] Linking two+ Ataris with miNTNet

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: cpb4@ukc.ac.uk
Message-ID: <1103@stork.ukc.ac.uk>
Source record: 24104

In article <44hq6a$8h4@status.gen.nz>,
Mario Becroft <mbecroft@iconz.co.nz> wrote:
>Howard Chu (hyc@troy.la.locus.com) wrote:
>: There are a number of ways to handle address assignment, but you can
>: probably make do with fixed addresses. Just set up an /etc/hosts file
>: on each machine and put its own name and address in there. SLIP or
>: PPP will need to be told these addresses when you set up this way.
>
>So, say I call my TT030 0.0.0.0 and Falcon030 0.0.0.1, and lets pretend
>there are a few other computers connected, now when I say "ftp 0.0.0.1"
>from the TT030, how will the TT030 know to connect to the Falcon030,
>when the Falcon030's address is only stored in it's hosts file? Would
>the TT030 send some sort of "ping" message to all the computers connected
>to it, and this way find the right one?

No, but it might be better if it did! In fact, you have to set up the
routing table on each machine which is effectively a "street map" telling
the networking system which way to send packets for any particular
destination. Use the route program from the MiNTnet distribution to
do this. You can put the commands in your MINT.CNF so you don't have
to set it up each session.

>So, say I had a big line of ST's, each one connected to the next one
>along, would teh first ST ahve to have something saying "All data for
>the TT030 goes to the next ST" then that one ahve "All data for TT030
>goes to the next ST" etc. so that as the data works it's way along the
>chain, it eventually gets to the TT030?

Say I have a line of STs (each with at least 2 serial ports) connected
together with SLIP, named st1, st2, st3, st4, st5:

```
+-----+sl0 +-----+sl0 +-----+sl0 +-----+sl0 +-----+
| st1 |-------| st2 |-------| st3 |-------| st4 |-------| st5 |
+-----+ sl1+-----+ sl1+-----+ sl1+-----+ sl1+-----+
```

st1 has address 100.0.0.1, st2 has address 100.0.0.2 etc.

To see the routing table for a machine, run the route program that comes
with MiNTnet with no parameters.

For each machine, there should be an entry for 127.0.0.0 (the loopback
network) routed via the lo0 interface, and an entry for its own IP
address going via lo0, too, so it can deliver packets to itself.

st1 would also have an entry for 100.0.0.2 (st2) routed via sl0, and a
default entry via sl0 with the gateway set to 100.0.0.2; this will send
all other packets to st2 for forwarding. st5 has a similar setup.

You could now set up st2 to have a route for 100.0.0.1 (st1) through sl1, 100.0.0.3 (st3) through sl0, and 100.0.0.4 (st4) and 100.0.0.5 (st5) each through sl0 with their gateways set to st3. Alternatively, you could set st1 via sl1, st3 via sl0 and default to sl0 gatewayed by st3.

Now imagine you add another ST to the middle of the chain with PLIP, making a branched structure... As you can see, it can get complex, especially for someone who hasn't dealt with networks before. Each machine just needs a routing table entry for each other machine it's directly connected to, and enough information to correctly route any other packets it may have to send.

>Bearing in mind that I know nothing about this, how would I do it
>(just for a Falcon030 and TT030 to begin with)? What files would I need
>to change? What software would I need? Or is it just too complicated
>to explain?

I have set up a mini-network of 3 STs using one SLIP connection and one PLIP. Unfortunately, it's in London, and I'm in Canterbury... Next time I'm there, though, I'll collect a copy of all the relevant config files and so on, and post them. A real-life working example should be more help than pages of theory...

>: I suppose, if you don't need the MIDI ports for music, you could
>: daisy chain all of the machines that way. Otherwise, I would connect

Will any of the current MiNTnet interfaces run over the MIDI line? I had no success when I tried it (TOS seems to echo everything from MIDI in directly to MIDI out...)

>Could I just use different ports for each computer? SO I could use LAN
>for TT030 <-> Falcon030, the other serial ports forTT030 <-> some STs,
>MIDI ports for some more STs <-> the other STs and so forth?

Assuming you have interfaces (.XIF files) that will work for each port you want to use, and assuming you can figure out the routing tables, and assuming you give a unique IP address to each machine... yes! Might go a little slow though.

>How would I tell it all what ports to use? Once I've got all the files
>set up, how would I "start everything up" so that the computers can talk
>to each other?

Use iflink to attach interfaces to hardware ports, ifconfig to configure each interface, and route to add the routing table entries. Make sure your /etc/hosts lists all the hostnames you want the resolver to be able to resolve into their IP equivalents, and it *should* work.

>Thanks for your help!

Dat's OK.

--Charles

PS: Anyone know if there's a standard way for an IP network like the one described above to auto-configure itself. (e.g. each machine could find out what machines it was connected to and build its own routing table.)

4136. WTB: HD or HD-controller (Sweden, please!)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: PAR LARSSON <y94parla@isy.liu.se>
Message-ID: <45dts6$nap@newsy.ifm.liu.se>
Source record: 24105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd like to buy a harddisk or a controller for an STe as cheap as possible.
Preferably 500 SEK or lower... Don't hesitate to answer!

Pï¿½r Larsson
y94parla@isy.liu.se
http://www.edu.isy.liu.se/~y94parla

4137. Re: Help! Caan't transfer files!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: Joe_Katzman@yuwrite.yorku.ca
Message-ID: <Joe_Katzman-1010950357270001@ellen5.slip.yorku.ca>
Source record: 24106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <45b9ms$dka@erinews.ericsson.se>, Daniel Eriksson
<eradaer@gaera.ericsson.se> wrote:

> What you've found is the (in)famous DOS-bug. AFAIK the DOS-
> manual says one thing and DOS does another. The problem is that
> TOS and DOS disagrees about a couple of fields in the bootsector.
> This has been fixed in later versions of TOS. My guess is that
> you are running TOS 1.02 (originally fitted in the MegaST). The
> fix was introduced either in v1.04 or 1.06, I'm not sure.
>
> There are three solutions to your problem:

Many, many thanks for your help, Daniel.

> 1. Get one of the free programs that will let you write a
> DOS-compatible bootsector on your existing disks.

About finding one of these programs. Perhaps you have a program name I
could ask for? Much easier than trying to explain the whole problem over
again at the store...

--Joe

4138. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <45dcjs$pqt@btmpjg.god.bel.alcatel.be>
Source record: 24107

In article <199510090111.AA00627@moroder.demon.co.uk>, Stephen Mulrine
<robotron@moroder.demon.co.uk> writes:
> [...] I still
> have serious doubts that you'll ever be able to receive mail or news while
> browsing (under single TOS). Or even receive mail and news at the same
> time.

Why? NOS already does that ... any sophisticated comms program has its
own internal multitasking. See also STorm, CoNNect, etc..

> Still, it's a good start. Hats off to the guys who put it together.

> Stephen
> --
> The wonderful dexterity of Hannu Mikkola
> Makes me want to shake hands with the whole of Finland
> ro tr @m od .d on o. But the horrible sincerity of Miriam Stoppard
> bo on or er em .c uk Makes me want to go out and commit mass murder

If I die of a smoking-related disease you can blame the Stoppard woman.
For years I refused to give up smoking just to spite her ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4139. Re: Nubie Questions about 1040STfm Hardware.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.183.0010B5CA@cfcsc.dnd.ca>
Source record: 24108

In article <45bpc0$99@news.cc.ucf.edu> esser@ist.ucf.edu (Christopher H. Esser) writes:
>My first question is what is the best (and cheapest) way to connect a hard
>drive. I have a few SCSIs and IDEs lying around, so I'd like to use
>something I already have. I noticed a DB19 port on the back for a hard
>drive. Am I guessing right that its SCSI-1? If so, what are the pin outs?
>If not, I suppose I need a host adapter. What kind, where can I find one,
>and how much?
that DB19 is the DMA port-that is ACSI, the Atari version of SCSI. you'll need
a host adaptor from Atari, Supra, or ICD to use your SCSI drives. cost? for
brand new LinkII (ICD) it would be about 100$Cdn. used could be 20-30$Cdn
depending on what type.

>I've been getting software off the net and transferring it to disk using a
>Macintosh for now. What are the basic power tools I need? (i.e. comm
>programs, uncompressers, disk utilities, etc.)
CoNnect, STalker for comms, STzip, ARCshell, two-in-one, etc for
uncompressors, DiamondEdge, Zorg, ICD Utils,etc for disk utils.

>Lastly. The printer port on the back. Is it standard serial? I dug the gum
>out of the back (Yes, I got it from a grade scool) and plugged in the
>printer, but got nothing. I used a straight-thru serial cable. the printer
port is standard Parallel. most non-Macintosh printers are parallel, or
parallel/serial. Sounds like you could use a manual :^)

>I would be grateful for any advice you could
offer.
later.plus tard

do you 'ken'? -Atari/TOS1.62 & 4.04 -MAC/Sys6.08 -IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich-speaking only for myself
CFCollege, Toronto, Ontario, Canada = macdonald@cfcsc.dnd.ca
OR ken.macdonald@canrem.com T.A.F. RULES!

4140. re: nubie questions about 1040stfm hardware.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3080rcain@nest.demon.co.uk>
Source record: 24109

On 09 Oct 95 esser@ist.ucf.edu wrote:

e> My first question is what is the best (and cheapest) way to connect
a
e> hard drive. I have a few SCSIs and IDEs lying around, so I'd like
to
e> use something I already have. I noticed a DB19 port on the back for
a
e> hard drive. Am I guessing right that its
SCSI-1?

No. It's a proprietary sub-set known as Atari Small Computer Interface
(ASCI).

If so, what are
the
e> pin outs? If not, I suppose I need a host adapter. What kind,
where
e> can I find one, and how
much?

You do! Quite a few different makes have hit the market (ICD, Supra) -you
should be able to pick one up second-hand from someone who has upgraded to
a Falcon (they have a proper SCSI port!) and should pay about £50 ($70) for
it. I have a Supra h/a for sale but I guess we are in different
continents!

e> I've been getting software off the net and transferring it to
disk
e> using a Macintosh for now. What are the basic power tools I
need?
e> (i.e. comm programs, uncompressers, disk utilities,
etc.)

Depends what you want t do :). There's loads of good quality PD stuff
there. You will need STZIP and LHARC310 for packing/unpacking and something
like Vanterm, STerm, Connect for
comms.

e>

e> Lastly. The printer port on the back. Is it standard serial? I dug
the
e> gum out of the back (Yes, I got it from a grade scool) and plugged
in
e> the printer, but got nothing. I used a straight-thru serial
cable.

Standard parallel if it's the one marked
"printer".

Roger
rcain@nest.demon.co.uk

--

4141. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <307ab7f83ed6aa0@xs4all.nl>
Source record: 24110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gaven Miller (gmiller@inca.co.nz) wrote:

>Gerry O'Rourke (gigxr01@nt.com) wrote:
>> In article <44s0nq$ain@status.gen.nz>, mbecroft@iconz.co.nz (Mario
>> Becroft) wrote:
>
>> >
>> > And, AIUI, under MiNT you can have drive letters all the way to Z, so a
>> > 9gig drive (18 partitions @ 512MB each) should work fine as long as you
>> > run MiNT.
>> >
>
>> How do you do this? (A Genuine question!!)
>
>> When I load MiNT, I get an extra drive U. I have not been able to define
>> other drives between P & U.
>
>> AFAIK,TOS can only handle 14 hard drive partitions, giving a max of 7 Gig
>> (assuming that 512 Mbytes is the max partition size under AHDI).
>
>If you are using AHDI, there is a definate limit on the number of
>partitions on a single hard drive. Spread amongst two or more drives, this
>limit can be overcome.
>
>To access above drive 'P', you need a TOS version above 1.0.
>
>Assuming you do have a TOS version capable of accessing beyond P:
>
>To prove that you can access drives above P:, try loading a string of 10k
>RAM discs from your AUTO folder (assuming that the RamDisc utility you use
>is intelligent enough to assign successive drive letters) Now check to see
>which drives are available. You should find your "new" drives appear.

That may well be, but it's totally irrelevant as we're talking about
HARDdisks here. What you can do by the time 9 Gig on-board RAM is affordable
is not the point. You could also have brought up that a CD-ROM player can
be assigned to UI's greater than P:, which is completely correct.

All this does not change the fact that there is no way I can recognize all my
partitions (at one time) on my Falc. I always have to reboot and unmount
other drives for that. Now who can fix that ?
I have 8 (IDE 420 MB) + 4 (SCSI 850 MB) + 2 (Syquest) + 2 (ZIP) partitions.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

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4142. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-10 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <Q0L5BD2@moacs.indiv.nl.net>
Source record: 24111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gaven Miller (gmiller@inca.co.nz) wrote:

> If you are using AHDI, there is a definate limit on the number of
> partitions on a single hard drive. Spread amongst two or more drives,
> this limit can be overcome.

No, the AHDI partition table (not really a table, it's more like
a chained list) does not limit the number of partitions per hard
disk, which is only limited by the number of sectors on the disk.

Maybe you were thinking of the Atari/NetBSD partition table, which
is limited to 16 partitions per harddisk.

> To access above drive 'P', you need a TOS version above 1.0.

See one of Uwe Seimet's articles in this thread, which mentions
the difference between BIOS devices and GEMDOS devices. You're
talking about GEMDOS devices here, while AHDI is only concerned
with BIOS devices.

Waldi
--
"How many AOL users do you need to change a light bulb?"
"Only one..." - "Add me!" - "Me too!" - "Me either!"...

4143. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <45f71a$6vb@inca01.inca.co.nz>
Source record: 24112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mike Fleming (Mike@tauzero.demon.co.uk) wrote:
> In article <457hn8$gbo@inca01.inca.co.nz>
> gmiller@inca.co.nz "Gaven Miller" writes:

> > > recording? Surely you need more than 256MB?
> >
> > Only if you want more than 25 seconds of sound! (The figure I can recall
> > being told is "ten megs per second in CD quality stereo").

> What? 16 bit samples, 44.1 thousand per second, 2 channels = 176 400 bytes
> per second. Now back to the main topic...

My error. I meant "per minute". Sorry.

60 x 176400 = 10584000 (98240 over 10 binary megs, but classed as 10.5 [or
10.6] decimal megs by drive manufacturers)

4144. Re: **New platform**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct11.121030.49668@cobra.uni.edu>
Source record: 24113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <459ld9$7u3@jazz.iinet.com.au>, fezzy@iinet.com.au (Peter Feszczur) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : DISTRIBUTION: Business Editors/Computer Writers
> :
> : HEADLINE: Jean-Louis Gassee unveils The BeBox; First product of Be Inc.
> : delivers
> : a powerful alternative to traditional computer platforms
> :
> : DATELINE: MENLO PARK, Calif.
> :
> : BODY:
> : Oct. 3, 1995--Be Inc., the company founded by Jean-Louis Gassee, former
> : president of Apple Computer's product division, today launched its
> : much-anticipated first product: The BeBox.
> :
> : The BeBox is a high-performance, low-cost system designed to meet the
> : demands of sophisticated computer users and developers who are frustrated by
> : the
> : limitations of current architectures.
>
> Could this be the 'new' Atari 'Micro Box' I saw mentioned in this group
> last week ??????
I doubt it. Check out http://www.be.com

>
> If M.S. isn't involved, this looks interesting......

M.S. is not involved..
> --
> _-_|\ Peter Feszczur E-Mail: fezzy@iinet.com.au
> / \ Known as Fezzy or: fezzy@perth.dialix.oz.au
> *_.-_/ Perth West Australia -- Proud user of ATARI computer equipment
> v ** "What, use a clone & windoze, Never!! There are other ways" **

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

4145. Re: Who's got Blowups new FX card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <307c02786576322@discworld.oche.de>
Source record: 24114

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

HLW>I know, but when a new firmware-update comes out, it should be supported
HLW>according to Georg Archer, but I guess you know that too :-)

I know - *when* such an upgrade comes out. Last he said in MausNet, they
are working on Pagemode first (and I am *very* interested how they want
to get more than 10 MB/s in terms of memspeed values).

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4146. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813399848@aix7.rhrk.uni-kl.de>
Source record: 24115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gmiller@inca.co.nz (Gaven Miller) writes:

>TOS 1.2 extended this, to allow you access to all drive letters up to 'Z',
>so that adds another ten partitions (2560Mbytes = 2.5Gb), to give a total
>of 6Gbytes.

There is a lot of wrong information about TOS limits, indeed. No version of
TOS supports more than 14 partitions. More than 14 partitions are only
possible with MagiC 3 and with a hard disk driver that is MagiC 3 aware.

>Unfortunately, GEMDOS hard drives only have room for four partitions in
>the bootsector of the hard drive. Making one into an extended partition,
>and encompassing many smaller partitions into it, one could in theory go
>to a lot more than the one gig that this would otherwise limit you to
>(four times 256 = 1024Mbytes = 1 Gbyte).

GEMDOS hard drives? What's this? Hard disk partitions are never GEMDOS
drives, always BIOS drives. Since AHDI 3.00 (1989) it's possible to have as
many partitions on your drive as you want. You may have 100 partitions or so
but TOS will only be able to use 14 of them, with MagiC you can use 23 of
them. Assuming you have TOS 1.04 or higher (older versions are very slow
concerning big partitions and shouldn't be used any more) you can get 14*512
MByte = 7 GByte capacity. With TOS 4.0 you can have 14*1GByte = 14 GByte.
WIth MagiC 3 you can access up to 23*1GByte = 23 GByte.
This all is reality and not just theory.

>> Well, GEM partitions can only go up to 16 or 32 MB depending on th TOS
>> version if I remember rightly, and BGM, AFAIK, can always be anything up
>> to 512MB. There is no way to go over 512MB, except perhaps an alternative
>> filesystem.

Wrong, see above. WIth TOS 4.0 and MagiC 3 1 GByte is possible.

>According to the Compendium, "A hard disk may have up to four standard
>(GEM or BGM) partitions or three standard and one extended (XGM)
>partition. The first partition of a hard disk must be a standard one".
>(pg 4.16)

So the compendium is wrong. THere may be an arbitray number of XGM
partitions, Each XGM partition may have aonther XGM partition and so on.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
```

****

4147. Re: Connecting STFM to VGA Monitor (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: pa_wbb@meceng.coe.neu.edu
Message-ID: <45hfcr$d17@chaos.dac.neu.edu>
Source record: 24116

Yes it is!

You need a two dollar (1 pound) chip, wires and a couple sockets.

The wiring and he chip escape me right now.

Will

In article <897744530wnr@pulp.demon.co.uk>,
Chris Berry <Chris@pulp.demon.co.uk> wrote:
>Hey there,
>
> Does anyone know if it's possible to rig up an ST to a VGA monitor?
>
>
>Chris.
>
>+----- -+ -+
>| Chris Berry | chris@pulp.demon.co.uk
>| | chris-berry@psion.com |
>+----------------- -- ---+------- ----+
>

##
Check out my page at http://splinter.coe.neu.edu/~pa_wbb
for unfinshed Pulp Fiction, Home Theater, Theater Sound, etc
information!

4148. re: stik.acc: cookie jar full!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <307c027a6577163@discworld.oche.de>
Source record: 24117

Roger Cain (rcain@nest.demon.co.uk) wrote:

RC>Anything which uses the cookie jar should extend it if full IF IT ALREADY
RC>EXISTS.

Yuip. ANd it should create one if it does *not* yet exist.

However, an ACC *can't* do either since it can't reliably allocate memory
that stays resident beyond the next resolution change (->crash).

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4149. Connecting STFM to VGA Monitor (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: Chris Berry <Chris@pulp.demon.co.uk>
Message-ID: <897744530wnr@pulp.demon.co.uk>
Source record: 24118

Hey there,

Does anyone know if it's possible to rig up an ST to a VGA monitor?

Chris.

+----- -+ -+
| Chris Berry | chris@pulp.demon.co.uk
| | chris-berry@psion.com |
+----------------- -- ---+------- ----+

4150. Re: AWK interpreter/compiler for Atari ST, WHERE ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <45gdas$rlg@hpscit.sc.hp.com>
Source record: 24119

Nino Benci (ninob@physics1.physics.monash.edu.au) wrote:
: The subject line says it all.

gawk should be available on atari.archive.umich.edu.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4151. FS: ATARI hardware/software in CANADA

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: djc126@alfonso.usask.ca
Message-ID: <45hjua$188@tribune.usask.ca>
Source record: 24120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi. Please email for an updated list with reduced prices.
I also have some magazines with disk for sale.
Email if interested for these as well. Thanks.

4152. Re: **New platform**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <45gg3p$rlg@hpscit.sc.hp.com>
Source record: 24121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Peter Feszczur (fezzy@iinet.com.au) wrote:
: Could this be the 'new' Atari 'Micro Box' I saw mentioned in this group
: last week ??????

: If M.S. isn't involved, this looks interesting......

I've just visited to Be's Web pages, and all this seems to be a pretty cool venture. They're fighting an uphill battle, but if they can deliver what they promise, the BeBox might be a cool platform to develop for. They have incorporated many of the best features from various platforms (including Atari - they have Midi ports as a standard equipment), and they seem to know what they are doing. Note that they are *not* offering complete boxes, just the main unit without RAM, hard disks and graphics card, and you need a Macintosh for development right now.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4153. Where can I get a cheap harddisk case/psu?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <45h1kf$dcm@hasle.oslonett.no>
Source record: 24122

I'm looking for a cheap harddisk enclosure with power supply/fan.
Where?

hallvard
--
[SunOS Unix/Sun SPARCstation 20/Atari STe]
Norway- land of the fjords and the midnight sun
[Online mail -Unix EMACS 19.28.1]

4154. Re: STiK - Anyone tried it??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: Stephen Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199510112008.AA00660@moroder.demon.co.uk>
Source record: 24123

In a recent article, cgra@se.bel.alcatel.be (Chris Gray) wrote:
>In article <199510090111.AA00627@moroder.demon.co.uk>, Stephen Mulrine
><robotron@moroder.demon.co.uk> writes:
>>I still have serious doubts that you'll ever be able to receive mail or
>>news while browsing (under single TOS). Or even receive mail and news at
>>the same time.
>Why? NOS already does that ... any sophisticated comms program has its
>own internal multitasking. See also STorm, CoNNect, etc..

NOS doesn't have to give up control to the operating system, and comms programs don't need to keep several connections open or read and write several files at the same time. With a single-tasking operating system, the STiK accessory itself would have to take care of mail and news and other "master services". Unless they did something extremely clever, any arriving mail message would need to be received and written to disk before control could be returned to the browser. Or could STiK's interrupt-driven TCP/IP kernel spawn an interrupt-driven mail or news daemon which could write the file to disk in small chunks? This I would have to see.

Stephen
--
The wonderful dexterity of Hannu Mikkola
Makes me want to shake hands with the whole of Finland
ro tr @m od .d on o. But the horrible sincerity of Miriam Stoppard
bo on or er em .c uk Makes me want to go out and commit mass murder

4155. Nubie Questions about 1040STfm Hardware.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <863_9510120401@nisc.fidonet.org>
Source record: 24124

In a message of 09 Oct 95 14:24:00, Esser@ist.Ucf.Edu wrote:

E> I hope this dosn't sound like a dumb question, but I have been using an
E> Atari 1040STfm for about 3 hours now. I was just given this machine to
E> play with by someone who doesn't know anything about them either.
-
Have fun. I love my Atari and prefer it to my wife's fancy-schmancy PC.
-
E> My first question is what is the best (and cheapest) way to connect a hard
E> drive. I have a few SCSIs and IDEs lying around, so I'd like to use
E> something I already have. I noticed a DB19 port on the back for a hard
E> drive. Am I guessing right that its SCSI-1? If so, what are the pin outs?
E> If not, I suppose I need a host adapter. What kind, where can I find one,
E> and how much?
-
No, it's not SCSI but it's close. You do need a host adapter. The most
familiar one in the USA is the "Link 2" by ICD. They can be had used for about
$70 and new for about $100.
-
E> I've been getting software off the net and transferring it to disk using a
E> Macintosh for now. What are the basic power tools I need? (i.e. comm
E> programs, uncompressers, disk utilities, etc.)
-
There are several comm programs, ranging from no-longer-supported shareware to
full commercial beasties. All the major compression formats are available with
at least a decompressor (all freeeware or postcardware if I'm not mistaken),
although the unSIT program hasn't been updated in quite a while and can't
handle the newer SIT files. As far as disk utilities, once again there are a
bunch, ranging from freeware to full commercial.
-
If you don't mind going on a big online service, the Atari ST/Jaguar RoundTable
on GEnie has an active bunch of users and a very large software library.
-
E> Lastly. The printer port on the back. Is it standard serial? I dug the gum
E> out of the back (Yes, I got it from a grade scool) and plugged in the
E> printer, but got nothing. I used a straight-thru serial cable.
-
Standard serial? I take it you come from the Mac world, eh? That's the only
place that serial is considered standard for a printer port! It's a "standard"
parallel port you've got there. I just hope you didn't damage something.
-

4156. ST advice/help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: bu02@central.napier.ac.uk
Message-ID: <199510111325.OAA14923@central.napier.ac.uk>
Source record: 24125

Hi,

Need some help/pointers/advice if possible please.

I have owned an 520STE(2meg RAM) for 2-3 years now used pretty much exclusively for music applications and have now encoutered my first problem - pretty major to me.

After storing the ST for 3 months during some building and decorating work on booting up nothing happened - the power light on the bottom left shows but the floppy drive does nothing (no light, sound, etc..) and then only a white monitor screen. I assume it is not reading the ROM chip either?

Could it be the PSU - I believe that the original Atari PSU is pretty unreliable? Could it be the ribbon connector?

I have investigated inside but see nothing obvious - can anyone offer any advice or help and perhaps a suitable course of action?

TIA

Chris

****
Chris Kant Email: C.Kant@central.napier.ac.uk
Building Performance Centre bu02@central.napier.ac.uk
Canal Court Tel: +44 (0)131 455 5300
42 Craiglockhart Avenue Fax: +44 (0)131 455 5397
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****

****
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Canal Court Tel: +44 (0)131 455 5300
42 Craiglockhart Avenue Fax: +44 (0)131 455 5397
Edinburgh EH14 1LT
Scotland
U.K.
****

4157. Re: 520ST power plug

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-11 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DGAJ80.GzL@freenet.carleton.ca>
Source record: 24126

Bill Hallman (bh@okcforum.osrhe.edu) writes:
> The pin out of the 520 ST power plug, looking into the port, is:
>
>
> 2 1___+5v
> 5 . 4 2___NC
> . . 3___GND
> 4___+12v
> 3 . . 1 5___-12v
> 6___+5v
> 7 . . 6 7___GND
> ^
>
This is upside down and backwards to the diagram which I have before me,
printed on the bottom of a later model 520 power supply! Could the
difference be North American/European?

--
Songshop Musical Productions : You may say that I'm a dreamer,
Box 266, Shawville, Quebec : But I'm not the only one
J0X 2Y0 (819) 647-6022 : I hope someday you'll join us...

4158. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: mwilkinsona@cix.compulink.co.uk
Message-ID: <DGCtI6.8D2@cix.compulink.co.uk>
Source record: 24041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> MagiC you can use 23 of them. Assuming you have TOS 1.04 or higher
> (older versions are very slow concerning big partitions and shouldn't
> be used any more) you can get 14*512 MByte = 7 GByte capacity.
****
> With
> TOS 4.0 you can have 14*1GByte = 14 GByte.
****
>WIth MagiC 3 you can access
> up to 23*1GByte = 23 GByte. This all is reality and not just theory.

I have TOS 4.04, and HDDriver 3.51.. but it will NOT let me use a partition above about 512Meg.. I can create it, but when I try to access it from the desktop by double clicking, it won't open a window on it, and it does not appear as a drive available to AudioTracker.

It's really hacking me off, because I have a 1.2Gb drive, acquired specifically to give me a large partition for d2d. from what you say, I should be able to set up a 1Gb partition.. if so, do I need any special setup in HDDriver? The drive worksa fine partitioned to <512Mb/partition.

Mark

Falcon, TOS 4.04, HDDriver 3.51, DEC RZ57 (1.2Gb), internal ide @340, DEC RZ56 (640Mb), and some other 540Mb scsi.

4159. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <45ie45$930@inca01.inca.co.nz>
Source record: 24127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Maarten van den Berg (maberg@xs4all.nl) wrote:
>In response to my post:
>>If you are using AHDI, there is a definate limit on the number of
>>partitions on a single hard drive. Spread amongst two or more drives, this
>>limit can be overcome.
>>
>>To prove that you can access drives above P:, try loading a string of 10k
>>RAM discs from your AUTO folder (assuming that the RamDisc utility you use
>>is intelligent enough to assign successive drive letters) Now check to see
>>which drives are available. You should find your "new" drives appear.

>That may well be, but it's totally irrelevant as we're talking about
>HARDdisks here. What you can do by the time 9 Gig on-board RAM is affordable
>is not the point. You could also have brought up that a CD-ROM player can
>be assigned to UI's greater than P:, which is completely correct.

>All this does not change the fact that there is no way I can recognize all my
>partitions (at one time) on my Falc. I always have to reboot and unmount
>other drives for that. Now who can fix that ?
>I have 8 (IDE 420 MB) + 4 (SCSI 850 MB) + 2 (Syquest) + 2 (ZIP) partitions.

That is true, 9Gbytes of RAM aint likely soon.

In my defence, the local time when I posted my reply was 5:10 AM. I was,
to put it mildly, a bit dopey after a 30+ hour worksession. My cogitative
powers were somewhat dulled as a result.

What I was meaning was to boot with hard drives with enough active
partitions to (say) N:. Then load a string of four RAM discs (10k each),
as drives O: P: Q: R:.

If you are not able to access partitions/drives (in this case ramdiscs)
above P:, then it may be that your driver software may be at fault.

I was _NOT_ saying to use RAM discs totalling 9Gbytes. That was your
interpretation. (Although it may be said that my wording was a little
ambiguous, so your interpretation of my ambiguousity may be deemed
potentially correct).

Using a string of ramdiscs was just a test to see if drives above P: were
accessible.

Once you have determined that drives Q and R are accessible, then you can
start tracking down the driver software.

Disable the RAM discs. They have served their purpose.

Carry on trying to isolate what is causing devices to fail to be recognised.

4160. Re: SF354-single/double?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <45iept$930@inca01.inca.co.nz>
Source record: 24128

-Booth,W.A. (trek@ihgp114r.ih.att.com) wrote:
> Going out on a limb here, but I thought both drives were double
> sided - but one is single density and the other is double density.
> the 354 - if not modified is a 360K drive and the 314 is a 720K
> drive. Wayne

Atari released three differnent floppy drives that could be hooked up to the ST.

SF354 3.5in (Half-meg [unformatted]) Single sided, double density, 360k
SF314 3.5in (One-meg [unformatted]) Double sided, double density, 720k
PCF554 5.25in Double sided, single density, 360k

The PCF554 drive was intended for users of PC Ditto (software IBM XT emulator.) Whilst I have not seen the drive first hand, I have heard of a few users in Australia using it hooked up to their STs. The track to track step rate is different to that required by the SF drives however, given the more primitive nature of the PCF device.

AFAIAA, of course

4161. What does the FX card do?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: brenjb@hg.uleth.ca
Message-ID: <45i000$h85@holly.cc.uleth.ca>
Source record: 24129

What is the FX card exactly? I guess that it accelerates the Falcon,
but that's all I can guess... How fast is it? Can you expand RAM with it,
and can you add Fast RAM? Will it increase the bus speed and resolution?
Does it require a tower case?

Thanks!
Jon

4162. Re: **New platform**

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: brenjb@hg.uleth.ca
Message-ID: <45hv0f$h85@holly.cc.uleth.ca>
Source record: 24130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <459ld9$7u3@jazz.iinet.com.au>, fezzy@iinet.com.au (Peter Feszczur) writes:
>sinclap2954@cobra.uni.edu wrote:
>
>: DISTRIBUTION: Business Editors/Computer Writers
>:
>: HEADLINE: Jean-Louis Gassee unveils The BeBox; First product of Be Inc.
>: delivers
>: a powerful alternative to traditional computer platforms
>:
>: DATELINE: MENLO PARK, Calif.
>:
>: BODY:
>: Oct. 3, 1995--Be Inc., the company founded by Jean-Louis Gassee, former
>: president of Apple Computer's product division, today launched its
>: much-anticipated first product: The BeBox.
>:
>: The BeBox is a high-performance, low-cost system designed to meet the
>: demands of sophisticated computer users and developers who are frustrated by
>: the
>: limitations of current architectures.
>
>Could this be the 'new' Atari 'Micro Box' I saw mentioned in this group
>last week ??????

No. This looks like an entirely new, proprietary platform. I checked out
the net page, and it doesn't mention what OS it is using. It did say however,
that it was running with two PPCs in it, while the Microbox rumour specifically
said it contained a 68060 with the Tom & Jerry collaboration from the Jaguar.
There doesn't seem to be much of a chance that they would be the same thing,
because that is a huge difference in archtecture.
With regards to the Microbox rumour, that would be one deadly machine, if
it comes in for a reasonable price. (Assuming it appears at all...) If anyone
has any more information (complete with sources >:)) I would love to read
more about it! (Don't get me wrong, the BeBox looks interesting too...)

>
>If M.S. isn't involved, this looks interesting......
>--

Hear hear!

Jon

4163. Re: Interleaved bitplanes - any advantages?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <45ikdq$scu@m1.cs.man.ac.uk>
Source record: 24131

In article <vyzag7hshib.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
>In article <44rk99$7j9@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>
>|> The reason why they are
>|> interleaved, however, though not too much of a problem in my case,
>|> is beyond my understanding. What if I wanted to implement a scrolling
>|> routine? Why did they make it this way? What are the possible
>|> advantages?
>
>One advantage is that the video controller can have a simplier logic:
>it only has to fetch a single word from the screen memory to get all
>color bits for a pixel. With separate bitplanes, it would have to
>fetch (and latch) one word for every plane in order to display a
>pixel. This will also increase the needed memory bandwidth, i guess.

Eh? Interleaved is where the bitplanes ARE spread out - in this mode the
first word is the first plane of each of the first 16 pixels... True
colour is the only mode (except, of course for mono) which doesn't have
inteleved bitplanes...

I too am at a loss as to why they are interleaved... Many things would
be sssoooo much easier if they weren't...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.1b available from WWW page... UUE'd on request...

4164. PowerUp2 + Linux on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: psherwoo@jpmorgan.com
Message-ID: <45ipcj$qcg@hardcopy.ny.jpmorgan.com>
Source record: 24132
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everyone,

I have just had PowerUp2 (32MHz accelerator) installed in my
Falcon by System Solutions in England. I am very happy with
it - GemBench shows a CPU increase of 40% with an overall
increase of around 16%.

However, I have one problem - when I start Linux PowerUp is
switched off. I got two little TOS programs to switch it on and
off but I need something to do this when Linux is running.

Does anyone know of any Linux binaries to do this? Alternatively
I could knock something up myself if somebody could point me
towards how to access the keyboard controller - apparently a
spare switch is used for PowerUp.

Thanks in advance,
Piers

+--+
| Piers Sherwood |
| email: piers@spuddy.mew.co.uk |
| or barnes-sherwo_piers@jpmorgan.com |
+--+

4165. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <813486199.16831@saffron.imc.exec.nhs.uk>
Source record: 24133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
seimet@rhrk.uni-kl.de (Uwe Seimet) wrote:
>gmiller@inca.co.nz (Gaven Miller) writes:
>>According to the Compendium, "A hard disk may have up to four standard
>>(GEM or BGM) partitions or three standard and one extended (XGM)
>>partition. The first partition of a hard disk must be a standard one".
>>(pg 4.16)
>
>So the compendium is wrong. THere may be an arbitray number of XGM
>partitions, Each XGM partition may have aonther XGM partition and so on.

To be fair, I think the Compendium is just talking about the initial partition
sector. That can indeed only have one XGM link; the Compendium also says that
an XGM partition sector can contain a link to another XGM partition.

--Chris
```

4166. Connecting Atari Monitors to Acorns

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: nij@deakin.edu.au
Message-ID: <45ik2q$2ot@sol.ccs.deakin.edu.au>
Source record: 24134

I need some help concerning an Atari SC1435 Colour Monitor (it is 14" isn't it?).

Can anyone tell me what they are like as monitors, ie. quality compared to say the Commodore 1084S (if it just isn't a rebadged Philips).

Also, I need some Technical info. I'm hoping to buy one and wire it up to an Acorn A3000, so I need to know the pins for the monitor to make a cable.

Lastly, could someone confirm whether it works at 15,625Hz - Like the Amiga and Acorm Monitors do. I just want to make sure.

Ta in advance.
Nij

4167. MWC, GST, DR T's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: vlvtgntlmn@aol.com
Message-ID: <45ird2$qb5@newsbf02.news.aol.com>
Source record: 24135

I am looking for a copy of the manual for Mark Williams C. I purchased the software several years ago but have since misplaced the manual. I also have the GST Macro Assembler but both the original and backup disks are damaged. It has been some time since I did any programming on th ST and am Interested in writing some MPE Modules for Dr. T's KCS Omega System. Can anyone help me? Am willing to by the software...

Kurtis
VlvtGntlmn@aol.com

4168. 520ST power plug

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <45j6i1$rnm@tiber.uoknor.edu>
Source record: 24136

OK, here it is right side up. I like to draw din plugs with the index at the bottom, but Atari did put it at the top. The first one was ok if you just bent over the keyboard and looked into the port!!!

The pin out of the 520 ST power plug, looking into the port, is:

```
v
6 . . 7 1___+5v
2___NC
1 . . 3 3___GND
4___+12v
4 . . 5 5___-12v
. 6___+5v
2 7___GND
```

4169. Re: Reading Mac-type CD's with Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1210951352150001@tempel.muc.de>
Source record: 24137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DGA756.IzC@cf.ac.uk>, "Dr Simon G.K. Williams"
<williamssg@cf.ac.uk> wrote:

>Question.
>I'm using an Apple CD300 on my Atari TT, with Extendos Pro. Now I'm aware
>that I can read standard ISO9600 "PC" type CD ROM's using my system, but
>is there anyway to read Macintosh HFS type CD's. I would like to access
>some of the files available on mac cd's but am not sure if there's a
>method of accessing them.
>
>I'm sure if this isn't yet done, it could be possible using perhaps a
>modified driver ?
>
>Comments and suggestions please.....
>
>Simon

No, forget it. It is quite hard to write software to read HFS volumes. For
an experienced Mac programmer, it'll still take some weeks of development.
That's not worth it.

Thomas

--

Thomas Tempelmann, Tuerkenstr. 31, D-80799 Muenchen, Germany.
E-mail: tt@muc.de (private), tempel@eWorld.com (business)
Phone: (++49) (89) 286590-90, Fax -89

4170. connect Atari to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: ina@parkview.iaf.nl
Message-ID: <5vhiC5OSQyB@parkview.iaf.nl>
Source record: 24138

Groningen, /12.10.95 /16:36

Hi,

I'd like to know if it's possible to connect an Atari to a PC (want to make a full backup on tape). I found a prg. called Ghostlink (requires a nullmodem cable), but that doesn't seem to work. I'd really appreciate a solution, for I don't fancy running up and down with 200 Mb worth of DD floppy disks.. :)

Paul

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx

4171. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <45jg9n$56v@main.freenet.hamilton.on.ca>
Source record: 24139

Lars-Erik 0sterud (leo@merkur.sds.no) wrote:
: >Has anybody ever heard about an AtariST-laptop or portable system? If

: Stacy = ST compatible. Huge, but portable with LCD internal screen
: ST Book = Newer and much smaller portable STE, didn't quite take off
~^

ST Book didn't take off because, if I remember correctly, it had no
floppy drive on it. Another one of Sam Tramiel's brilliant bastardizations.

And of course there was absolutley nothing in the way of marketing for the
machine too.

CRACKERS
(Somebody please buyout atari from hell!!!!!)

4172. re: help! how to boot up hd?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-12 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3120rcain@nest.demon.co.uk>
Source record: 24140

On 11 Oct 95 clausb@hpbbn.bbn.hp.com wrote:

c> : Hello. I have a 1040STF and a 30meg Atari Supra Drive, and
they
c> : don't seem to be talking to one another. Do I need to perform
any
c> special : ritual to boot up the HD? Any specific driver program
that
c> needs to be in : the floppy
slot?
c>

c> You have to install the hard disk driver on the hard disk to be
able
c> to boot from it directly. To do so, check out Supra's
installation
c> software. There should be an option *somewhere* to install
the
c>
driver.

Yup. It's in
SUPUTL.PRG.

Roger
rcain@nest.demon.co.uk

--

4173. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <307ddcee1307d4b8@xs4all.nl>
Source record: 24042

Robert Wills (cj439@FreeNet.Carleton.CA) wrote:

>Wolfgang Reissnegger (gnagflow@dijkstra.heidelbg.ibm.com) writes:
>> Hi guys,
>>
>> Has anybody ever heard about an AtariST-laptop or portable system? If so,
>> where could I get one, or more information about it?
>>
>There's the STacy, which I believe Toad has some for sale. There's also
>the ST Book, which hardly ever existed in 3-D, but someone in Holland
>mentioned having one for sale a few months back

Yes, that'd be me ;)

>(but he wanted a lot of money)

No-one is perfect. Seriously though, I like it a lot, so indeed, if I
sell it I want a good price otherwise I'll hang on to it.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

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4174. re: st ram upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <307ddcf01307db19@xs4all.nl>
Source record: 24043

Full Name (username@rapidramp.com) wrote:

>In article <3044rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk says...
>
>>Errm... you can piggy-back 256Kbit chips onto one existing 512Kb bank to
>>get you 1Mb. or 1Mbit chips onto one existing 2Mb bank to get you 4Mb. but
>>the 1040 has BOTH banks occupied by 256Kbit chips so piggy backing is OUT
>>but chip replacement is
>>IN.
>>
>>Roger
>>rcain@nest.demon.co.uk
>>
>>
>>--
>
>Ok then... in order to upgrade to two megs, I need to buy 32 new chips... what
>size ships would I need to get then?

You will not be able to do this as the chips will still make up more than two
banks. See my other post, same subject, three days ago.

>It sounds like it could become rather expensive to get it up to 4 megs... not
>to mention tedious... would it be a better idea to just buy a ram card?

How did you... YES ! A very good idea indeed.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

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4175. Graphics card for my Atari Mega STE??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: Richard Krejstrup <di94rkr@pt.hk-r.se>
Message-ID: <45m0qg$9a5@newsy.ifm.liu.se>
Source record: 24044

Anyone here who knows anything about the different graphic cards
available for the Mega STE's?? Where can I get one (wich one should
I go for??)??? (How much do they cost nowadays? :)

/Richard

==
Computer Engineering --- University of Karlskrona/Ronneby
~~~~~~
URL: http://www.pt.hk-r.se/~di94rkr/
==
~~~~~~

4176. Re: Falcon FX Performance?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <45ltso$5v0@nyheter.chalmers.se>
Source record: 24045

In article <FJMMAGAFUP@kether.snafu.de>,
Rene Ceron Palomino <Geburah@kether.snafu.de> wrote:
>In <DG7ELJ.6t2@news.hawaii.edu> John Perez wrote:
>
>>Has anybody run performance tests on a Falcon with the FX board
>>installed? (something like Gembench, for example) What kind of
>>performance increases does the enhancement provide?
>
>OK here are some performance tests:

[GEMBench tests deleted]

Thanks for the effort.

Unfortunately that data says next to nothing. To make GEMBench results somewhat useful for processor comparisons you'd need to run with the same configuration as the reference case. That would mean, turn off NVDI and run in 640x480.

Much more useful would be some actual processing (rather than graphics and synthetic tests), such as compilation, image decoding/processing (by MGIF for example ;-) or ray-tracing.
If you (or someone else) could give some numbers for such activities I'd really appreciate it.

By the way, I hope you're running without 'fast RAM' with those timings.
If anyone has an FX setup with 'fast RAM' that would be _very_ interesting to hear about.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

4177. Re: Help! Caan't transfer files!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <45m2js$p3c@news.fsu.edu>
Source record: 24046
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Joe_Katzman@yuwrite.yorku.ca wrote:
> Now I have a Macintosh with an HD (1.4 MB) drive, and I'd like to transfer
> this good work over. But I can't. I have MS Word macros that will fix the
> formatting codes etc. in WordWriter ST .doc files, that's no problem. The
> problem is geting the files transferred in the first place.
>
> You see, neither Mac nor DOS drives that I try will read Atari-formatted
> disks. Both just reject them as unsuable, while my Atari drive won't take
> Mac or DOS disks, either.
>
> I should note that the Mac and DOS computers I've tried WILL take a 720K
> DOS disk, so that isn't the problem. As the man says in 'Cool Hand Luke':
> "What we have here is a failure to communicate."
>
> Any help any of you can offer would be deeply appreciated.

If your ST won't use standard 720k MSDOS formatted disks, you might have some sort of drive alignment problem (as it should work). You might try formatting some disks with ps2form.tos, which produces very "compatible" MSDOS disks (more so than other formatters, in my experience). Ps2form is available from atari.archive.umich.edu.

Looking at it from another way, it might be easier for you to get the computers close to each other and null-modem the files over (it sounds as though this will be a one-shot deal). Heck, you could even borrow two modems and do it that way. There are shareware telecomm programs available for both Mac and ST that could do this quite easily.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4178. Fw: upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: freddy@thor.net
Message-ID: <N.101395.144708.51@freddy>
Source record: 24047

Does the Falcon have more than slot for memory chips. and can you upgrade memory to 8 megs..

4179. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: LHL0032@UABDPO.DPO.UAB.EDU
Message-ID: <45m9kp$liu@maze.dpo.uab.edu>
Source record: 24048

In article <45dqqn$1l9m@kaa.heidelbg.ibm.com>,
gnagflow@dijkstra.heidelbg.ibm.com (Wolfgang Reissnegger) says:
>
>Hi guys,
>
>Has anybody ever heard about an AtariST-laptop or portable system? If
so,
>where could I get one, or more information about it?
>
>Thanks
>
>Wolfgang

The Atari ST laptop is called the Stacy. Mine has 4MG RAM and an 80MG hard drive. Atari also came out briefly with a beautiful notebook computer that they called the ST BOOK. Some were actually sold, but only in microscopic quantities. The Book was the first notebook to sport a vector pad, which WINBOOK, the Mac PowerBook and many other now have.

Joe Moudry Ma Bell: (205) 934-3359
Development & Training Fax: (205) 934-6530
University of Alabama @ Birmingham
LHL0032@UABDPO.DPO.UAB.EDU
/|\

4180. PC Ditto for sale- US Version

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: et94drw@exeter.ac.uk
Message-ID: <DGDzzB.KKA@exeter.ac.uk>
Source record: 24049

I have the latest version of PC Ditto (US version) for sale. I
only ask a small price ($10) and that includes postage and
packing. If you are interested then e-mail me at:-

et94drw@exeter.ac.uk

Thankyou for your attention...

Dave Woodley.
--
```
-------------------------------------------------------------------------------
___
_____| |_____ ------------------------------------------------
{[POLICE BOX]} [ David Woodley- E-Mail= et94drw@exeter.ac.uk ]
I T===T T===T I [ T~~\ ]
I I I I I I [ I \ ]
I L===I L===I I [ I I ____ _____ ]
I I I [ I I ___\ \ / / \ ]
```

4181. Re: Help with AHDI/MegaFile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <307ee3841fda9aa4@xs4all.nl>
Source record: 24050

Robert Wills (cj439@FreeNet.Carleton.CA) wrote:

>My rusty, trusty MegaFile 30 has decided not to boot up, and the usual
>ploys of running AHDI from the A: don't work! I save the desktop, and
>reboot, and the C: drive icon has disappeared. D: and E: are present, but
>no one's home (if I try to open them, I get a drive does not exist message).
>If you have any ideas, please help.
>And please take note: No, you DO NOT have your hard drive ADEQUATELY backed
>up! No, you don't!

You got it *almost* right ;-)
Do NOT save the desktop and RESET, but instead; run AHDI, install icons for
C, D, E, etc. and try opening them immediately. 'Cause when you reset,
AHDI will have to run all over again etc., so: don't reset !
Then, if all is well, use HINSTALL to make it bootable again.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

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4182. Re: Atari ST schematics ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-13 00:00:00 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1995Oct13.225500.3549@news.cs.indiana.edu>
Source record: 24051

fongc@vccnw11.its.rpi.edu (Chun Hing Fong) writes:

>Hi, I got an old Atari 520 ST from '86 or '85 (real classic huh ?)
>But one of the chips burned out and have only the motherboard
>since then. Where can I get the MMU or the schematics for the ST ??

Sams photofacts has the best schematics I have seen.

4183. Re: Where can I get a cheap harddisk case/psu?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGF0I9.3pq@ridgecrest.ca.us>
Source record: 24052

hallvart@oslonett.no (Hallvard Tangeraas) wrote:
>I'm looking for a cheap harddisk enclosure with power supply/fan.
>Where?
>
>hallvard
>--
> [SunOS Unix/Sun SPARCstation 20/Atari STe]
>Norway- land of the fjords and the midnight sun
> [Online mail -Unix EMACS 19.28.1]

To be honest, I go to the thrift shops and purchase
old pc 5.25 inch external floppy drive cases. I have
one that I cleaned up and installed 2 old rodimes in.
The powersupply has worked fine. I just had to hack
a little to fit the scsi connector where the pc
connector used to be. I spent $2.00 and about
an hours worth of time. Now my son has 80megs on
his ST. :)

Mike

4184. Re: Atari ST schematics ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGF0sM.3uE@ridgecrest.ca.us>
Source record: 24053

fongc@vccnw11.its.rpi.edu (Chun Hing Fong) wrote:
>Hi, I got an old Atari 520 ST from '86 or '85 (real classic huh ?)
>But one of the chips burned out and have only the motherboard
>since then. Where can I get the MMU or the schematics for the ST ??
>
>CHF

I don't know about the schematics but Toad
computers does carry the MMU.

Mike

4185. 12 volt supply inside a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: drpiper@cix.compulink.co.uk
Message-ID: <DGFwHD.2yE@cix.compulink.co.uk>
Source record: 24054

Does anybody have a circuit diagram for a TT ?

In particular I'm looking for a 12 volt supply on the ST Ram board connectors.
I don't want to use any other point. Is it available directly by plugging
into (or onto !) the pins/sockets on either of the two 96 pin connectors.

Thanks...

--
Darryl

.---.
| email through the InterNet to :- drpiper@cix.compulink.co.uk |
'---'
 6Meg TT, 1825 Mbyte Hard disk, CD Rom, blah, blah, blah...

4186. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <45nb31$gm4@main.freenet.hamilton.on.ca>
Source record: 24055

Oliver Steinmeier (ostein@Xenon.Stanford.EDU) wrote:
: Doesn't seem to cause other companies (or their customers) any headache.
: Just look around how many (sub-) notebooks these days come without internal
: floppy. However, they are not trying to sell a machine that is basically
: a shrunk-down version of one that was designed five or six years earlier.
: The ST Book, based on the 68000 (as opposed to a 68030), was just too
: expensive for what it had to offer. I don't know if you ever had the chance
: to see one live and in person, but it was a nicely designed machine... it
: just didn't have the specs I'd have expected.
~^

Saw one at my friend's old ST store. If they had a floppy in it, dropped
the price, and gave it standard midi ports it would have been a nice
machine even for a 68000.

I say my friend's old ST store because he went the way alot of people who
made their bread selling Atari products: bankrupt waiting for Atari to
deliver on their promises. Pity really.

You can count the number of ST stores in all of Canada on your fingers.

CRACKERS
(Who me bitter from hell!!!!!!)

4187. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <4c8_9510141226@flight.org>
Source record: 24056

A giant chicken in the guise of Lars-Erik 0sterud clucked:

> >Has anybody ever heard about an AtariST-laptop or portable system? If
>
> Stacy = ST compatible. Huge, but portable with LCD internal screen
> ST Book = Newer and much smaller portable STE, didn't quite take off
>
> (I think none of them sold any good - due to no advertising at all)

I have a bunch of old "Electronic Musician" magazines that have STacy adverts in them. But I never even heard of the ST Book until I joined this group...

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4188. Connecting STFM to VGA M

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <4c9_9510141226@flight.org>
Source record: 24057

A giant chicken in the guise of Chris Berry clucked:

> Hey there,
>
> Does anyone know if it's possible to rig up an ST to a VGA monitor?

Only as a HiRes monitor. I don't have pinouts for VGA, but on monochrome
VGA monitors, just hook the mono signal from the ST to the green input on
the monitor, connect the mono detect line from the ST to the ground on the
ST, then wire the Hsync & Vsync to their respective places on the monitor.
On color VGA monitors you have to wire the mono signal to the red, green
and blue inputs.

---
* Kivi (unregistered) 1.41a *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4189. Re: 12 volt supply inside a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DGGBG0.D5t@cix.compulink.co.uk>
Source record: 24058

In message <DGFwHD.2yE@cix.compulink.co.uk>, drpiper@cix.compulink.co.uk said:

>Does anybody have a circuit diagram for a TT ?

>In particular I'm looking for a 12 volt supply on the ST Ram board connectors.
>I don't want to use any other point. Is it available directly by plugging
>into (or onto !) the pins/sockets on either of the two 96 pin connectors.

No, I can see 5V supply only.

I may have a DC-DC converter that would help.

ATB Barry wilsontjb@cix.compulink.co.uk

4190. SCSI Sense Key Codes

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <45p5r8$i3i@blackice.winternet.com>
Source record: 24059

Finnaly, I figured out how to import a text file into this News Reader.

Here are the SCSI Sense Key Codes. The sense keys provide
generic information describing an error or exception condition. The
sense key is located in the Least Significant four bits of the
second byte of the Request Sense data returned by the target.

CODE DISCRIPTION

0 NO SENSE--No specific sense key information to be
reported for the designated logical unit. The
command was successful.
NOTE: This is the normal ending sense code.
1 RECOVERED ERROR--The last command completed
sucessfully with some recovery action performed by
the target.
2 NOT READY--The logical unit addressed canot be
accessed and operator intervention may be required.
3 MEDIUM ERROR--Command terminated with a non-recovery
error condition, probably caused by a flaw in the
recorded data.
4 HARDWARE ERROR--The target detacted a non recoverable
hardware failure while performing the command or
durning self test.
5 ILLEGAL REQUEST--There was an illegal parameter in
the command descriptor block or in the additional
parameters supplied as data.
6 UNIT ATTENTION--Removable medium may have been changed
or the target has been reset.
7 DATA PROTECT--A read or write command was attempted on
a protected block.
8 BLANK CHECK--A write once device or sequential device
encountered blank medium or a format-defined end-of-data
indication while reading, or a write once device
encountered a non-blank medium while writing.
9 VENDOR SPECIFIC--Available for reporting vendor specific
conditions.
A COPY ABORTED--A COPY, COMPARE or COPY AND VERITY command
was aborted due to an error condition at either or both
device(s).
B ABORTED COMMAND--The target aborted the command. The
initator may retry the command.
C EQUAL--Indicated a SEARCH DATA command has satisfied an
equal comparison.
D VOLUME OVERFLOW--The buffered peripheral data has reached

the end of the end-of-partition and data may remain in the
buffer that has not been written to the medium.
E MISCOMPARE--The source data did not match the data read
from the medium.
F RESERVED

4191. Linux68K, NetBSD & PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <45pild$bme@ccshst05.cs.uoguelph.ca>
Source record: 24060

I have a couple of questions before I make the time/effort/bandwidth <g>
investment in getting either Linux68K or NetBSD.

Does Linux68K support PPP? The FAQ from tsx-11 (file dated early
September) says not, but the FAQ was mainly for the amiga port.

Does NetBSD support PPP, and if so, where can I get the Atari port? How
stable is it on a TT?

Thanks...

THeo

4192. HELP!!!! need parts distributer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: Richard Lutz <RLutz@gnn.com>
Message-ID: <45pq2o$f58@news-e1a.megaweb.com>
Source record: 24061

need an number for a parts distibuter would like to fix st
needs keyboard chip. please respond via E-mail ricklutz@aol.com
thanks..
Richard S. Lutz MSGT, USAF
KD4SEV

Sic transit gloria mundi

4193. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: Mark Nias <markn@daneel.demon.co.uk>
Message-ID: <813690709.22367@daneel.demon.co.uk>
Source record: 24062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>However, I did hear something about some TOS versions (or was it some AHDI
>versions?) supporting up to 16MB GEM partitions, and other 32MB, before
>going into BGM. I wonder if this has something to do with it. Perhaps
>someone else can comment on this?

TOS versions older than 1.6 have a limit of 16Mb GEM partitions.....
AFAIK all TT TOS
versions can do 32Mb GEM partitions.

I think the problem you are having here is that the C: or the bootdrive
drive _has_
to be a standard GEM partition..... not a BGM.

hope that helps.....

mark

The Atari Library: http://www.cs.bham.ac.uk/~iks/atari/

Mark Nias E-Mail: markn@daneel.demon.co.uk or
markn@jsb.co.uk
486DX4-100 12/540 - Mac LC630 20/350 - Atari TT030 12/540 - Atari STe
4/212
Apple Newton - Atari Lynx - Atari JaguarCD - Atari VCS2600/7800

4194. Partion id change without destroying information?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-14 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <45pchm$f3i@nyheter.chalmers.se>
Source record: 24063

Hi!

A while back I read about a disk utility that allowes you to change the partion id (gem, bgm etc) on your partions. Unfortunately I have forgotten which one it was, and I don't want to find out "the hard way" which one it was. Could someone please tell me which program that has such a feature?

Regards, Christer

4195. Re: Connecting STFM to VGA Monitor (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-15 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <45r649$i4o@preeda.internex.net.au>
Source record: 24064

I'd like to connect my STe to a VGA monitor !
Would it give me a picture similar to a Falcon?
I hate my colour screen, except for games.

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

4196. FS:Atari STuff: H/S, prices lowered!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-15 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <45rcg9$r42@india.lm.com>
Source record: 24065
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 10/15/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ====================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Hotwire $14.00
DM Codehead Lookit & Popit $9.00
DM Codehead Maxifile III $14.00
DM Codehead Multidesk Deluxe $14.00
DM Codehead Utilities $9.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00

DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DM MVG - Multi Viewer Graphica $10.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB Populous $8.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00

D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $9.00
picture cataloger
4DM Wizworks Mugshot $10.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

Article Unavailable

4197. STFM Hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-15 00:00:00 UTC
From: Spencer Childs <spencer@mistral.co.uk>
Message-ID: <45rmgi$77@news.mistral.co.uk>
Source record: 24066

Hi,
Can anybody tell me what the Hard disk socket is in the STFM?
Is it possible to connect an old 20MB Apple SCSSI drive to this port?
and what extras would I need?

I would be very grateful if anybody could answer these questions

Thanks

Spencer

4198. WORM DRIVE ON ICD H/A ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-15 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10151995.055742@empyr.dircon.co.uk>
Source record: 24067

Hi, Does anyone know if I will be able to get a SCSI W.O.R.M. drive
to work with my ICD AdSCSI+ Host adaptor ?

I have plugged it into the SCSI chain and the ICD software informs me that
it recognised the drive as a W.O.R.M. unit, although I suspect that this
is just relaying the info from the drive itself, and does not neccessarily
mean that the ICD interface can actually handle the drive.

I have been told that I would need special driver software if I was using
it on a PC, something to do with the system wanting to update the FAT
tables when you add files to the drive, which being write-once, would
cause all sorts of havoc with it creating multiple FAT tables.

So.... will the ICD handle it correctly, or would I need special drivers
(in which case I may as well use it as a doorstop, 'cos you can guarantee
that there won't be any for the ST !)

All replies very gratefully received.

Cheers,

Kevan.

/// ReJoinDer v1.1L

+--+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+--+

| NO uuencoded files to this address please.... Many Thanks |

+--+

VQWK 6.20 [Rev H - 04/04/94]

4199. Re: Falcon FX Performance?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-15 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3082988464e66@discworld.oche.de>
Source record: 24068

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:

MG>I also did not see where Blow-Up stated that they had "Fast-Ram".

They do have - you can't add ST-RAM via the expansion connector.

MG>They said that any memory above 14meg was handled virtually. Why
MG>would you want to bench mark that? I would think you would

Because virtual memory handling is slower than real memory, even if the
hardware does the paging?

MG>want to test your ST ram. If you just insinuate your underling

The ST RAM will have excatly the same speed as before, or the expected
speedup (18/16 or 20/16) if you increase the board clock. The added RAM
is FastRAM, and that's what is interesting.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4200. Possible Multi-BILLION $ Market

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <5xII42A.woodzy@delphi.com>
Source record: 24069

More About the Device Operating System: 15 October 1995

There are probably about as many non-IBM systems out there as there are copies of WIN95. What a waste of technology if we couldn't re-utilize or recycle this technology, right?

The DOS I have designed is aimed primairly at the following three market areas:
1. Those who CHOOSE NOT to upgrade
2. Those who could NOT AFFORD to upgrade
3. Those who did but still have some classic lying around somewhere

Let's face it, not everyone can afford the luxury to upgrade to a so-called "powerful" pentium machine. Those who could, did so reluctantly. Out of necessity for school or work. Those of us who choose not to upgrade, did not simply for the fact that we didn't want to. Even if we could! Our classics have lasted this long because we refuse to let them die! My DOS will bring new life back into our orphans.

Sure, there are emulators that allow an IBM or compatable to run a "majority" of the software from our classics, but they all lack something. The ability to utilize or take advantage of the power and speed of the machine without compromising compatability. Why should we upgrade to an IBM when we spent so much time and money on the systems we already have? Even when new programs are still being written for our classic machines?

My DOS would NOT need to compromise compatability while bringing the Operating Systems up-to-date with current and future standards. With that in mind...

There is a possible Multi-BILLION dollar market for this DOS, simply for the fact of the way I have designed it. This universal DOS allows cross-platform communication while retaining the distinct flavor of our individual classic systems.

It's being designed on a bi-level format. The Primary Level is a whole new system while the Secondary Level is a new DOS for the individual classics. This allows direct access

between the main system & the different sub-systems, such as your Apple's, Atari's, Commodore's, TI's, and CoCo's. The primary system would be capable of reading disk formats from all of the support systems, while the secondary sub-systems may not.

The orphans could be used as slaves for this new DOS OR vice versa. Some minimal networking capabilities will be provided to allow for this.

Not only would this allow people to keep their entire classic software library, but fresh, new programs would be developed. Programs that could run under either a CLI or GUI type enviorment. This would eliminate the need for a WINDOWS type user interface always being present.

This DOS IS universal. Which means it can be adapted for ANY enviorment under ANY situation. For example, it could be used to develop a Phillips CD-I or Sony Playstation type machine-without the need for a keyboard or other external hardware. It could also be used for Interactive-Television or Virtual-Reality or even coin-operated video arcade games. This also would

eliminate the WINDOWS "standard".

An example machine would be a video/arcade CD player capable of playing upto 5 CD's in a single unit (cartridge or turntable). Photo CD, Video Laser-Disc, and Audio CD compatable. Two or more units can be daisy chained together. Audio CD's can be played while viewing Photo-CD's or playing games. It could also include a modem for online games. Real-Time.

This would allow companion CD's for reference, such as Compton's Interactive Encyclopedia to be expanded as necessary. For example, with U.S. or World History discs, a scientific yearbook, geographical index (maps), updates, educational games, etc. Games could be expanded with more levels, more uniqueness or randomness in play, more playability. All with little or no disc swapping. One older game in particular comes to mind, "ALTERNATE REALITY". This basically added levels to the same game WITH disk change. This could also work with a coin-op video game LAN. (I think you get the idea)

This also sets up the interactive CD

player to be used as an external device for the main or primary system. Allowing the main system access to multiple CD's.

The DOS for the sub-systems would include:
1. Boot up CP or Menu
2. System setup or auto-config
3. Data interchange program (DIF)
4. A proprietary BASIC programming language with compiler (the compiler also works with system BASIC)
5. A modem game maker with font editor, sound editor, screen editor or map maker, and mini-term program

6. A text or line editor
7. A mini-assembler

When possible, the DOS for the sub-systems will be included in ROM or Cartridge format: C64, C128, VIC20, Atari8, TI, CoCo, etc.

The classic systems will no longer be limited to 16Meg hard drives or 64K RAM (without banking).

4201. Re: Linux68K, NetBSD & PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Message-ID: <45t8pj$mqv@rzsun02.rrz.uni-hamburg.de>
Source record: 24070

Hello Theodore!

>Does Linux68K support PPP? The FAQ from tsx-11 (file dated early
>September) says not, but the FAQ was mainly for the amiga port.

Yes, Linux68k does support PPP. I'm able to connect my falcon to our
university computing center via ppp and then doing ftp, telnet, www
or whatever you want in the internet.

Greetings,
Thomas
--
______ Thomas Ludewig, Hamburg, Germany
_ _ E-mail: ludewig@tu-harburg.d400.de
_ _ Maus (<16kB): Thomas Ludewig @ HH
_ ____ WWW: http://hp00.rz.tu-harburg.de/users/setl2509/

4202. TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: cndscot@servelan.co.uk
Message-ID: <45t9aj$rs2@soap.news>
Source record: 24071

Can anyone help with a patch for the window arrows & slider bug in TOS 2.06 -
when the mouse is clicked on these AES generates *two* pipeline mesages.
This causes for example the window-image to jump twice in PageStream 2,2.
I tried ARROWFIX v1.3 from Martin Osieka in Germany, but it doesn't seem
to work with my UK ROMs.
It may be easier to patch PgS to differentiate between the messages and
ignore one of them?
Philip Taylor, Glasgow

4203. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: hoffmann.kd@sni.de
Message-ID: <45t929$968@nervous.pdb.sni.de>
Source record: 24072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <813690709.22367@daneel.demon.co.uk>, markn@daneel.demon.co.uk
says...
>
>
>>However, I did hear something about some TOS versions (or was it some
>>AHDI versions?) supporting up to 16MB GEM partitions, and other 32MB,
>>before going into BGM. I wonder if this has something to do with it.
>>Perhaps someone else can comment on this?
>
>TOS versions older than 1.6 have a limit of 16Mb GEM partitions.....
No, they don't. Well, hold it, you're right with GEM partitions, i.e
partitions with the marker 'GEM' in the root sector of the hard disk. But
it is only a restriction of the hard disk driver to provide (or not
provide) access to BGM partition introduced with AHDI 3.0, although the
use of TOS 1.04 is strongly recommended.

>AFAIK all TT TOS versions can do 32Mb GEM partitions.
>
>I think the problem you are having here is that the C: or the bootdrive
>drive _has_ to be a standard GEM partition..... not a BGM.
That is not true. My C: partition *IS* a BGM and it worked ok for me the
last 3-4 years. I have to admit that this is on a Mega ST with CBHD,
which very closely works like AHDI.
>
>hope that helps.....
>
>mark
[enormous .sig deleted]
--
Klaus Hoffmann
Email: hoffmann.kd@sni.de

4204. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813833647@aix8.rhrk.uni-kl.de>
Source record: 24073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>To be fair, I think the Compendium is just talking about the initial partition
>sector. That can indeed only have one XGM link; the Compendium also says that
>an XGM partition sector can contain a link to another XGM partition.

I see. But I don't think that the initial partitions sector mustn't have
more than one XGM link. Normally you do have only one link, indeed. But the
AHDI specification doesn't impose a restriction on the number of XGM links
in one partitions sector. The initial sector must have at least one GEM or
BGM entry, of course. Otherwise you wouldn't be able to boot from it.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4205. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813833832@aix8.rhrk.uni-kl.de>
Source record: 24074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mwilkinsona@cix.compulink.co.uk ("Mark Wilkinson") writes:

>I have TOS 4.04, and HDDriver 3.51.. but it will NOT let me use a partition
>above about 512Meg.. I can create it, but when I try to access it from the
>desktop by double clicking, it won't open a window on it, and it does not
>appear as a drive available to AudioTracker.

This problem was fixed several months ago. (Remember the current version of HDDRIVER is 4.04 and will be 4.50 by the end of this week.) But this was not a bug but a feature. HDDRIVER "knows" the internal limits of each version of GEMDOS (See the XHDI documentation for details of the XHDosLimits() call.) The limit on the Falcon was lifted to 1 GByte some time ago. (Note that this is a feature not documented by Atari. 1 GByte works, but it's undocumented. For MagiC 3 this is documented.)

>It's really hacking me off, because I have a 1.2Gb drive, acquired
>specifically to give me a large partition for d2d. from what you say, I
>should be able to set up a 1Gb partition.. if so, do I need any special
>setup in HDDriver? The drive worksa fine partitioned to <512Mb/partition.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4206. Re: Help! Caan't transfer files!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: teosn@strix.udac.uu.se
Message-ID: <45tig9$k2k@columba.udac.uu.se>
Source record: 24075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Joe_Katzman@yuwrite.yorku.ca wrote:
: > Now I have a Macintosh with an HD (1.4 MB) drive, and I'd like to transfer
: > this good work over. But I can't. I have MS Word macros that will fix the
: > formatting codes etc. in WordWriter ST .doc files, that's no problem. The
: > problem is geting the files transferred in the first place.
: >
: > You see, neither Mac nor DOS drives that I try will read Atari-formatted
: > disks. Both just reject them as unsuable, while my Atari drive won't take
: > Mac or DOS disks, either.
: >
: > I should note that the Mac and DOS computers I've tried WILL take a 720K
: > DOS disk, so that isn't the problem. As the man says in 'Cool Hand Luke':
: > "What we have here is a failure to communicate."
: >
: > Any help any of you can offer would be deeply appreciated.

: If your ST won't use standard 720k MSDOS formatted disks, you might have
: some sort of drive alignment problem (as it should work). You might try
: formatting some disks with ps2form.tos, which produces very "compatible"
: MSDOS disks (more so than other formatters, in my experience). Ps2form is
: available from atari.archive.umich.edu.

: Looking at it from another way, it might be easier for you to get the
: computers close to each other and null-modem the files over (it sounds as
: though this will be a one-shot deal). Heck, you could even borrow two
: modems and do it that way. There are shareware telecomm programs available
: for both Mac and ST that could do this quite easily.

: --
: **
: * Mickey Boyd * Office Phone: (904)644-7167 *
: * Systems Administrator * Digital Pager: (904)657-6425 *
: * Florida State University * FAX: (904)644-4053 *
: * Mathematics Department * http://www.math.fsu.edu/~boyd *
: **

I am often using PS2FORM and it works very well. I you want I could post it
uuencoded.

Yours /SN

--
<--->
< ///---///. Stig Norin, Inst. of Theology >

< // // University of Uppsala, Box 1604 >
< /l " " l/ S-751 46 UPPSALA, Sweden >
< (l + L + l) tel +46 18-182227 fax:+46 18-128471 >
< * --- * e-mail:Stig.Norin@teol.uu.se >
< ******* res. adr: Sandstensv. 4 >
< _/ <> l_ S-752 67 UPPSALA >
< () tel. 018-469557 >
<-->

4207. Falcon video registers...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <45to6m$9r5@m1.cs.man.ac.uk>
Source record: 24076
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, does anyone know how you find out how many planes there are
in the current resolution?? I have looked through the hardware
docs that are all over the place, but this only gives true-colour
256 and mono....

I cannot use x=Vsetmode(-1); as the screenmode is not being set
this way... (Its using .FV files, which contain a dump of the
video registers, so that custom resolutions can be used...)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

4208. Re: Latest news on HD partition sizes...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <45t3th$li6@hpscit.sc.hp.com>
Source record: 24077
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: >Using a TT with TOS 3.xx, it's possible to create partitions upto 256MB.
: >For this it's a good idea to use ahdi ver 5 or 6, or better still
: >HDDRiver 3.51.

: This is still wrong. The maximum with TOS 3.x is 512 MByte.

Assuming you apply a "patch" to the partition, that is.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4209. Re: 12 volt supply inside a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.813860595@YE>
Source record: 24078

drpiper@cix.compulink.co.uk ("Darryl Piper") writes:

>Does anybody have a circuit diagram for a TT ?

>In particular I'm looking for a 12 volt supply on the ST Ram board connectors.
>I don't want to use any other point. Is it available directly by plugging
>into (or onto !) the pins/sockets on either of the two 96 pin connectors.

There is no 12 volt supply on the ST Ram board comnnectors or the TT fast ram
board connectors, only VCC (+5volts) and ground. email for more info.
regards dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4210. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <45um7o$d1m@status.gen.nz>
Source record: 24079

Lars-Erik 0sterud (leo@merkur.sds.no) wrote:
: >Has anybody ever heard about an AtariST-laptop or portable system? If

snip

I see the ST Book for sale in the Spanish ATARI FAN magazine.
The price listed was 125.000 PTAS or about US$1000. (Tel. (93) 453 3426)

Also B&C Computer Visions advertised in the last Current Notes magazine
the Stacy at US$999 for the 4meg/120HDD and US$699 for the 1meg/20HDD
(Tel. 408 986 9960)

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------
(Tiny) Web Page: http://iconz.co.nz/~mbecroft

4211. Where can I get a cheap harddisk case/psu?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_3082496c_Tom.Thomason@fpc.ct.se>
Source record: 24080

On 11 Oct 95, Hallvard Tangeraas shot this through the ether to All ...

HT> I'm looking for a cheap harddisk enclosure with power supply/fan.
HT> Where?

We can sell you one for about SEK 800 including moms.

Mvh,
Tom

4212. Re: nubie questions about 1040stfm hardware.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <45up05$885@inca01.inca.co.nz>
Source record: 24081

Roger Cain (rcain@nest.demon.co.uk) wrote:
> No. It's a proprietary sub-set known as Atari Small Computer Interface
> (ASCI).

[pedant mode on]

It's ACSI (Atari Computer System Interface)

[pedant mode off]

4213. Re: connect Atari to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: Simon Jason Swerling <Jason@whatnext.demon.co.uk>
Message-ID: <179458398wnr@whatnext.demon.co.uk>
Source record: 24082

In article: <5vhiC5OSQyB@parkview.iaf.nl> ina@parkview.iaf.nl (Ina de Visser) writes:
>
> Groningen, /12.10.95 /16:36
>
> Hi,
>
> I'd like to know if it's possible to connect an Atari to a PC (want to
> make a full backup on tape). I found a prg. called Ghostlink (requires
> a nullmodem cable), but that doesn't seem to work.

I can't get it to work properly either...

However, ordinary comms software is quite happy to talk to a PC.

jason.

------------ * What Next! Media Services * ------------

---- * Design * Artwork * Typesetting * Printing * ----

4214. Re: TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-16 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <813883554_OASIS_@pwomar.demon.co.uk>
Source record: 24083

In article <45t9aj$rs2@soap.news>
cndscot@servelan.co.uk (Scottish CND) said:-

>Can anyone help with a patch for the window arrows & slider bug in TOS 2.06 -
>when the mouse is clicked on these AES generates *two* pipeline mesages.
>This causes for example the window-image to jump twice in PageStream 2,2.
>I tried ARROWFIX v1.3 from Martin Osieka in Germany, but it doesn't seem
>to work with my UK ROMs.
>It may be easier to patch PgS to differentiate between the messages and
>ignore one of them?
>Philip Taylor, Glasgow
>

I use Tos 2.06 and have never noticed this bug but I'm sure if you find a copy
of WinX and Gemram on the net somewhere all the extra advantages (realtime
sizing, moving, backing...) and i'm sure the bug is fixed too.

--

Paul Womar-Just your average Atari owner on the verge of sanity.
Mail: paul@pwomar.demon.co.uk IRC: Wo

4215. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-17 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.813917957@aix7.rhrk.uni-kl.de>
Source record: 24084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark Nias <markn@daneel.demon.co.uk> writes:

>I think the problem you are having here is that the C: or the bootdrive
>drive _has_
>to be a standard GEM partition..... not a BGM.

No, that's not true. The boot drive may be a BGM drive. This is true for at least all AHDI compatible drivers.
I simply don't understand why there is so much wrong information about this topic. Restrictions concerning drives working with Atari machines and partitions sizes are much less severe than most people are trying to make us think in this group.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4216. Neon 3D for the TT yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-17 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DGLFrB.Cu3@cf.ac.uk>
Source record: 24085
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari

There is strong support that the stunning Neon raytracer available only at present on the Falcon will be arriving on the TT soon. Does anyone have any further information for Neon TT? I understand that Compo software are handling the translation so I'll see if anyone there knows.

Simon.

4217. NEED Info on ST Xformer &

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-17 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8B331BC.0784000EE5.uuout@tippy.com>
Source record: 24086

BS> I'm looking for a way to contact Darek Mihocka. I'd also like
BS> to attain the HardWare to hook an 8 Bit Atari Drive to an ST
BS> to work with ST XFormer.

I doubt if Darek would help you. He considers the ST Xformer dead.
There are places that still sell the cable you want. I would contact
Bre Software or Best Electronics.

... Life would be easy if we had the source code.
___ Mountain Reader II - #00000095

4218. TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-17 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <465_graham@grasper.demon.co.uk>
Source record: 24087

It was none other than cndscot@servelan.co.uk who did write on 16 Oct 95
that ....
c> Can anyone help with a patch for the window arrows & slider bug in
c> TOS 2.06 - when the mouse is clicked on these AES generates *two*
c> pipeline mesages. This causes for example the window-image to jump
c> twice in PageStream 2,2. I tried ARROWFIX v1.3 from Martin Osieka
c> in Germany, but it doesn't seem to work with my UK ROMs.
c> It may be easier to patch PgS to differentiate between the messages
c> and ignore one of them?
Try WinX 2.3g by the same author , this includes a bettere fix and also a
whole lot more too ... with TOS2.06 its a worthwhile addition.
--

Falcon030/MiNTnet/Net2Net betatest Site.
graham@grasper.demon.co.uk grin@mettav.demon.co.uk
100:1011/8@turbonet.ftn 90:102/145@nest.ftn
2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn

4219. Linux68K, NetBSD & PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-17 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <464_graham@grasper.demon.co.uk>
Source record: 24088

It was none other than thopman@uoguelph.ca who did write on 14 Oct 95 that
...
t> I have a couple of questions before I make the
t> time/effort/bandwidth <g> investment in getting either Linux68K or
t> NetBSD.
t> Does Linux68K support PPP? The FAQ from tsx-11 (file dated early
t> September) says not, but the FAQ was mainly for the amiga port.
Yes LinuX supports PPP. I am using Linux for all my net stuff now ..except
for news as I cannot get my supplier to send me any using
inews ATM. LinuX is pretty complete now except for ports of the better
tools like ncftp and things like lynx which I have either not found (lynx) or
found a non working archive ..ncftp.
Another thing we atari people have that Amiga people don't is an installable
CD package which is quite excellent for setting up your
system ... GEM installation program is included that takes about 5 minutes to
configure and maybe 3 hours to install from the CD to Disk (yep there is A
LOT of stuff on there <G>). I had no problem firing up the system from the
basic config and only required some pretty minor
re-config which for even a unix novice like me was not too taxing ..
okay I had already put a working mint system together but thats it.
The only drawbacks are for non-German people will have to fiddle with the
keyboard maps and bindkeys to reflect a non german keyboard. Also the CD
installs a LAN based system and if you are like me and want to use it more
for dial up stuff you will need to know how to script DIP or PPPD for example
and how to set up Smail to queue internet mail,the first two are not too
hard ,the latter perhaps a bit more so . The CD contains MASS'S of Helpfiles
and FAQ's as well as what looks like the full transcripts of the 0'rielly &
assoc books (Running LinuX and LinUX network Administrators Guide) in tex,ps
and ascii formats)
t> Does NetBSD support PPP, and if so, where can I get the Atari port?
t> How stable is it on a TT?
I have heard very little about it recently .. It would be worth a look but
given the low profile of it I doubt it is as complete as linux/68k for the
Atari.
--

Falcon030/MiNTnet/Net2Net betatest Site.
graham@grasper.demon.co.uk grin@mettav.demon.co.uk
100:1011/8@turbonet.ftn 90:102/145@nest.ftn
2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn

4220. Re: Linux68K, NetBSD & PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <462bop$mc1@news.iesd.auc.dk>
Source record: 23991

In article <45t8pj$mqv@rzsun02.rrz.uni-hamburg.de>, Thomas Ludewig
<ludewig@tu-harburg.d400.de> writes:
> Hello Theodore!
>
> >Does Linux68K support PPP? The FAQ from tsx-11 (file dated early
> >September) says not, but the FAQ was mainly for the amiga port.
>
> Yes, Linux68k does support PPP. I'm able to connect my falcon to our
> university computing center via ppp and then doing ftp, telnet, www
> or whatever you want in the internet.
>

Does NetBSD have a running GUI (ie. X11 or similar) ?

Keep Cool and Flying...

ChainXOR...

4221. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <462dbc$jh5@hpscit.sc.hp.com>
Source record: 23992
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: I simply don't understand why there is so much wrong information about this
: topic. Restrictions concerning drives working with Atari machines and
: partitions sizes are much less severe than most people are trying to make us
: think in this group.

Maybe it's just because for a non-programmer it's hard to see which
part of the operating system causes a limitation: The hard disk driver,
BIOS, GEMDOS, the partitioning software or whatever. Apart from that,
most people use their partitioning software only once or twice, so
they tend to forget the details.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4222. Re: hard drive and tos 2.05

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <462dho$jh5@hpscit.sc.hp.com>
Source record: 23993

blair cromwell (ah900@ccn.cs.dal.ca) wrote:
: i do not know much about tech stuff i was wondering what is involved in
: changing my sh204 20meg drive to a larger size drive, just simply be
: putting in, say a 50meg. drive, is this possible? also does anyone have a
: copy of a patch prg that goes in the auto folder to patch tos 2.05 to 2.06

I'm not aware of a 2.05-to-2.06 patch program, but then, I didn't follow
the story there in detail.

To upgrade an sh204, you have two options:

- Insert a larger MFM drive with an ST506. Such drives are hard to get
these days, but if you find them, they are really el cheapo.

- Remove the Adaptec controller and plug a SCSI drive to the hostadaptor.
Small SCSI I drives are also pretty cheap now.

Thinking about it, a third option comes to my mind: You can *add* a second
MFM drive to the original drive. To do this, however, you need hard disk
driver software which understands such a configuration.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4223. Re: connect Atari to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5w4paZwTqnB@parkview.iaf.nl>
Source record: 23994

In a public message dated 18.10.95 Simon (Jason@whatnext.demon.co.uk) write=
s:
> In article: <5vhiC5OSQyB@parkview.iaf.nl> ina@parkview.iaf.nl (Ina de
> Visser) writes:
> >
> > Groningen, /12.10.95 /16:36
> >
> > Hi,
> >
> > I'd like to know if it's possible to connect an Atari to a PC (want to
> > make a full backup on tape). I found a prg. called Ghostlink (requires
> > a nullmodem cable), but that doesn't seem to work.
>
> I can't get it to work properly either...
>
> However, ordinary comms software is quite happy to talk to a PC.
>
So they keep telling me, but either my comms software has a bad temper or
the operator (me) is doing something wrong (more probable).
The only thing happening is strange signs building up on the PC terminal
and a lot of 'timeout' messages.. I'd be very VERY happy if someone could
show me the way..

Paul

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx

4224. Re: Atari ST schematics ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <46333c$7uk_001@leeds.ac.uk>
Source record: 23995

In article <1995Oct13.225500.3549@news.cs.indiana.edu>,
"Paul Purdom" <pwp@cs.indiana.edu> wrote:
>fongc@vccnw11.its.rpi.edu (Chun Hing Fong) writes:
>
>>Hi, I got an old Atari 520 ST from '86 or '85 (real classic huh ?)
>>But one of the chips burned out and have only the motherboard
>>since then. Where can I get the MMU or the schematics for the ST ??
>
>Sams photofacts has the best schematics I have seen.
>
And we can find it where????

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician

4225. Re: SF354-single/double?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: Andrew Thackrah <at>
Message-ID: <463ig8$ptl@scotsman.ed.ac.uk>
Source record: 23996

>rbmier@winternet.com (Rich Mier) wrote:
> Note here: The SF354 can be updated by simply changing
>the drive mechanisim.
>Rich Mier

I have an SF354 : I didn't realise it could be updated
but I'd like to try it. What do I have to do?

Andrew.

4226. re: connect atari to pc?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3200rcain@nest.demon.co.uk>
Source record: 23997

On 17 Oct 95 Jason@whatnext.demon.co.uk wrote:

>> I'd like to know if it's possible to connect an Atari to a PC (want
>> to make a full backup on tape). I found a prg. called Ghostlink
>> (requires a nullmodem cable), but that doesn't seem to work.
J>

J> I can't get it to work properly either...

Have you remembered to reconfigure the serial port? Ghostlink need something quite different from the usual RTS/CTS 8-n-1. It's in the docs.errm.. think it needs NO handshake and 7-e-1.

Roger
rcain@nest.demon.co.uk

--

4227. re: tos 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3202rcain@nest.demon.co.uk>
Source record: 23998

On 17 Oct 95 henkvdg@news.metropolis.nl wrote:

: >> Can anyone help with a patch for the window arrows & slider bug
in
: >>
TOS
h> 2.06
-
: >> when the mouse is clicked on these AES generates *two*
pipeline
: >> mesages. This causes for example the window-image to jump twice
in
: >>
PageStream
h>
2,2.
: >> I tried ARROWFIX v1.3 from Martin Osieka in Germany, but it
doesn't
: >> seem to work with my UK
ROMs.
: >> It may be easier to patch PgS to differentiate between the
messages
: >> and ignore one of
them?
: >> Philip Taylor,
Glasgow
h>

h> I am interested too in a
patch.

Look for Scrollfix in
SCRLFIX.*.

Roger
rcain@nest.demon.co.uk

--

4228. How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: reeuwijk@cp.tn.tudelft.nl
Message-ID: <4645d8$4r6@cyber.tn.tudelft.nl>
Source record: 23999

I want to truncate a file to a given size, but the calls that I know
of on other operating systems don't work on the Atari. Does anyone
know how to do this?

Thanks for all reactions.

--
Kees van Reeuwijk
Delft University of Technology, Faculty of Applied Physics, FI-CP
email: reeuwijk@cp.tn.tudelft.nl
URL: http://www.cp.tn.tudelft.nl/C.vanReeuwijk/home.html

4229. re: nubie questions about 1040stfm hardware.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3201rcain@nest.demon.co.uk>
Source record: 24000

On 17 Oct 95 gmiller@inca.co.nz wrote:

g> Roger Cain (rcain@nest.demon.co.uk)
wrote:
>> No. It's a proprietary sub-set known as Atari Small
Computer
>> Interface
(ASCI).
g>

g> [pedant mode
on]
g>

g> It's ACSI (Atari Computer System
Interface)

OK, pedant. Thanks for the correction
:)

Roger
rcain@nest.demon.co.uk

--

4230. The CyberDen is now FREE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: bat@cyberden.com
Message-ID: <882044894.4599415@cyberden.com>
Source record: 24089

The music underground is alive and well and is now FREE!

Log In and become part of a community of musicians and artists, plus get free Internet E-Mail, News, gigs of files, fonts, images, sounds and participate in an online community... ALL FOR FREE.

o The CyberDen is now a completely FREE site. No subscriptions required.

I've become officially unstable. It's time to pull out all the stops and proclaim palandrifically, "WOW BOB WOW" while standing on my head as my ears are turning red.

This means everything on The CyberDen is free. No subscriptions are required anymore to access all the neeto stuff ok?

o Only catch are the "Mature Areas" sections

If you are accessing an area and get a 1030 error, that means you're not allowed in there because it's an area we restrict to those who send in the completed "Mature Areas" form found in these mature areas. Simply download, fill out and send in with a xerox of your drivers license/passport proving you're old enough to go to jail on yer own and yer in!

o What's now free that wasn't?

- Internet E-Mail and News (Usenet)
- OneNet E-Mail and News
- The Internet Mailing List area
- The Internet Zines area
- The Carrousel area
o The Black Pages (Like the Yello pages but for the scene)
o Vomit Lunch (The most vomitacious images around)
o Press Releases (What's new, What's out there)
o The Listening Room (Download ENTIRE SONGS)
o The Culture Areas (images...sounds...texts)
. Industrial
. Gothic
. Ambient
. Alternative
- THE ENTIRE FILE AREA!!!!!!!
o GIGS of software! Mac, IBM, Atari-ST
o CD-ROM Access! Includes over 1500 fonts!
o MIDI/MUSIC/SAMPLERS/SYNTH patches, sounds, editors and more!
o FileNetted Mac/IBM areas!
o Images center! Graphics galore for your own perusal.

o How do I get an account?

Same as before. Call up or log in over the Internet. See our web site for full instructions at http://www.cyberden.com/

When you log in, REMEMBER! Your internet email account is made up of your First Name, Middle Initial and Last Name that you fill out when logging in. Your UserID is NOT YOUR EMAIL ACCOUNT! - Therefore, if you want a cool, simple handle for your email account name, enter it in the LAST NAME field only. Leave the First Name and Middle Initial fields BLANK!

You must call at least once every 14 days or your account gets deleted!

You can dial us direct with your modem at 510-633-9811 or if you can run NetScape, you can tell FirstClass to log in over the internet as well. Just choose for the first setup MODEM connection, put our IP# (204.182.11.180) in the 'server' box and choose tcp/ip for the second setup screen. Make sure in the advanced setup area in the second setup screen that you up the tcp/ip buffers from 10000 to 32767.

o How are you keeping this site going?

I knew you were going to ask me that. DONATIONS AND ADVERTISING! Since we're free now, we're getting tons of traffic on the FirstClass BBS. Our WEB site is getting over 125,000 hits per month and is growing in hits each day. If you want to advertise your band, label, clothing store, multimedia project, coffee house, etc. - then call us! Our rates are inexpensive. VERY inexpensive. I mean el cheapo.

If you're feeling like a sugar daddy then we're more then happy to fulfill your fantasy and accept all donations. We need $$$ to keep the phone lines humming and the hard drives spinning.

You can send all checks, money orders, wads of hundreds and gold bullion to The CyberDen at: PO Box 150465, San Rafael CA 94915

If you would like to advertise on both the BBS/WEB site hitting literally thousands of people a day, call us at 510-636-9525 for rates or a rate card.

o What if I'm a label and want to do more then just advertise?

If you wish to get your own CyberLink area where you can have your new releases be it record releases, software releases, twinkie filling releases or hairball removing cream releases, call us too and we'll go over our rates for CyberLink areas. Please check out the WEB site and CyberLink in the BBS to see exactly what we're talking about. Words mean nothing sometimes and pictures mean everything.

o What if I already just subscribed or am a current subscriber?

Then you're cool and godlike in my world. Your donation(s) will go down in my heart forever as kindness from a soul of purity. And if you're still miffed, write me. I have some CD's you may dig.

o Can we be geeks and hangout and chat till we puke?

Yes... fine... of course... and don't be surprised if you find Chemlab, Xorcist, Insight 23, Cleopatra, Fifth Colvmn, 16 Volt, COP International,

21st Circuitry, Switchblade Symphony or any other random label or artist hanging out there chatting either.

We're also in the works of having another chat fest with cEVIN kEY sometime soon... really... honestly... Hey, we did Young Gods and that was a blast...

o Can you summarize what you just said?

It's FREE! All FREE! FREE FREE FREE FREE FREE! GEEK OUT! FREE FREE FREE!

and for those company types:

ADVERTISE! IT'S INEXPENSIVE! CALL NOW! 510-636-9525 FOR RATES!

and for those lottery winners:

FEEL GOOD ABOUT YOURSELF! SUPPORT THE SCENE! BECOME ADMIRED BY EVERYONE! DROP A WAD TO THE CYBERDEN AND GET ONE ROW CLOSER TO THE FRONT IN HEAVEN

= = = =

4231. Re: Where can I get a cheap harddisk case/psu?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-18 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <462gt7$ha8@m1.cs.man.ac.uk>
Source record: 24090

In article <45h1kf$dcm@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
> I'm looking for a cheap harddisk enclosure with power supply/fan.
> Where?

Compo? They do recycled HD bits and bobs as well as new...

S.Lai

4232. Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: Sandy Barbour <sandy.barbour@dundee.NCR.COM>
Message-ID: <DGop5G.295@ddvictor.dundee.ATTGIS.COM>
Source record: 24001

I am trying to use LASER C with a 1040STE and the shell complains that I can't use it with this version of ROM. It works OK with a 1040STFM which has the earlier ROM.
I need to know the new ROM addresses for the 1040STE so that I can enter them into the patch program.

Any help would be appreciated.

Sandy.

4233. Touch Tablet Info

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: Giovanni Chiparo <chiparo@iei.pi.cnr.it>
Message-ID: <4653rk$15c0@serra.unipi.it>
Source record: 24002

Ciao at all,
do anyone know the Touch Tablet features?
Any information is good!

Thanks in advance

4234. Re: Linux68K, NetBSD & PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <46558u$dmu@news.iesd.auc.dk>
Source record: 24003

In article <464_graham@grasper.demon.co.uk>, graham@grasper.demon.co.uk (Graham Irvine) writes:
and ascii formats)
> I have heard very little about it recently .. It would be worth a look but
> given the low profile of it I doubt it is as complete as linux/68k for the
> Atari.
> --

Hi Graham.

Do you also run X-Windows on your LiNUX system or do you only run it in text-mode ?

Keep Cool and Flying...

ChainXOR...

4235. Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: andi@complang.tuwien.ac.at
Message-ID: <4657io$2b8@news.tuwien.ac.at>
Source record: 24004
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I have problems connecting an Iomega Zip drive to my atari TT. I think the problem is, that the Zip drive only can use SCSI address 5 or 6. The atari hard disk driver only seeks for address 0 to 3. With general SCSI programs like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it cannot be used from desktop or tos. Is there a driver which can access drives at address 5 or 6.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

4236. Re: Fw: upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGonsy.HAu@ridgecrest.ca.us>
Source record: 24005

freddy@thor.net (Jerry Fredrickson) wrote:
>Does the Falcon have more than slot for memory chips. and can you
upgrade memory
>to 8 megs..
>
>
Sorry, Atari didn't go the same route with the Falcon
as they did with the STE's. There are a number of simm
cards available for the Falcon. Some take 4,1 or 4 meg 30pin
simms (Ram Gizzmo) another from Personal Computer Systems AB
only takes 4-4meg 30 pin simms, Wizztronics makes a card that
uses 72pin simms, 4(?) or 16meg (14 useable). Most are about
$100.00 US (0K).If you really wanted 8meg, I think you could
use a 4meg Falcon and the FX card with 4-1meg simms.
There are others. Some that I have not mentioned have had problems. :)

Mike

4237. ST/STE Circuit Diagrams

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: K959362@atlas.kingston.ac.uk
Message-ID: <K959362.2.000CF472@atlas.kingston.ac.uk>
Source record: 24006

Can anyone aid me in finding some circuit diagrams for the ST/STE? I and a friend of mine are working on a couple of add ons for the ST/STE and have been unable to find any technical information at all.

We have been told that Atari have never publically released such information, is this true?

Any help greatly appreciated.

- Michael Saunderson (k959362@atlas.kingston.ac.uk)

4238. SLM804 Laser Printer Cooked?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: steve@frisbee.net.au
Message-ID: <465bvs$383@fling.frisbee.net.au>
Source record: 24007

My wiper wand felt came out of the wand and lodged in the rollers.

Something smelled funny...well, it wasn't really very funny.

Replaced the felt in the wand.

Now the printer won't 'warm up'.....

Is this as serious as it feels?

--
Steve Eads - formerly from somewhere else - now in Australia:
steve@frisbee.damp.apana.org.au or Voice Phone/Fax: +61 8 390 3018

4239. Mouse port Pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: jack@outer.net
Message-ID: <465jio$9vh@giga.bga.com>
Source record: 24008

Can someone please post the mouse prot pinouts.... Thanks...

4240. Re: ST/STE Circuit Diagrams

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.814113609@YE>
Source record: 24009

K959362@atlas.kingston.ac.uk (Michael Saunderson) writes:

>Can anyone aid me in finding some circuit diagrams for the ST/STE? I and a
>friend of mine are working on a couple of add ons for the ST/STE and have
>been unable to find any technical information at all.

>We have been told that Atari have never publically released such information,
>is this true?

Atari have published circuit diagrams for at least the STE and TT computers,
I believe also for the ST, MegaST, MegaSTE and Falcon.

Atari STe 520/1040 Computer Field Service Manual
Part Number C302481-001 rev A (Aug 1991)
Atari TT030 Computer Field Service Manual
Part Number C302483-001 (Aug 1991)

The best source for this information is BEST ELECTRONICS in the USA.
sorry dont have the address details to hand at the moment.

regards

dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4241. Re: Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <465iou$ggr@due.unit.no>
Source record: 24010
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Andreas Krall (andi@complang.tuwien.ac.at) wrote:
: I have problems connecting an Iomega Zip drive to my atari TT. I think the
: problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
: hard disk driver only seeks for address 0 to 3. With general SCSI programs
: like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
: cannot be used from desktop or tos. Is there a driver which can access
: drives at address 5 or 6.

ICD Pro, SCSI-Tools and HD-Driver should have no problems with this.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4242. STE disk - questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: wagener@hrz.uni-oldenburg.de
Message-ID: <465qfc$dn3@aix11.hrz.uni-oldenburg.de>
Source record: 24011
Cross-posted to: comp.sys.atari.st.tech,maus.sys.atari.hardware

Hi folks!

I recently "upgraded" from ST to STE and have now the following little problems:

I have a quantum LP240S GM240S01 harddrive with roughly 240 MB and would like to know which is the best harddiskdriver to use with. Right now I have AHDI 5.00 and 6.00. Also I wonder why HDX 5.00 does format the disk, while HDX 5.04 does not (maybe wrong wincap file?)

The internal floppydiskdrive of the STe is not able to read 11 sector formatted disks - why? is there anything i can do? Even the external drive with which I formatted the floppies can't read them anymore as soon as I connect it with the STE.

I'd be grateful for any suggestions, please mail direct if possible.

Thanx! David

roxon@unixen.hrz.uni-oldenburg.de

4243. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <466ag3$ank@news.duke.edu>
Source record: 24012

I think that all Atari portables were pretty much crap !
So I recently bought a used powerbook with 68030 and MagicMac. Now I
have an easily upgradable and reasonably priced portable running under Magic.
Were is the point to invest 1000 $ in a mor or less not expandable system
running with a 68000 at 16 Mhz if you can get a 68030/22 Mhz for the same
price ?

Thomas Damms
DUKE University
Durham, NC

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Lars-Erik 0sterud (leo@merkur.sds.no) wrote:
: : >Has anybody ever heard about an AtariST-laptop or portable system? If

: snip

: I see the ST Book for sale in the Spanish ATARI FAN magazine.
: The price listed was 125.000 PTAS or about US$1000. (Tel. (93) 453 3426)

: Also B&C Computer Visions advertised in the last Current Notes magazine
: the Stacy at US$999 for the 4meg/120HDD and US$699 for the 1meg/20HDD
: (Tel. 408 986 9960)

: -Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
: -President Tariland Computer Club Auckland New Zealand--------------------
: (Tiny) Web Page: http://iconz.co.nz/~mbecroft

4244. ST --> CD-Rom?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: fp270@fim.uni-erlangen.de
Message-ID: <4667fjFf4f@uni-erlangen.de>
Source record: 24013

Hallo Leute.

Ein Freund hat ein Problem.

Er hat an seinem MEGAST einen AT-Bus frei (IDE) und

moechte dort ein CD-Rom Laufwerk anschliessen.

Seine Probleme:

1. Ist das ueberhaaupt moeglich?

2. Gibt es CD-Rom Laufwerke, die er sowohl an seinem

ATARI als auch an einem PC anschliessen kann (nicht

gleichzeitig sonderd prinzipiell)?

3. Welche Treiber-Software gibt es da fuer den ATARI?

Hilfen und Anregungen bitte per PM (siehe footer).

Danke

Klaus.

--
/\/\/\

4245. Re: How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1910951636540001@138.110.7.161>
Source record: 24014

In article <4645d8$4r6@cyber.tn.tudelft.nl>, reeuwijk@cp.tn.tudelft.nl wrote:

> I want to truncate a file to a given size, but the calls that I know
> of on other operating systems don't work on the Atari. Does anyone
> know how to do this?
>

You have two choices. Either copy just the portion of the source file you want to another file (and then delete the original version), or go in with a sector editor and change the file's size in the directory structure (and, if necessary, fix up the FATs.) Needless to say, the first method is much easier <smile>.

Dan Wilga
Gribnif Software

4246. Re: 520ST power plug

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951019081023.3421C-100000@moose.erie.net>
Source record: 24015

On Wed, 11 Oct 1995, Robert Wills wrote:

> Bill Hallman (bh@okcforum.osrhe.edu) writes:
> > The pin out of the 520 ST power plug, looking into the port, is:
> >
> >
> > 2 1___+5v
> > 5 . 4 2___NC
> > . . 3___GND
> > 4___+12v
> > 3 . . 1 5___-12v
> > 6___+5v
> > 7 . . 6 7___GND
> > ^
> >
> This is upside down and backwards to the diagram which I have before me,
> printed on the bottom of a later model 520 power supply! Could the
> difference be North American/European?

Well, I don't know about backwards, but some 520ST's had power
connectors with the notch on the bottom and some had it on the top. I've
got one of each!

4247. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.814100537@aix7.rhrk.uni-kl.de>
Source record: 24016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>There is in some versions of hard disk drivers, eg old versions of ICD.

But it applies to all fully AHDI compatible drivers, i. e. you can boot from
BGM partitions if your driver is AHDI compatible according to the AHDI
Release Notes from 1989.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4248. Re: How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <814069774_OASIS_@swampdog.demon.co.uk>
Source record: 24017

In article <dwilga-1910951636540001@138.110.7.161>
dwilga@mtholyoke.edu (Dan Wilga) said:-

>In article <4645d8$4r6@cyber.tn.tudelft.nl>, reeuwijk@cp.tn.tudelft.nl wrote:
>
>> I want to truncate a file to a given size, but the calls that I know
>> of on other operating systems don't work on the Atari. Does anyone
>> know how to do this?
>>
>
>You have two choices. Either copy just the portion of the source file you
>want to another file (and then delete the original version), or go in with
>a sector editor and change the file's size in the directory structure
>(and, if necessary, fix up the FATs.) Needless to say, the first method is
>much easier <smile>.
>
>Dan Wilga
>

If you want to reliably do this from within your code you are going to have to access at the BIOS level and follow the FAT chain, making alterations where suitable, BUT there are copies of this in memory so you have to force them to be re-read (I don't know how). There could also be conflicts with other software which may access at the BIOS level. So, unless you have a *very* good reason for using this method, stick to Dan Wilga's advice.

This function should have been added to TOS yonks ago. Somebody want to write a patch?

--

Guy Harrison

guy@swampdog.demon.co.uk

4249. Fw: upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_308627da_Tom.Thomason@fpc.ct.se>
Source record: 24018

On 13 Oct 95, Jerry Fredrickson shot this through the ether to All ...

JF> Does the Falcon have more than slot for memory chips. and can you
JF> upgrade memory to 8 megs..

The standard Falcon doesn't use SIMM's, it uses an Atari standard DRAM memory board. There are several conversion cards available, some of which use standard 30-pin SIMM's and others which use 72-pin SIMM's. An 8 MB _ST RAM_ configuration is not possible but there are several accelerator cards appearing which allow the addition of FastRAM which makes it possible to have a configuration of 4Mb ST RAM and 4 Mb of FastRAM. Unfortunately, not all software will recognise FastRAM.

Cheers,
Tom

4250. georg Acher -> Blow Up FX-Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5w8IwBVLDhB@ollom.prima.ruhr.de>
Source record: 24019

Concerning GEORG ACHER, the maker of the BLOW-UP-FX CARD.
Does somebody know his real email-address?
When I write to the address "acher@informatik.tu-m�nchen.de" which is written in ST COMPUTER, I get an error message which tells me that this address is not existing!
daniel@ollom.prima.ruhr.de
CrossPoint v3.1

4251. Second RS 232 Port on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5w8IwHW5DhB@ollom.prima.ruhr.de>
Source record: 24020

Some years ago I read about adding a second RS 232 port to the FALCON. It is that one which uses the MFP (Modem1?). Does anyone still know how to add it?
Daniel

daniel@ollom.prima.ruhr.de

CrossPoint v3.1

4252. lan -> RS 232 on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5w8Iwje5DhB@ollom.prima.ruhr.de>
Source record: 24021

May I use the FALCON's LAN-Port as a real RS 232 Port? Do I need to change signals from 5 V to 12 V ? May I use Rs 232 and Lan simultanously?

daniel@ollom.prima.ruhr.de

CrossPoint v3.1

4253. Re: How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <814145082_OASIS_@swampdog.demon.co.uk>
Source record: 24022

In article <DGqxC6.C52@comp.lancs.ac.uk>
nab@comp.lancs.ac.uk (Mr N A Barnes) said:-

>In article <814069774_OASIS_@swampdog.demon.co.uk>
>guy@swampdog.demon.co.uk writes:
>
>>>In article <4645d8$4r6@cyber.tn.tudelft.nl>, reeuwijk@cp.tn.tudelft.nl
>>>wrote:
>>>
>>>> I want to truncate a file to a given size, but the calls that I know
>>>> of on other operating systems don't work on the Atari. Does anyone
>>>> know how to do this?
>
>>If you want to reliably do this from within your code you are going to have
>>to
>>access at the BIOS level and follow the FAT chain, making alterations where
>>suitable, BUT there are copies of this in memory so you have to force them
>>to
>>be re-read (I don't know how). There could also be conflicts with other
>
> Couldn't you force a media change throught the BIOS which would then
>get any well behaved driver to reread the FATs and things... (note -
>WELL behaved... ;->)
>
> I mention this from interest as I'd like to know what happens when
>you tell the machine that a Hard Disk has just undergone a media
>change... do any of the standard hard disk drivers behave properly and
>reread things (some must for drives like the SyQuest removable HDs)..

I would have expected it to work. I once traced the Mediach() and my hard
disk driver is doing it all the time. There would be little point in it making
the call if it was going to ignore the result. Conversely, I have been led to
understand that there are problems anyway. If a simple Mediach() does cause
the GEMDOS buffers to be reread then why can't the utilities for changing
these buffer sizes do so 'on the fly' instead of requiring a reset?

Quite some time ago when I was still using TOS 1.2, I investigated the 40
folder bug and after a lot of messing about, I discovered it was possible to
detect when the bug was about to happen. The only cure I could come up with
was to keep enlarging the buffer. I then tried this on TOS 1.0 and found that
critical data storage addresses had changed and thus gave up on the idea. I
just have a feeling that the two are somehow connected.

If anybody knows the specifics of all this then I would love to know.

--

Guy Harrison

guy@swampdog.demon.co.uk

4254. connect Atari to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: bseburn@vaxxine.com
Message-ID: <DGq6tt.8w0@vaxxine.com>
Source record: 24023

J > > I'd like to know if it's possible to connect an Atari to a PC
J > > make a full backup on tape). I found a prg. called Ghostlink
J > > a nullmodem cable), but that doesn't seem to work.
J >
J > I can't get it to work properly either...
J >
J > However, ordinary comms software is quite happy to talk to a PC

I had it working here, and it worked very very well. However it seems to be IRQ dependant. I changed the IRQ value of the port I was using this on, from (I think) IRQ2 to IRQ10 and it no longer will talk to the ST.

Brian

___ Mountain Reader II - #00000039

4255. Re: How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzd9bssclz.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 24024

In article <4645d8$4r6@cyber.tn.tudelft.nl>, reeuwijk@cp.tn.tudelft.nl (Kees van Reeuwijk) writes:

|> I want to truncate a file to a given size, but the calls that I know
|> of on other operating systems don't work on the Atari. Does anyone
|> know how to do this?

This is not supported by the GEMDOS filesystem under TOS/MiNT, but the Minix filesystem supports Fcntl(FTRUNCATE), which is used by the functions truncate and ftruncate in the MiNT library.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4256. Re: Falcon video registers...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <467srh$c93@m1.cs.man.ac.uk>
Source record: 24025
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <45u516$dss@newdelph.rtsg.mot.com>, whitema@vance.cig.mot.com (Michael A. White) writes:
>In article <45to6m$9r5@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk writes:
>>
>>Hi, does anyone know how you find out how many planes there are
>>in the current resolution?? I have looked through the hardware
>>docs that are all over the place, but this only gives true-colour
>>256 and mono....
>>
>
>This information is returned to you when you open a virtual workstation.
>Refer to the Atari Compendium (or any Atari specific compiler manual)
>for detailed information.

Sorry, I dont seem to have been specific enough. I cannot use the VDI, as it is within a STOS extension. I cannot use the XBIOS, as there are problems on TOS 4.01/2 when changing from an ST mode (ie from STOS!!)

The mode is being changed by directly copying a register dump into the hardware video registers. It appears as if they dont actually hold a bitpattern which tells you the number of colours (16,8 and 1 bpp are covered, but not 4 and 2) Yet a 16-colour register dump WILL switch to 16 colour mode....

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

4257. Cubase Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: stevec@funkitup.bri.hp.com
Message-ID: <DGqv4p.FFJ@bri.hp.com>
Source record: 24026

Dear All,

Please help me to locate a copy of the Cubase manual electronically.

Please email me

-Steve
stevec@hpcpbla.bri.hp.com

4258. Using Switcher/Mros with Cubase

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: stevec@funkitup.bri.hp.com
Message-ID: <DGqv86.G9D@bri.hp.com>
Source record: 24027

Dear All,

How can I use switcher with cubase mros etc to load two programs at a time.
Thanks,

-Steve

stevec@hpcpbla.bri.hp.com

4259. WANTED: .KEY for FreeZe Dried Term!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <467j11$2ko@kelly.teleport.com>
Source record: 24028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a friend that registered FreeZe Dried Terminal twice and never
got his Registration .KEY. I was told that a Public Domain Registration Key
exists. Could someone tell me if this is so? If it's true, could someone tell
me where to find it? And if this message is innapropriate and no key exists,
please let me know.

Please direct all replies to E-Mail as I don't usually read the NewsGroups.
E-Mail to: bensmith@teleport.com

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

4260. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951020083818.17830B-100000@moose.erie.net>
Source record: 24029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Thu, 19 Oct 1995, Uwe Seimet wrote:

> But it applies to all fully AHDI compatible drivers, i. e. you can boot from
> BGM partitions if your driver is AHDI compatible according to the AHDI
> Release Notes from 1989.

Pardon my ignorance, but what is the difference between AHDI
compatible and non-compatible drivers? The ICD utilities offer AHDI
compatibility as an option. Is there any good reason NOT to select it?

4261. Re: Atari ST/TT schematics ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DGr6Fr.HHK@cf.ac.uk>
Source record: 24030

If anyone has access to schematics for the atari's, how about scanning
them full-size and posting them to the newsgroup ?

4262. Re: Atari ST/TT schematics ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.814205043@YE>
Source record: 24031

"Dr Simon G.K. Williams" <williamssg@cf.ac.uk> writes:

>If anyone has access to schematics for the atari's, how about scanning
>them full-size and posting them to the newsgroup ?

No can do, the schematics from the Field Service Manual are
copyright Atari Corp. Hell we dont want to get into this question again 8-)

regards dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

4263. Re: problems with harddisk/Link II- HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FJUDBCAPUP@dksoft.ping.dk>
Source record: 24032

In <465pv0$5kh@hasle.oslonett.no> Hallvard Tangeraas wrote:

>I've tried diconnecting those jumpers, tried different combinations,
>but nothing has helped.
>Can the problem be with the "Link II"? Help!!!!!!! Anyone!
>

Unfortunatly you're just another one ICD managed to fool with their Link
Scsi adaptor.
The problem is, this Link adaptor need to get it's power from the SCSI
unit, (The harddrive), and unless your harddrive support +12volt (or 5volt
can't remember now), on pin 26 in the SCSI cable, you will never get it
to work. ICD claim most drives (i even think they mentioned 97% of the
drives available today), will support this power, but my experiences say
only about 50-60% does, (and i have tried alot drives in my computer time).

So, to cut this short, you will not get it to work, unless you can feed
12 or 5volt on pin 26 in the scsi cable. Sorry mate. Blame ICD!

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 55 23 90 | Kim Andersen email kim@dksoft.ping.dk|
\---/
**** NOTE NEW PHONENUMBER ****

4264. Re: connect atari to pc?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5wCrpf5iqnB@parkview.iaf.nl>
Source record: 24033

J>> I can't get it to work properly
> either...
>
> Have you remembered to reconfigure the serial port? Ghostlink need
> something quite different from the usual RTS/CTS 8-n-1. It's in the
> docs.errm.. think it needs NO handshake and
> 7-e-1.

> Roger
> rcain@nest.demon.co.uk

Ah, now we're getting somehwere. Okay, but how does it configure? I get
nothing but 'Standard AUX' (??) in the Ghostlink setup and there's no way
to configure this mystery port..

Thanks anyway, keep thinking!

Paul
> --

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx

4265. Schematics.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: D.G.Williamson@shef.ac.uk
Message-ID: <468o5p$ntm@hippo.shef.ac.uk>
Source record: 24034

If anybody has any STFM schematics could they send them to me too?
P.s. Does anybody know where to get fonts and printer drivers for
Calligrapher.
Dan.

4266. Atari ST Hard drives?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: teg@unlinfo.unl.edu
Message-ID: <469764$6e1@crcnis3.unl.edu>
Source record: 24035

I have had an Atari ST for about 7 years but have never had the money for a hard drive. I would like to put one on but don't know where to get one or even what kind it needs. Does it's HD port use SCSI, IDE, MFM? Which one do I need? I really would like to use this machine to make some music but hate the limitations I have with only having a floppy drive.

Brian
--

- and that's all I have to say about that. -F.G.

4267. Re: connect Atari to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <468g4b$7u8_001@leeds.ac.uk>
Source record: 24036

In article <5vhiC5OSQyB@parkview.iaf.nl>,
ina@parkview.iaf.nl (Ina de Visser) wrote:
> Groningen, /12.10.95 /16:36
>
>Hi,
>
>I'd like to know if it's possible to connect an Atari to a PC (want
to
>make a full backup on tape). I found a prg. called Ghostlink
(requires a
>nullmodem cable), but that doesn't seem to work. I'd really
appreciate a
>solution, for I don't fancy running up and down with 200 Mb worth of
DD
>floppy disks.. :)
>
>Paul
>
>
> P a r k v i e w G r a p h i c s | 'I wish I were back in the
jungle,
> digital art * cartooning * design | where men are apes'
> Groningen - - Netherlands |
Groucho Marx

Using Xcontrol to set ST baud rate, saving at every oportunity until
you are back at the desktop. Last thing, save desktop this should
store your chosen baud rate in desktop.inf. Reboot, run pcslave on
your pc select com port to match the one you are plugged into (I used
com 2 with no problems). Select pc baud rate. Go back to the ST run
ghostlnk.prg select an unused drive letter on your ST, pair it to
remote drive C(on the PC) then install. Click once on drive A, turning
it black then go to Options menu Install device enter the drive letter
you selected as your Atari drive paired with the C drive on the
PC.Install. When the desktop returns you should see a new drive,
double click on it and you will find your PC files.

If it works, next time save defaults in ghostlnk, and save desktop
again to have your new drive ready for future use.

I have successfully used Ghostlink at 38400 baud with a modified ST
serial port and no serial port patches on 4Meg STe, Tos1.62, with and
without my ageing SH204 hard drive. It was the only way I could
download an 800+k .msa file. Wasn't worth the trouble though :-)

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician

4268. Re: Atari ST/TT schematics ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <468g7f$7u8_002@leeds.ac.uk>
Source record: 24037

In article <DGr6Fr.HHK@cf.ac.uk>,
"Dr Simon G.K. Williams" <williamssg@cf.ac.uk> wrote:
>If anyone has access to schematics for the atari's, how about
scanning
>them full-size and posting them to the newsgroup ?
>
well said, that man.
>

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician

4269. TKR E-mail

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-2010951127280001@macmax.irfmn.mnegri.it>
Source record: 24038
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know the TKR (CrazyDots, etc) E-mail address ?
Thanks


```
-------------------------------------------------------------------------------
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
-------------------------------------------------------------------------------
```

4270. Re: How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DGqxC6.C52@comp.lancs.ac.uk>
Source record: 24039

In article <814069774_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk writes:

>>In article <4645d8$4r6@cyber.tn.tudelft.nl>, reeuwijk@cp.tn.tudelft.nl wrote:
>>
>>> I want to truncate a file to a given size, but the calls that I know
>>> of on other operating systems don't work on the Atari. Does anyone
>>> know how to do this?

>If you want to reliably do this from within your code you are going to have to
>access at the BIOS level and follow the FAT chain, making alterations where
>suitable, BUT there are copies of this in memory so you have to force them to
>be re-read (I don't know how). There could also be conflicts with other

Couldn't you force a media change throught the BIOS which would then
get any well behaved driver to reread the FATs and things... (note -
WELL behaved... ;->)

I mention this from interest as I'd like to know what happens when
you tell the machine that a Hard Disk has just undergone a media
change... do any of the standard hard disk drivers behave properly and
reread things (some must for drives like the SyQuest removable HDs)..

Thanks in advance,

Neil
(nab@comp.lancs.ac.uk)

4271. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FJUPFEAWUP@dksoft.ping.dk>
Source record: 24040

In <467vs8$s9s@nyheter.chalmers.se> Johan Klockars wrote:

>All my own docs say pin 20 is the composite video in pin...
>
>
>If there is anyone who knows something about all this, I'd really
>appreciate a quick answer. My old TV gave up the ghost a couple of days
>ago and I'd really like to have a new one before Sunday.
>

Hi Johan.
I have had simular problems. My Tv (A Finlux) Got three Scart connections
and the one i usually use for computer didn't work either, but then i
changed it to another Scart on the Tv, and after that it worked fine.
So it seems like, Scart isn't just Scart anyway. Unfortunatly i don't
know why there is this difference 8-(

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 55 23 90 | Kim Andersen email kim@dksoft.ping.dk|
\--/
**** NOTE NEW PHONENUMBER ****

4272. need video jack pinout + boot advice

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: gee@teleport.com
Message-ID: <46b72o$ev4@linda.teleport.com>
Source record: 23941

I recently acquired an Atari 1040ST with a dead power supply. Fixed the power supply, but have no pinout of the video jack. I have composite or ttl or multisynch or vga monitors available. Anybody willing to supply me with a pinout, or know where I can buy an adapter cable for one of the above types of monitors?

As an aside; what is the proper boot up sequence for this computer. Currently, it makes no sounds; nor does the diskdrive start spinning or seeking. Is that a bad sign?

--
gee@teleport.com

4273. Re: Product advice wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: teosn@strix.udac.uu.se
Message-ID: <46b80p$stg@columba.udac.uu.se>
Source record: 23942

Matt Mathis (mathis@clark.edu) wrote:
: So... what I want are recommendations on laser printers [or even *jets]
: from people who actually use them on their STs. What works well for
: you? How much did you pay, and how hard was it to get drivers for the
: software you use? That sort of thing... [For the record, I've got a
: stock 1040STe, and I'm thinking I might someday upgrade from my old
: 9-banger to get nice clean ouput with TeX and IdeaList, among other
: programs.]

: mathis@clark.edu
: --
: ------------ /\/\ --- Because this is a junior college, --- /\/\ ------------
: ----------- / \ -- I'm only allowed a two-line .sig. -- / \ -----------
I'm using HPdeskjet500. It costed me SEK 6000 when it was new. But nowadays
the price is about the half. However it works perfect. Hard to see the
difference against laser.

I am using Calamus, Redacteur. Wordplus, Idealist and other programs. However I have no
experience of TEX.

Yours /SN

--
<--->
< ///---///. Stig Norin, Inst. of Theology >
< // // University of Uppsala, Box 1604 >
< /l " " l/ S-751 46 UPPSALA, Sweden >
< (l + L + l) tel +46 18-182227 fax:+46 18-128471 >
< * --- * e-mail:Stig.Norin@teol.uu.se >
< ******* res. adr: Sandstensv. 4 >
< _/ <> l_ S-752 67 UPPSALA >
< () tel. 018-469557 >
<--->

4274. Mouse port Pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <5445_hsideras@mettav.demon.co.uk>
Source record: 23943

Hi Jack, on 19 Oct 95 you wrote:

j>
j> Can someone please post the mouse port pinouts... Thanks...

From Mark Baines' A-Z book:

Mouse/Joystick Port 0: ST-Falcon

1 XB/Up
2 XA/Down
3 YA/Left
4 YB/Right
5 not connected
6 Left Button/Fire
7 +5v DC
8 Ground - GND
9 Right Button/Fire (port 1)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # hsideras@mettav.demon.co.uk #
% Harry S % * also: 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #
* 100:1011/143.0@turbonet.ftn *

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

4275. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <46bh6k$b6c@nyheter.chalmers.se>
Source record: 23944

In article <DGrsD4.Br5@cix.compulink.co.uk>,
BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>
>Relevant SCART connections on a TV are:
...
>16 blanking (1 to 3V active high)

That was the one! Thanks! :-)

None of the documentation I've seen mentions that this is actually
used for RGB/CVBS selection. The name certainly doesn't suggest it.

>Check your TV manual, some SCART connectors do not include RGB, and some

Some is quite an understatement. For some reason it seems to be very
uncommon to connect the RGB pins, but apparently most modern Philips and
Sony sets do.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

4276. Re: connect Atari to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: Simon Jason Swerling <Jason@whatnext.demon.co.uk>
Message-ID: <743249291wnr@whatnext.demon.co.uk>
Source record: 23945

In article: <5w4paZwTqnB@parkview.iaf.nl> paul@parkview.iaf.nl (Paul Tuijnman) writes:
> > > I'd like to know if it's possible to connect an Atari to a PC
> > > (want to make a full backup on tape). I found a prg. called
> > > Ghostlink (requires a nullmodem cable), but that doesn't seem to
> > > work.
> >
> > I can't get it to work properly either...

I went and had another go and got it to work....

by quitting out of windows and running PCSLAVE.EXE in DOS...

(Boy, do I like typing PCSLAVE)

PCSLAVE, like most of the more intelligent parts of the universe, doesn't appear to like $Windows. I went back and tried it again under $Windows and it still wouldn't work either from the file manager or the DOS prompt...

After running STMASTER.PRG I could load a postscript file, printed to the PC hard disk, directly into Ghostscript and display it on screen or print it to the Atari Laser....

(It might be possible to set ghostscript to read postscript files directly from the serial port? - i'd like to know how, if anybody has managed it.)

I could also decompress a Zip file on the PC's hard disk directly onto the TT's hard disk...

---------- * What Next! Media Services * ----------

---- * Design * Artwork * Typesetting * Printing * ----

4277. Re: georg Acher -> Blow Up FX-Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <46bnrn$p6q@wn1.sci.kun.nl>
Source record: 23946

In <5w8IwBVLDhB@ollom.prima.ruhr.de> Oliver@ollom.prima.ruhr.de (Oliver Beyer) writes:

>Concerning GEORG ACHER, the maker of the BLOW-UP-FX CARD.
>Does somebody know his real email-address?

Try acher@informatik.tu-muenchen.de.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4278. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct21.111813.49985@cobra.uni.edu>
Source record: 23947

In article <45um7o$d1m@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
> Lars-Erik 0sterud (leo@merkur.sds.no) wrote:
> : >Has anybody ever heard about an AtariST-laptop or portable system? If
>
> snip
>
> I see the ST Book for sale in the Spanish ATARI FAN magazine.
> The price listed was 125.000 PTAS or about US$1000. (Tel. (93) 453 3426)
>
> Also B&C Computer Visions advertised in the last Current Notes magazine
> the Stacy at US$999 for the 4meg/120HDD and US$699 for the 1meg/20HDD
> (Tel. 408 986 9960)

You can get a 5.5 pound spanking new PowerBook 150 for $999!

>
> -Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
> -President Tariland Computer Club Auckland New Zealand--------------------
> (Tiny) Web Page: http://iconz.co.nz/~mbecroft

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4279. Re: TKR E-mail

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <46bgp8$71e@news.rrz.uni-koeln.de>
Source record: 23948
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Max Farina (massimo@irfmn.mnegri.it) wrote:

: Does anyone know the TKR (CrazyDots, etc) E-mail address ?

Try one of these:

tkr@tkr.netzservice.de

or

74431.562@compuserve.com

Bye,

Kerstin

4280. re: atari st hard drives?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3250rcain@nest.demon.co.uk>
Source record: 23949

On 21 Oct 95 teg@unlinfo.unl.edu wrote:

t> I have had an Atari ST for about 7 years but have never had the
money
t> for a hard drive. I would like to put one on but don't know where
to
t> get one or even what kind it needs. Does it's HD port use SCSI,
IDE,
t> MFM? Which
one

The ST DMA port is "nearly" SCSI but not quite so you need to have an
adapter wich will then support up to 7 true SCSI
devices.

The biggest expense is at the beginning when you have to get the adapter
(ICD, Supra etc.) but after that you can just chain on bare SCSI
devices.

Your best bet is to look for second hand equipment which people who have
upgraded to Falcon will be getting rid of. Either look for a self-contained
kit (PSU, adapter and drive) or an adapter and separate
HDD.

I have a Supra host adapter for sale (£45UKP) but I bet you are located too
far away to be
interested.

Roger
rcain@nest.demon.co.uk

--

4281. re: connect atari to pc?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3251rcain@nest.demon.co.uk>
Source record: 23950

On 21 Oct 95 paul@parkview.iaf.nl wrote:

>> Have you remembered to reconfigure the serial port? Ghostlink
need
>> something quite different from the usual RTS/CTS 8-n-1. It's in
the
>> docs.errm.. think it needs NO handshake
and
>>
7-e-1.
p>

>>
Roger
>>
rcain@nest.demon.co.uk
p>

p> Ah, now we're getting somehwere. Okay, but how does it configure?
I
p> get nothing but 'Standard AUX' (??) in the Ghostlink setup
and
p> there's no way to configure this mystery
port..
p>

p> Thanks anyway, keep
thinking!
p>

That's OK, Standard AUX is the serial port. You configure this port from
some desk accessory (CONTROL.ACC or any number of others). I have looked at
the docs. - you need to set 8-n-1 and NO HANDSHAKING (RTS/CTS and XON/XOFF
off).

You then say which ST partition (virtual) to map onto the PC patition
(C:).

Roger
rcain@nest.demon.co.uk

--

4282. Re: need video jack pinout + boot advice

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <814312702_OASIS_@swampdog.demon.co.uk>
Source record: 23951

In article <46b72o$ev4@linda.teleport.com>
gee@teleport.com (Chuck Gee) said:-

>
>I recently acquired an Atari 1040ST with a dead power supply. Fixed the
>power supply, but have no pinout of the video jack. I have composite or
>ttl or multisynch or vga monitors available. Anybody willing to supply
>me with a pinout, or know where I can buy an adapter cable for one of
>the above types of monitors?
>
>As an aside; what is the proper boot up sequence for this computer.

White screen, drive light comes on along with drive, then green screen
(if colour) and two floppy disk icons. If there's nothing to load from the
disk it should only take seconds.

>Currently, it makes no sounds; nor does the diskdrive start spinning or
>seeking. Is that a bad sign?

It's not good!

--

Guy Harrison

guy@swampdog.demon.co.uk

4283. Re: connect Atari to PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-21 00:00:00 UTC
From: Aces <Jason@whatnext.demon.co.uk>
Message-ID: <721523827wnr@whatnext.demon.co.uk>
Source record: 23952

In article: <5wCrpf5iqnB@parkview.iaf.nl> paul@parkview.iaf.nl (Paul Tuijnman) writes:
>
>
> > Have you remembered to reconfigure the serial port? Ghostlink need
> > something quite different from the usual RTS/CTS 8-n-1. It's in the
> > docs.errm.. think it needs NO handshake and
> > 7-e-1.

Flow Control: None. Bits/Char: 8. Parity: N. Stop Bits: 1.

> Ah, now we're getting somehwere. Okay, but how does it configure? I
> get nothing but 'Standard AUX' (??) in the Ghostlink setup and there's
> no way to configure this mystery port..

This seems to be the 'standard' Atari rs232 port, inherited from the earliest STs, and set using the XControl Accessory.

jason.

---------- * What Next! Media Services * ----------
---------- * Design * Artwork * Typesetting * Printing * ----------

4284. Sims for 1040ste?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <1995Oct22.002118.2571@freenet.victoria.bc.ca>
Source record: 23953

Hi
I was told that 1 meg IBM or Mac chips would work in my 1040ste.Is it that simple or is there more to it than that?I would really appreciate some more info on this subject.
Thanks
Ron L

4285. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <46ccrg$s1s@due.unit.no>
Source record: 23954

Lars-Erik 0sterud (leo@merkur.sds.no) wrote:
: >Has anybody ever heard about an AtariST-laptop or portable system? If
:
: Stacy = ST compatible. Huge, but portable with LCD internal screen
: ST Book = Newer and much smaller portable STE, didn't quite take off
^^^
AFAIK, the ST Book was "just" a ST, not an STE... The Stacy is still
available from Compo.

:
: (I think none of them sold any good - due to no advertising at all)
:
: --
: Lars-Erik 0sterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
: Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
: SysOp ABK-BBS Info/Picture at http://www.oslonett.no/~larserik/
:
:

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4286. Re: need video jack pinout + boot advice

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <46cdps$s1s@due.unit.no>
Source record: 23955

Chuck Gee (gee@teleport.com) wrote:
:
: I recently acquired an Atari 1040ST with a dead power supply. Fixed the
: power supply, but have no pinout of the video jack. I have composite or
: ttl or multisynch or vga monitors available. Anybody willing to supply
: me with a pinout, or know where I can buy an adapter cable for one of
: the above types of monitors?

Every good Atari-store should have adapters or cables. Try Toad Computers or
System Solutions.

:
: As an aside; what is the proper boot up sequence for this computer.
: Currently, it makes no sounds; nor does the diskdrive start spinning or
: seeking. Is that a bad sign?

Yes indeed. No sound is normal, but the disk should start after a few seconds
after power-up. Try pressing all socketed chips, maybe some of them are loose.
Loose TOS-roms are quite common, typical symptoms are blank screens and
generally "dead" machines.

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4287. Re: Sims for 1040ste?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <46cdue$s1s@due.unit.no>
Source record: 23956

Ron A. Lukawitski (wl712@freenet.Victoria.BC.CA) wrote:
:
: Hi
: I was told that 1 meg IBM or Mac chips would work in my 1040ste.Is it that
: simple or is there more to it than that?I would really appreciate some
: more info on this subject.

All 30-pin 256K- or 1 meg simms should work fine with your STE. Don't mix them
though, it may work on some STE's, but only with patch programs in your auto-
folder. The "legal" combinations are...

2x256K
4x256K
2x1 meg
4x1 meg

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4288. Re: Atari ST/TT schematics ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGuACE.GFt@ridgecrest.ca.us>
Source record: 23957

dba@jet.uk (Dennis Armstrong) wrote:
>"Dr Simon G.K. Williams" <williamssg@cf.ac.uk> writes:
>
>>If anyone has access to schematics for the atari's, how about scanning
>>them full-size and posting them to the newsgroup ?
>
>No can do, the schematics from the Field Service Manual are
>copyright Atari Corp. Hell we dont want to get into this question again
8-)
>
>regards dennis
>
>
>--
> | Dennis Armstrong, CODAS division Joint European Torus
> | Abingdon, Oxfordshire, OX14 3EA, UK
> | tel ++44 1235 464871
> | dba@jet.uk
>
>==
=======
> The above article is the personal view of the poster and should not
be
> considered as an official comment from the JET Joint Undertaking
>==
=======

Humm... I have a Falcon Field Service manual and nowhere
in the documentation is any sign of an Atari registered
trademark or copyright notice, nowhere. Not even the
little r with a circle. It is just covering the Falcon
specs, how to use their diagnostic cart, and of course
the "blue prints". This was purchased from B&C computers
at the cost of $50.00. Now I don't doubt that it is "their"
information, and I know full well that the Atari and Falcon
are Atari's trademark, but if the documentation does not
state so, they why not post it? Any Lawyers present?
I also have a Sams manual for the 520, 2600 and 800's.
Those do acknowledge the copyright.

Michael Grove

4289. Re: georg Acher -> Blow Up FX-Card

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGuAJ9.GJG@ridgecrest.ca.us>
Source record: 23958

acher@informatik.tu-muenchen.de

4290. Re: ST/STE Circuit Diagrams

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGuAwr.Gqn@ridgecrest.ca.us>
Source record: 23959

K959362@atlas.kingston.ac.uk (Michael Saunderson) wrote:
>Can anyone aid me in finding some circuit diagrams for the ST/STE? I and
a
>friend of mine are working on a couple of add ons for the ST/STE and
have
>been unable to find any technical information at all.
>
>We have been told that Atari have never publically released such
information,
>is this true?
>
>Any help greatly appreciated.
>
>- Michael Saunderson (k959362@atlas.kingston.ac.uk)

B&C Computer Visions
1725 De La Cruz #7
Santa Clara, California. 95050-3011
Tue-Fri 10am-6pm
Sat 10am-5pm
408-986-9960

PN#FSS012 520/1040 STE Service Manual $50.00

They have manuals for all Ataris at the same price.

Mike

4291. Re: need video jack pinout + boot advice

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: trek@ihgp2.ih.att.com
Message-ID: <DGuJxB.8HM@ssbunews.ih.att.com>
Source record: 23960

>Chuck Gee (gee@teleport.com) wrote:
>:
>: As an aside; what is the proper boot up sequence for this computer.
>: Currently, it makes no sounds; nor does the diskdrive start spinning or
>: seeking. Is that a bad sign?

You should see the power light come on (lower left on 1040ST) and the
disk drive light should come on just a second or so later as the OS
checks to see if a disk is inserted. This happens even with no monitor
connected.

You might try gently flexing the case - a slight twist first right then
left when holding opposite corners of the ST. That sometimes improves
the pin connections. If that fixes the problem then open the ST and
push down on the socketed chips to reseat them after first grounding
yourself - you don't want any static shock hazards to ruin your fun.
Wayne Booth

4292. Re: Linux68K, NetBSD & PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: volker@carlotta.iam.uni-bonn.de
Message-ID: <46dkoa$di6@news.rhrz.uni-bonn.de>
Source record: 23961

In article <462bop$mc1@news.iesd.auc.dk> chainxor@control.auc.dk writes:
>Does NetBSD have a running GUI (ie. X11 or similar) ?

X11R6.

--

Chirac -- Le fossoyeur de la Grande Nation Volker A. Brandt
Internet: volker@iam.uni-bonn.de Angewandte Mathematik
Phone/FAX number available upon request (Bonn, Germany)

4293. Re: Linux68K, NetBSD & PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: volker@carlotta.iam.uni-bonn.de
Message-ID: <46dkqd$dj2@news.rhrz.uni-bonn.de>
Source record: 23962

In article <464_graham@grasper.demon.co.uk> graham@grasper.demon.co.uk writes:
>I have heard very little about it recently .. It would be worth a look but
>given the low profile of it I doubt it is as complete as linux/68k for the
>Atari.

You doubt wrongly. Check it out before you write such nonsense.

--

Chirac -- Le fossoyeur de la Grande Nation Volker A. Brandt
Internet: volker@iam.uni-bonn.de Angewandte Mathematik
Phone/FAX number available upon request (Bonn, Germany)

4294. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <46cd17$s1s@due.unit.no>
Source record: 23963

Dennis McGuire (mcguired@moose.erie.net) wrote:
:
: The other hooker was that the ST Book was only a 1 meg machine
: with no easy way to upgrade the RAM!!!
:
There were 4 meg ST Books available.

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4295. RATSOFT SYSOP's on the net?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <46dqkm$3mq@preeda.internex.net.au>
Source record: 23964

Are there any RATSOFT sysop's out there? I need to ask a knowledgable
sysop a couple of questions. 8-)
--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

4296. Re: TKR E-mail

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: atlan@arkon.zodiac.de
Message-ID: <FJWEBEAFUP@arkon.zodiac.de>
Source record: 23965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <massimo-2010951127280001@macmax.irfmn.mnegri.it> Max Farina wrote:

>
>Does anyone know the TKR (CrazyDots, etc) E-mail address ?

-> tkr@tkr.netzservice.de

Ciao, Eick

--
+--+
| Eick Wagner Internet: atlan@arkon.zodiac.de |
| D-24113 Kiel Mausnetz: Eick Wagner @ KI |
+--+

4297. WORM DRIVE ON AN ST ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10221995.170531@empyr.dircon.co.uk>
Source record: 23966

Hi, Has anyone managed to connect a WORM drive (Write Once Read Many) to an Atari ST ?

I have a Maxoptics RXT800S 800Mb optical SCSI WORM drive and I want to connect it to my ICD AdSCSI+ host adaptor. I don't yet have any media for it (5.25" cartridges), but I have located a source for these.

So... I don't want to pay out for a cartridge if the thing won't work with my AdSCSI+.

I had heard that because of the Write Once nature of the drive, that it will not work without special software drivers - something to do with the host computer wanting to update the FAT tables as in a normal HD, but being write once, you cannot amend the FAT tables, but have to write new ones... or something like that !

I have plugged the drive into my AdSCSI+ and the ICD software reports it as being a WORM unit with 'removeable media'. Now whether this is just displaying the data returned from the WORM drive in a verbatim fashion, or whether the ICD software is *really* recognising it as a WORM unit, I don't know.

Any ideas ?

Cheers,

Kevan.

/// ReJoinDer v1.1M

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

VQWK 6.20 [Rev H - 04/04/94]

4298. TEST - IGNORE PLEASE

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: kevan winch <kevan@empyr.dircon.co.uk>
Message-ID: <10221995.164240@empyr.dircon.co.uk>
Source record: 23967

Date: 10-22-95; 16:16
To: comp.sys.atari.st.tech @pubnews.demon.co.uk (Internet)
From: KEVAN @EMPYR.DIRCON.CO.UK (VirtualNet)
Organization: Empyrion BBS
Subject: TEST - IGNORE PLEASE

Please ignore this test... and no flames please.. I cannot receive
alt.test and have a genuine unavoidable reason for posting this here.

Thanks.

/// ReJoinDer v1.1M

+--+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+--+

| NO uuencoded files to this address please.... Many Thanks |

+--+

VQWK 6.20 [Rev H - 04/04/94]

4299. Cubase Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <a2b_9510231511@nisc.fidonet.org>
Source record: 23968

In a message of 20 Oct 95 07:12:25, Stevec@funkitup.Bri.Hp.Com wrote:

S> Please help me to locate a copy of the Cubase manual electronically.
-
You got a printed manual when you bought Cubase.
-

4300. Sims for 1040ste?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-22 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <a2c_9510231511@nisc.fidonet.org>
Source record: 23969

gIn a message of 21 Oct 95 20:21:18, Wl712@freenet.Victoria.Bc.Ca wrote:

W> I was told that 1 meg IBM or Mac chips would work in my 1040ste.Is it
W> that
W> simple or is there more to it than that?I would really appreciate some
W> more info on this subject.
-
Yes, plain old 1Mx8 or 1Mx9 SIMMs will work fine. Unless you're running with
an accelerator board, any speed SIMM you can find is plenty fast for the
computer.
-

4301. JoySticks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: Earl Tate <etat@delphi.com>
Message-ID: <x-LnI1W.etat@delphi.com>
Source record: 23891

Could use a couple of fairly descent Joysticks...

4302. Re: Tos upgrade - Can I just switch chips?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DGxAos.CxG@cix.compulink.co.uk>
Source record: 23892

In message <46g1ep$s01@sun4.bham.ac.uk>, gio@wcl-rs.bham.ac.uk said:

I have a STfm with a socketed Tos 1.2 (2 chip set). Is it possible to upgrade
>this by just plugging in a new set of chips, or will I have to cut tracks/set
>jumpers, etc (which I don't mind doing)?

Yes it's possible.

>If this is possible, how much are Tos ROMs nowadays, as opposed to upgrading
>by installing a switchable board?

Phone Compo , or email compo@cix.compulink.co.uk for ROM price.

Barry wilsontjb@cix.compulink.co.uk

4303. MIDI Buffer expansion code

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: Jim Hronchek <jahronch>
Message-ID: <46go4l$m5l@kocrsv08.delcoelect.com>
Source record: 23893

I could not reach the person who wanted this, so I am posting it for others, too.

Please don't send any emails concerning how I did this wrong. I am a new new reader and don't really know how to use it. Besides, I just toss the stuff.

I hope that David Crossen will find this as an answer to his programming problem.

```
/* MIDI.H */

#define CONSOLE 2
#define MIDI 3
#define BUFF_MAX 0xFFFF
#define UINT unsigned int

/* I have defined a few global variables. You can change this if you like */
/* I used the marc williams C compiler */

static int(*mvec)(); /* to hold old midivec and midisys vectors */
static int(*msys)();
static char *oldmibuf; /* to save system MIDI buffer address */
static int oldmsize; /* to save system MIDI buffer size */
static char *mymi_buff; /* to hold user MIDI buffer address */
static int mymi_size=BUFF_MAX;/* to hold user MIDI buffer size */
static int midiabort; /* boolean */

struct kbdvbase *vectors;
struct iorec *midi_buff;

static UINT read_size = BUFF_MAX;
static char *read_buff;
static char read_name[80];

/*************************************************************************/
/* MIDI.C */

/* be sure to '#include "MIDI.H"' in your main() program file */

/*
int midiinit()
int midicleanup()
int ClearMidi()
*/

int midiinit()
{
vectors=Kbdvbase(); /* get pointer to system interrupt vectors*/
```

```
midi_buff=Iorec(2); /* get pointer to MIDI buffer descriptor */

mvec=vectors -> kb_midivec;
msys=vectors -> kb_midisys;

/* the -> symbol means : point to element io_buff of struct midi_buff */
oldmibuf=midi_buff->io_buff;
oldmsize=midi_buff->io_bufsiz;

read_buff = (char *)malloc(read_size); /* read area */
if(read_buff == NULL)
{
return(FALSE); /* error - abort program */
}

mymi_buff = (char *)malloc(mymi_size); /* write area */
if(mymi_buff == NULL)
{
return(FALSE); /* error - abort program */
}

(*midi_buff).io_buff = mymi_buff; /* change address of buffer */
(*midi_buff).io_bufsiz = mymi_size; /* and size, too */

(*midi_buff).io_head = (*midi_buff).io_tail;
/* quick buffer clear */

return(TRUE);

} /* end of initialization */

midicleanup()
{
free(mymi_buff);
free(read_buff );

} /* end of cleanup */

int ClearMidi()
{
int cha,num;

num=0;
while (Bconstat(MIDI))
{
cha = Bconin(MIDI);
num++;
}
return (num);
}
```

4304. Rechargable Falcon battery ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FJXABAAWUP@zumdick.rhein-main.de>
Source record: 23970

While leisurely perusing my Falcon docs, I chanced on the
"Mechanical Specification" page. I read on its bottom of
the page:

Other:

Rechargable cell on motherboard for battery backed RAM/RTC.
Lasts over 10 years.

I therefore assume that the cell is not in the RTC/RAM chip. But where
is it ? And who's recharging it ?

Nat!

------------------"Bang that bit that doesn't bang"---------------

"I think the two most difficult things to deal with in life are
failure and success" David Lee Roth

4305. Re: How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <46f3hf$394@inca01.inca.co.nz>
Source record: 23971

Kees van Reeuwijk (reeuwijk@cp.tn.tudelft.nl) wrote:
> at other levels (write(), Fwrite()), but this feature isn't documented
> with any of these functions.

According to what I have been told, under TOS 1.0 and 1.2, calling the
GEMDOS function Fwrite(file, 0, buffer) will hang the computer nastily.
ie Writing a buffer of zero bytes in length to file "file".

From what I am told, PC-DOS allows you to truncate a file at the current
position by doing just that.

4306. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <46ft7k$nho@netty.york.ac.uk>
Source record: 23972
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
: Has anyone been able to make a working connection for RGB signals from
: an Atari Falcon or Jaguar to a TV?

: I have a home made cable that works perfectly between my Jaguar and an
: old Atari monitor, but the same cable does not work with any TV I've
: found. I've made sure that the TVs do indeed support RGB in on their
: SCART connectors, but they still insist on showing the composite video
: signal that is also available on my cable.

You'll have to be careful that the RGB connections are actually
implemented - most TVs don't bother, but the manuals include RGB on the
SCART-pinout diagram anyway.

The pinout-diagram isn't wrong - the appropriate pins *are* for RGB
signals, it's just that they aren't actually connected to anything.

john..

-=-
| e-mail: jat5@unix.york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

4307. Help reqd. with Lattice C 5.0

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <46fmm4$m7m@netty.york.ac.uk>
Source record: 23973

I'm running into difficulty with installing lattice c 5.0 on my Atari
with HD. Before I got my HD, I used it with a single floppy and RAM disk,
and it worked Ok - now, whenever I try to compile anything, the compiler
can't find the #include files.... even the demo code doesn't work!!

(I think that it's just a case of setting up the environment variables - but
what should they be????)

I know I could look in the manuals, but I've just moved loads of stuff
from home, and I can't find them!

Thanks for any help

john..

-=-
| e-mail: jat5@unix.york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

4308. Re: Help reqd. with Lattice C 5.0

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <814447733.19174@saffron.imc.exec.nhs.uk>
Source record: 23974

jat5@york.ac.uk (John 'john..' Tuffen) wrote:
>I'm running into difficulty with installing lattice c 5.0 on my Atari
>with HD. Before I got my HD, I used it with a single floppy and RAM disk,
>and it worked Ok - now, whenever I try to compile anything, the compiler
>can't find the #include files.... even the demo code doesn't work!!

I can't remember the menu item names precisely, but the Environment submenu
has options to set the include directories, library directories etc.

--Chris

4309. FLH file format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <46fvte$ni2@m1.cs.man.ac.uk>
Source record: 23975
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi, having now got working FLI/C player code (displaying in true-colour)
I now want to extend it to support FLH files (as created by Apex). So...

Does anyone know where I can get the Fileformat (or even better, code)
for FLH files....

Someone must know... (doug ;)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

4310. Tos upgrade - Can I just switch chips?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <46g1ep$s01@sun4.bham.ac.uk>
Source record: 23976

Subject says it all...

I have a STfm with a socketed Tos 1.2 (2 chip set). Is it possible to upgrade this by just plugging in a new set of chips, or will I have to cut tracks/set jumpers, etc (which I don't mind doing)?

If this is possible, how much are Tos ROMs nowadays, as opposed to upgrading by installing a switchable board?

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

4311. HD drive on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: Han van Almkerk <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <DGwKFB.DwF@ssbunews.ih.att.com>
Source record: 23977

Hello,

I have an Atari TT with an internal DD drive. A friend gave me his second
HD drive out of his PC for testing on the atari and at first it seemed to
work :-).
Formating the first HD diskette worked (changed the internal dip switch 7).
But when it came to file copy I got errors :-(
A second (etc) disk same results.
The errors seem to occur at the higher tracks.

My question now is:
I have a WD1772-02-02 diskdrive controller installed. I have heard that some
of these controllers work with HD drives and some do not.
Are the errors I describe above caused by the controller or the drive?
Will an AJAX controller fix the errors.

greetings,

Han van Almkerk.
j_l_v_almkerk@ns-nl.att.com

4312. Re: FLH file format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: da-cun_e@neon.epita.fr
Message-ID: <46ga0u$b6d@boson.epita.fr>
Source record: 23978
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <46fvte$ni2@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
|> Hi, having now got working FLI/C player code (displaying in true-colour)
|> I now want to extend it to support FLH files (as created by Apex). So...

I had the same problem. Such a file as an unknown magic,
the header says 16b bitmap, and the data chunk id is 27. This means nothing if we
refer to the documentation. It is neither byte nor word-packed nor uncompressed...
How can we display such a format ?

4313. Re: Tos upgrade - Can I just switch chips?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: davef@aragorn.inmos.co.uk
Message-ID: <46g65q$qrv@milkwort.inmos.co.uk>
Source record: 23979

In article <46g1ep$s01@sun4.bham.ac.uk>, gio@wcl-rs.bham.ac.uk (Giovanni Ciampa) writes:
|> Subject says it all...
|>
|> I have a STfm with a socketed Tos 1.2 (2 chip set). Is it possible to upgrade
|> this by just plugging in a new set of chips, or will I have to cut tracks/set
|> jumpers, etc (which I don't mind doing)?
|>
|> If this is possible, how much are Tos ROMs nowadays, as opposed to upgrading
|> by installing a switchable board?

If your upgrade consists of another 2-chip set then you only need to install
the chips in their respective sockets and away you go. If your upgrade consists
of a 6-chip set, then you will need to locate 2 sets of pads bridged by solder
which should be labeled '256k' and '1M'. I can't remember which way round this
is, but only one of these sets of pads should be bridged by solder as they
identify the size of (E)PROM used. If you are changing the number of chips for
your upgrade, then you will need to reverse the solder bridges on these pads.

--
+--------------------------(Dave Foy)------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@bristol.st.com |
+----------------------(+44 454 616616 X526)-------------------------+

4314. Re: RATSOFT SYSOP's on the net?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: Lonnie Webb <lwebb@fastlane.net>
Message-ID: <46f60l$d06@dfw.nkn.net>
Source record: 23980

> Are there any RATSOFT sysop's out there? I need to ask a knowledgable
> sysop a couple of questions. 8-)

No promises, but here I am.

I could use some info myself--anyone know where to get Galactic Empire
off a site? My users are howling for it, and any other good online
programs.

--Lonnie

4315. Re: Convert/Import PhotoCD at full rez

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.814460079@gen-off-3>
Source record: 23981

cgra@btmaa.bel.alcatel.be (Chris Gray) writes:

>What applications can do this? GemView only seems to do so at 384x256,
>whereas IIRC PhotoCD should be 1536x1024, or sumfing like that ...

Isn't the highest PhotoCD resolution 3072x2048? At 24 bit, that's about 18MB.
As I understand it, the base resolution is 768x512, and standard PhotoCD
stores base/16, base/4, base, base*4, base*16, ie
192x128, 384x256, 768x512, 1536x1024, 3072x2048, respectively.

ImageCopy 4CD can load any resolution, memory permitting (it loads the
whole image into RAM).

It can also present a thumbnail, from which you select an area to load, so
you can load/convert just a part of the picture, at the max resolution.

GemView allows loading of just two different resolutions, I _think_ it's
base and base/4.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

4316. Transparentising GIFs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <46g91s$m5k@btmpjg.god.bel.alcatel.be>
Source record: 23982

Any of the ST/Falcon applications do this? I want to make my www icons transparent.

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/
Opinions expressed are purely personal unless otherwise stated.

4317. Re: Falcon FX Performance?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <FJXKFBDPUP@kether.snafu.de>
Source record: 23983

```
FX Performance, tested with MEMSPEED :

AUTO Folder NVDI3.02, FXDRIVE,
ACC's XCONTROM.ACC

14 MB RAM: 10 MB FX-RAM and 4 MB ST-RAM

36/36 MHz
in MB/s
ST RAM MAIN
READ 5.7
WRITE 6.0

TT RAM MAIN
READ 6.5
WRITE 7.2

40/40 MHz
in MB/s
ST RAM MAIN
READ 5.9
WRITE 6.1

TT RAM MAIN
READ 7.1
WRITE 7.5

CIAO
Renï¿½

>* rene_ceron-palomino@b.maus.de -*- Geburah@kether.snafu.de *<
```

4318. Re: Atari Buy/Sell group?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: John Hutchinson <jhutchin@ist.ucf.edu>
Message-ID: <46gqrq$19b@news.cc.ucf.edu>
Source record: 23984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

szhays@boris.ucdavis.edu (Eric Hays) wrote:
>Gregor B Rochow (rochogb@eng.auburn.edu) wrote:
>
>: What newsgroup is the best spot for Atari Buy/Sell ads?
>: (both for posting them and finding them)
>
>Which reminds me, whatever happened to the plans for starting a new
>newsgroup specifically for this purpose? Last month several people voted
>in favor of doing this, but, as far as I know, no official request for
>votes was initiated.

I've been 'off the net' for awhile, but was there an official
CFI (Call For Votes) on this subject? It matters not to me but
do you really think there is enough traffic here to warrant a
separate For Sale/Wanted newsgroup? That's usually the deciding
factor for the majority to decide.

-Hutch-

4319. Floppy Problems - Help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <46g2f3$s01@sun4.bham.ac.uk>
Source record: 23985

This is the second time this has happened in 3 months, so I'm a tad annoyed to say the least...!

What's happened is that the internal 720k floppy on my STfm has, for no readily apparent reason, turned into effectively a single-sided drive.

One minute it was reading double-sided disks happily.... the next it just didn't want to know. It appears to read and write to side 1 OK, but side 2... forget it!

Anybody got any ideas? The system is as follows...

512 STfm upgraded to 4Meg, running Tos 1.2

BTW: I replaced the first drive with one from another ST I acquired (both drives are Epson 380's), and in addition I have yet another drive (an Epson 480 - originally from a TT) which I cannot get Gem to recognise (even before the trouble re-occurred), even though it appears to spin-up at boot time. The jumper settings seem to match, but no dice. If I could get this running, I'd probably be OK (until it went again, no doubt!), so any help here would be appreciated.

Thanks in advance.

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

4320. Re: Transparentising GIFs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.814462976@gen-off-3>
Source record: 23986

cgra@btmaa.bel.alcatel.be (Chris Gray) writes:
>Any of the ST/Falcon applications do this? I want to make my www icons
>transparent.
ImageCopy 4 can save transaparent (and interlaced) GIFs, ideal for www.
I think you need this program (reading your comments elsewhere about
PhotoCD!).
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4321. Re: Help reqd. with Lattice C 5.0

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DGwrBt.E2t@westminster.ac.uk>
Source record: 23987

John 'john..' Tuffen (jat5@york.ac.uk) wrote:
: I'm running into difficulty with installing lattice c 5.0 on my Atari
: with HD. Before I got my HD, I used it with a single floppy and RAM disk,
: and it worked Ok - now, whenever I try to compile anything, the compiler
: can't find the #include files.... even the demo code doesn't work!!

: (I think that it's just a case of setting up the environment variables - but
: what should they be????)

I assume your directories are still in the same format as when you installed
them.
Try deleting your preferences file and booting from there.
I'm sure you can just set up the paths anyway.

--
/*---*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

4322. Re: FLH file format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DGwuyv.K6o@cf.ac.uk>
Source record: 23988
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

FLH, is that the same as FLX format produced by Lexicor's phase-4 stuff or PC's tempra's turbo animator? These are 15-bit animations, 32K colour but I can't play them on my 16-bit (65K colour) card.

Simon

4323. Re: Product advice wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DGx9rv.Mw4@freenet.carleton.ca>
Source record: 23989

Matt Mathis (mathis@clark.edu) writes:
> So... what I want are recommendations on laser printers [or even *jets]
> from people who actually use them on their STs. What works well for
> you? How much did you pay, and how hard was it to get drivers for the
> software you use? That sort of thing... [For the record, I've got a
> stock 1040STe, and I'm thinking I might someday upgrade from my old
> 9-banger to get nice clean ouput with TeX and IdeaList, among other
> programs.]

I've used a Raven 24-pin, which I thought was excellent, until I got a
Canon BubbleJet BJ-5. Both use Epson drivers, the most compatible for
Atari programs. I'm told that laser printers need extra RAM to make up a
page before printing in graphics mode (that'd be DTP, music notation, etc.)
Perhaps it would be unnecessary if you're doing straight text. The Atari
lasers went around this by using the ST's RAM.

--
Songshop Musical Productions: Imagine there's no countries,
Box 266, Shawville, Quebec : It isn't hard to do/Nothing to kill or die for,
J0X 2Y0 (819) 647-6022 : And no religions, too

4324. Re: Rechargable Falcon battery ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-23 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DGxAoq.CwE@cix.compulink.co.uk>
Source record: 23990

>While leisurely perusing my Falcon docs, I chanced on the
>"Mechanical Specification" page. I read on its bottom of
>the page:

>Other:

>Rechargable cell on motherboard for battery backed RAM/RTC.
> Lasts over 10 years.

>I therefore assume that the cell is not in the RTC/RAM chip. But where
>is it ? And who's recharging it ?

It's inside the clock module. I don't think it is rechargeable.

Barry wilsontjb@cix.compulink.co.uk

4325. Re: DIY 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.24.00005A5D@euronet.nl>
Source record: 23894

In article <710_9510230105@flight.org> CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:

>I'm looking for docs on makeing some TOS 2.06 ROMs work in an ST. Where
>might I FTP this from?

I looked at the GAL that was sold by a BitZ (a Belguim company) and decided to do it myself. I omitted the fancy old/new switch; I never use it. I just don't have lousy software, I guess :-)
If you are interested gimme a email (egbert@euronet.nl or busscheh@ksepl.nl). I can give you the Jedec and a small description. I did 2 ST's and a MegaST this way.

Egbert Jan

4326. Re: Help! What is partition size limit on TT harddrive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DGyK9z.HLG@cf.ac.uk>
Source record: 23895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phew, I've started something here! I wonder how long this thread will continue! I'm interested in later versions of HDDRiver above 3.51, which I purchased from Sys Solutions and was told it was the latest version (2 weeks ago)....

A

4327. Re: Graphics card for my Atari Mega STE??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DGyKtG.Jqo@cf.ac.uk>
Source record: 23896

I'm using the Matrix TC1208E on the TT, but I don't think it works on an Mega STe. The card is 32-bit with a 32MHz processor, well maybe it might work but there's nothing in manual about the Mega Ste. You might ask Systems Solutions about the Matrix Coco cards they have, they cost about ï¿½200 and only do upto 256 colours at 800*600 but that's a massive improvement over 320*200 in 16 colours!!!

I agree the card is well overpriced, but there was a similar card for the PC about the same time as the TC1208 came out and that cost over ï¿½1000!

Have you tried Lexicor Software? They do the fabulous Nova cards which are similar in spec to the matrix, infact the new Super Nova apparently has 4MB RAM on board and uses the Mach64 chipset! Now that sounds even tastier than my matrix!

Simon

4328. Re: Help reqd. with Lattice C 5.0

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: whylesc <whylesc@btlip03.bt.co.uk>
Message-ID: <46j1ff$a90@pheidippides.axion.bt.co.uk>
Source record: 23897

You'll find the setting on one of the menu items. I can't remember which off the top of me head, but it is about third from the right and 'Environment' under that!

(() |_ | |\|

4329. NEED MIDI FILE CONVERSION SOFTWARE shareware?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <46k3kv$pjk@ccnet3.ccnet.com>
Source record: 23898

please let me know if you have knowledge of a program made by GADGITS?

that allows smf file conversions from type 1 to 2 and vice versa.

I was told this software came free with an old ST FORMAT MAGAZINE.

THANKS
--

\\\\\\\\\\\ ^^^^ ^^^^ ////////
\\\\\\\\\ \=====/ ////////
\..... === ...../
selah @ccnet.com

4330. Personal Pascal and hard disk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Oct24.135155.21508@zippy.dct.ac.uk>
Source record: 23899

I got a copy of Personal Pascal from a magazine coverdisk, which I dig out every so often for coursework that has to be done in pascal.

Everything was fine (if a little inconvenient runngin from floppys) until I got my hard disk. However, if I try to save anything to my HD, pascal informs me the disk is full.. It isn't, and neither are the other partitions I checked and tryed saving to. I can still save to floppy, but it seems an awful waste.

The editor is DMC version 2.0, according to the about box. Surely icd can't have released a product with that kind of bug (unless it's a ploy to buy their own disks ;). My partitions are all standard TOS partitions, formatted with AHDI. Am I supposed to buy a copy to get it working properly, or is there some fix about (source for the editor would be useful)

thanx

the hatter

4331. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <308e7eae100c278@xs4all.nl>
Source record: 23900

Jo Even Skarstein (josk@stud.unit.no) wrote:
>Lars-Erik 0sterud (leo@merkur.sds.no) wrote:
>: >Has anybody ever heard about an AtariST-laptop or portable system? If
>:
>: Stacy = ST compatible. Huge, but portable with LCD internal screen
>: ST Book = Newer and much smaller portable STE, didn't quite take off
> ^^^
>AFAIK, the ST Book was "just" a ST, not an STE...

Well, it's difficult to determine, really, as it has no audio-outputs nor
a connector for an external monitor. And digital sound and a different
colorpalette were about the only things that were different on an STE.
So you cannot really check it, at least not this way.
The ST-Book _does_ have TOS 2.06 (or similar) so I would suppose it
resembles an STE more than it does an ST. But in fact it resembles
nothing better than...an ST-Book.

>
>The Stacy is still available from Compo.

And one(1) ST-book is available from me ;)

>:
>: (I think none of them sold any good - due to no advertising at all)

That was not the problem in this case. The problem was the price:
4800 dutch guilders, in 1991 IIRC. What's that? about 1600 UKP ?? See ?

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
Upon contact with the Micro$oft NetWork these bits will self-destruct within
twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

4332. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-24 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <308e7eb0100c979@xs4all.nl>
Source record: 23901

Jo Even Skarstein (josk@stud.unit.no) wrote:

>Dennis McGuire (mcguired@moose.erie.net) wrote:
>:
>: The other hooker was that the ST Book was only a 1 meg machine
>: with no easy way to upgrade the RAM!!!
>:
>There were 4 meg ST Books available.

No. This is a rumor. The production of the ST-Book /1MB was cancelled
SO quickly, that the ST-Book was never for sale here in holland, only
the ST-Books for customers that ordered it EIGHT months in advance
finally were delivered. The ST-Book /4 would have cost so much more
due to the very special RAM IC's needed, it would have never sold.
I heard an unofficial price of some 6000 dutch guilders for the 4 MB
version, had it ever existed. That's almost as expensive as a Medusa.
Atari realised this too and cancelled production.

However, there are people in germany that do such a mod, but it was never
done by Atari.

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
Upon contact with the Micro$oft NetWork these bits will self-destruct within
twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

4333. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <46lsvi$9s3@btmpjg.god.bel.alcatel.be>
Source record: 23902
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

In article <46ikns$ecv@DGS.dgsys.com>, mlake@dgs.dgsys.com (Marshall Lake) writes:

> I'm under the impression that there are very few tvs that support RGB and
> the ones that do are very high in cost.

> Someone please correct me if I have the wrong impression.

I use a little Philips 14" which was the second-cheapest in the store
in Berlin 5 years ago. :)
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/
Opinions expressed are purely personal unless otherwise stated.

4334. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <46mgc0$ajs@nyheter.chalmers.se>
Source record: 23903
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

In article <46lc6l$4n4@osfa.aber.ac.uk>, Dave Swegen <dts2@aber.ac.uk> wrote:
>I've had loads of trouble with SCART connectors. My Philips 8833 MKII monitor
>works fine with a a home made cable connected to my jag. However, when I tried
>to 'SCARTify' my system, it all went wrong. I have a SCART converter for the
>monitor, which works fine with my ST. However, connected to a VCR I only got
>the sound and no picture, and when trying to connect it to the jag with

I don't believe there are many (if any) VCRs that support RGB in. That's
not very strange since the machine could not record that in any case.
My guess is that your SCART converter probably only supplies the RGB
signals, not the composite video. I'm not 100% sure all STs even have
composite video out.

>Atari's official SCART cable (which works fine on my friends telly), I got a
>distorted picture and sound. This wouldn't be so bad if I hadn't spent around
>30 quid odd on cables which don't work, and which are now collecting dust. So
>if anyone has any ideas how I might remedy the situation, feel free to mail

Since there seems to be many people who have problems with SCARTs etc I
think it would be useful to keep the discussions here for the moment.

You most likely won't find a VCR that accepts the RGB signals from the
Jaguar, but they should all handle the composite video if it's connected
in your SCART cable.

If you connect an NTSC composite signal to a PAL TV, you'll get a
greyscale picture with some strange mesh like distortion.

>Oh, someone told me there are two diff. types of SCART. Is this true, and if
>so, what are the diffs.?

I don't know about different _types_, but there sure are differences
between how much is actually connected in the TVs.

Most TVs do not seem to have the RGB pins connected, but the composite
video should always work. Some TVs can also take S-video via SCART, which
might be an option if you can't use RGB.

According to the catalogues I got while looking around for a new TV,
just about all the Philips and Sony sets sold in Sweden have RGB in.
There were a few among the other brands as well, though.

The 21" TV I finally bought (a Philips 21PT166B) looks marvelous when
running over RGB, but at 4000SKr (I'd guess it'd cost around $400 in the
US) it was a bit pricey. There were other sets, I seem to remember Kendo
and Samsung, that also had RGB in at half the price.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

4335. Re: problems with harddisk/Link II- HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: dancer@gateway1.brisnet.org.au
Message-ID: <46kvlv$kdh@gateway1.brisnet.org.au>
Source record: 23904

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <465pv0$5kh@hasle.oslonett.no> Hallvard Tangeraas wrote:

: >I've tried diconnecting those jumpers, tried different combinations,
: >but nothing has helped.
: >Can the problem be with the "Link II"? Help!!!!!!! Anyone!
: >

: Unfortunatly you're just another one ICD managed to fool with their Link
: Scsi adaptor.
: The problem is, this Link adaptor need to get it's power from the SCSI
: unit, (The harddrive), and unless your harddrive support +12volt (or 5volt
: can't remember now), on pin 26 in the SCSI cable, you will never get it
: to work. ICD claim most drives (i even think they mentioned 97% of the
: drives available today), will support this power, but my experiences say
: only about 50-60% does, (and i have tried alot drives in my computer time).

: So, to cut this short, you will not get it to work, unless you can feed
: 12 or 5volt on pin 26 in the scsi cable. Sorry mate. Blame ICD!

Actually, according to the SCSI standard, all compliant SCSI drives are to
be able to supply +5v to the SCSI bus. Those that don't (fairly old ones)
simply require a single resistor to feed the power and then everything is
fine.

Of course not everyone used to bother making compliant drives. Nearly
everyone does these days. Seagate produce this option without fail as a
drive jumper setting (certain non-standard SCSI bus hardware does weird
things with this line of the bus, requiring the power _not_ to be supplied,
else it would smoke some hardware). Most others _do_ provide power.

Run the drive down to your local computer service department, and tell them
what you need done to the drive (ie: supplying +5v to the SCSI bus) and they
can solder in the appropriate resistor in a matter of minutes.

Dancer

4336. Help with new hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: tderrick@acpu.com
Message-ID: <9510250000102756@acpu.com>
Source record: 23905

Help... I just got a Rodime 200Meg scsi hard drive, and want to connect it to my TT as an external drive. I also got a Toshiba xm3401bme cd rom drive. Both of these came out of pc's. The Rodime has terminators, the Toshiba does not. I know that I will need to set the scsi ids to 1 and 2 respectively, and I have cables and Extendos Pro on order from Toad, but how about the terminators, and what about the "parity enable" on the back of the hard drive? Is it reasonable to set up the cdrom as drive 1, and the hard drive as scsi2, and leave the terminators where they are?

Could someone run down for me the advantages in upgrading this TT from tos 3.01 to 3.06? I know about high density disk support, and patches to one or more of the modem/serial ports. Are there any other reasons to do it?

I have a few questions about more ram for this TT. It has 4M ST ram, 0 TT ram. If I expected to put in no more than about 16M TT ram, sooner or later, what board would be good and cheap, how much could I expect to buy it for used, and what memory chips would be workable?

Thanks In Advance!

"The Poor Deluded Soul" - tderrick@acpu.com

... A big enough hammer fixes anything
___ Mountain Reader II - #00000077

4337. Re: ST/STE Circuit Diagrams

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <46mctq$uc2@news.chatlink.com>
Source record: 23906

Dennis Armstrong (dba@jet.uk) wrote:
: K959362@atlas.kingston.ac.uk (Michael Saunderson) writes:

: >Can anyone aid me in finding some circuit diagrams for the ST/STE? I
and a : >friend of mine are working on a couple of add ons for the ST/STE
and have : >been unable to find any technical information at all.

: Atari have published circuit diagrams for at least the STE and TT
computers, I believe also for the ST, MegaST, MegaSTE and Falcon.
: Atari STe 520/1040 Computer Field Service Manual
: Part Number C302481-001 rev A (Aug 1991)
: Atari TT030 Computer Field Service Manual
: Part Number C302483-001 (Aug 1991)
: The best source for this information is BEST ELECTRONICS in the USA.
: sorry dont have the address details to hand at the moment.
: dennis

....(AND Rod Replied)...The best way to contact BEST is by Fax. Their Fax
number is (408)243-8274 and they are located at 2021 The Alameda, Suite
290, San Jose, CA 95126. They start at about Noon Pacific Coast time and
work into early evening so the fax is the best and easiest contact point.
I DO NOT BELIEVE the owner Brad Coda, works on-line at all. If that is
not true then please inform us all of his on-line address. A call to his
firm while composing this message resulted in BUSY signals or I would
have found out for us all while writing this.

Best Regards, Rod
Rod MacDonald, Publisher | (503)476-0071 | stinformer@chatlink.com
ST Informer/ A&D Software |Fax (503)479-1825 | "Keep on Keepin' On"
909 NW Starlite Place |Order(800)800-2563 | GEnie : ST-INFORMER
Grants Pass, OR 97526 | MC/Visa/Discover | CompuServe: 75300,2514
Subscription/Software Prices at http://www.chatlink.com/~stinformer/

4338. Colour Printers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: dean@sterbbs.nl
Message-ID: <8025-209923801@sterbbs.nl>
Source record: 23907

Hi All,
I have a Falcon running Calamus SL (from 93 I think) and I'm using
a HP Deskjet 550C (300x300 in colour). The pictures printed out are ok
but I want better quality pictures. I have been thinking of buying an
Epson Stylus colour printer but when I got the driver from JCA they said I
needed a newer version of Calamus SL (70 pounds for the upgrade with no
features I want). Someone also said that one of the newer HP's is as
good.

THE QUESTION :-
What is the best color printer for 400/500 pounds which will work with the
Falcon and Calamus SL?
Will I need to upgrade from the 93 version to use the driver?
How good is the output with/without special paper?
Thanks in advance
Dean

WinQwk 2.0 #0 Unregistered Evaluation Copy

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)1880 - 40035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4339. Re: Product advice wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <46mdl5$uc2@news.chatlink.com>
Source record: 23908

Matt Mathis (mathis@clark.edu) wrote:
: So... what I want are recommendations on laser printers [or even *jets]
: from people who actually use them on their STs. What works well for
: you? How much did you pay, and how hard was it to get drivers for the
: software you use? That sort of thing...
: mathis@clark.edu

....(AND Rod Replied)...My feeling is that the HP series of printers has become the defacto (default) machine for the ST. Either the Deskjet or Inkjet Series, or the LaserJet series from Hewlett Packard. That is convenient since they generally are among the lowest priced printers in the marketplace. MOST current developers provide drivers in their software for the Deskjet and LaserJet series. Older software used the LaserJet drivers and worked pretty good with even the early DeskJet printer. A lot of people are purchasing the Cannon BubbleJet printer, but not as many drivers exist for that machine. All in All, I would think that HP would be good territory for ST Owners when they go to purchase a printer.

....(AND Rod Replied)...I currently still use the Atari Laser (have both 804 and 605 models) and am fortunate that I have tailored my work to deal with those printers. They are currently available in the used market and compete effectively with the cost of deskjet printers. You need to check whether your current group of programs provide drivers for whatever printer you choose to purchase.

Best Regards, Rod
Rod MacDonald, Publisher | (503)476-0071 | stinformer@chatlink.com
ST Informer/ A&D Software |Fax (503)479-1825 | "Keep on Keepin' On"
909 NW Starlite Place |Order(800)800-2563 | GEnie : ST-INFORMER
Grants Pass, OR 97526 | MC/Visa/Discover | CompuServe: 75300,2514
Subscription/Software Prices at http://www.chatlink.com/~stinformer/

4340. Re: lzh

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <46ltl3$1fi0@c4.hrz.uni-giessen.de>
Source record: 23909

Daniel Williamson (D.G.Williamson@shef.ac.uk) wrote:
: Could somebody tell me weher to get the latest version of the LZH
: de-archiver software or where I can get it. It's pretty important!
: Dan.

Try ftp.uni-giessen.de, /pub/atari/archiver. Here we have LHA3.10. I hope
this does your job...

Torsten
(Torsten.Lang@ap.physik.uni-giessen.de)

4341. Re: Best atari mouse available in UK???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <814665352_OASIS_@swampdog.demon.co.uk>
Source record: 23910

In article <DH1stw.E7B@cf.ac.uk>
"Dr Simon G.K. Williams" <williamssg@cf.ac.uk> said:-

>Does anyone know what the best quality Atari mouse available in UK is ? I
>want something fairly hi-rez and comfortable, optical might be a nice
>idea but not necessary.

I'm using an Axelen optical mouse which is hi-rez. The mat is less
then half the size of the standard atari mat and you need to stick it
on top of your old mat else it slides about, but you soon get used to
it. The downside is that instead of having to clean the ball, you have
to get a duster and Mr Sheen out and give the mat a good polish every
now and then. Lovely sensitive buttons and no sign of wear after 18
months. I like it. :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

4342. Re: Rechargable Falcon battery ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-25 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FJZPADBDUP@data.rhein-main.de>
Source record: 23911

In <DGxAoq.CwE@cix.compulink.co.uk> "BARRY WILSON" wrote:

>It's inside the clock module. I don't think it is rechargeable.

Thats Correct! You must replace the chip.

Best Regards
Robert

--

* * * Robert Schaffner @OF2.maus.de ** Home of DOITF030 **
* * * Tel/Fax/Modem: +49 (0)6103-67197 == CoMa-Voice ==
* * * Machines: F030, 520ST, 64Bit-Jaguar, LYNX I/II
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText, FtpMail

4343. Help with parts

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: cjacobs@excel.net
Message-ID: <46mtd4$m31@homer.alpha.net>
Source record: 23912

Hi all,

I recently bought an Atari 1040STF without a monitor.. I read in a couple of messages that TOAD computers sells switches ect for TTL or VGA ect.. Where can I contact them.. Do they have a WEB site do you know of any other Atari websites for us newbies. Oh BTW what does the F stand for and it came with a floppy "U.S.A. language disk" Al replies to cjacobs@excel.net thanks in advance.

Chris

4344. Re: HD drive on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <46nf3i$h98@hpscit.sc.hp.com>
Source record: 23913

Han van Almkerk (j_l_v_almkerk@ns-nl.att.com) wrote:
: My question now is:
: I have a WD1772-02-02 diskdrive controller installed. I have heard that some
: of these controllers work with HD drives and some do not.
: Are the errors I describe above caused by the controller or the drive?

Most probably by the controller.

: Will an AJAX controller fix the errors.

Considering the symptoms you mentioned, yes.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4345. TOS 2.06 upgrade problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: zrollinso@cuppa.curtin.edu.au
Message-ID: <46n1hm$831@info.curtin.edu.au>
Source record: 23914
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For the last two weeks I have been attempting to upgrade my 520 STe (4meg) to TOS 2.06 (used to be 1.4). The upgrade came with no documentation or instructions whatsoever.

Some truely excellent netters have assisted me so far, but now I have run into a proverbial brick wall.

To start with, the machine wouldn't even boot. I had to move jumpers w102 and w104 to cater for the new ROMs (4 pins bigger than the old ones). The chip number on the new ROMs is 27C010A.

Now, the machine boots, and the RAM diagnostics in the boot sequence checks out ok.

After booting, if I try to run a .PRG file (doesn't matter which) the machine just hangs. The cursor changes to the busy bee and stays that way.

If I run .TTP applications, the dialog box pops up and accepts parameters and then hangs.

Accesories seem to run just fine from the pull down window.

I can copy and rename files without a problem.

Has anybody seen/heard of this situation before?

I did hear today that 2.06 can't read old desktop.inf files but uses newdesk.inf and I was wondering if this may have something to do with it - but I would have thought that the system would just ignore the old desktop.inf.

Is there something that I have missed? I checked the electrical connection of the two jumpers (w102 and w104) again last night and it appears to be good. I've tried undoing the upgrade and reverting back to TOS 1.4 and it works ok - but that kind of negates the idea of upgrading.

Any ideas?

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not share my opinions. But then
what do you expect from a PC Windoze user.

4346. FS:Atari STuff: H/S, prices lowered!.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <46o6cg$d3r@india.lm.com>
Source record: 23915
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 10/26/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $120.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
(SOLD)Epyx The Grip joystick (9-pin) ******
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Hotwire $14.00
DM Codehead Lookit & Popit $9.00
DM Codehead Maxifile III $14.00
DM Codehead Multidesk Deluxe $14.00
DM Codehead Utilities $9.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00

DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DM MVG - Multi Viewer Graphica $10.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB (SOLD)Populous ******
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00

D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00
DB (SOLD)Wanderer, w/2 3d glasses******
DM Wizworks Image Cat $9.00
picture cataloger
4DM (SOLD)Wizworks Mugshot ******
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

Article Unavailable

4347. Re: Rechargable Falcon battery ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: kelloggs@liverpool.ac.uk
Message-ID: <DH294F.221@liverpool.ac.uk>
Source record: 23916

In article <FJXABAAWUP@zumdick.rhein-main.de>, nat@zumdick.rhein-main.de (Nat!) writes:
> While leisurely perusing my Falcon docs, I chanced on the
> "Mechanical Specification" page. I read on its bottom of
> the page:
>
> Other:
>
> Rechargable cell on motherboard for battery backed RAM/RTC.
> Lasts over 10 years.
>
>
> I therefore assume that the cell is not in the RTC/RAM chip. But where
> is it ? And who's recharging it ?
>
> Nat!
>
>
>
> ------------------"Bang that bit that doesn't bang"---------------
>
> "I think the two most difficult things to deal with in life are
> failure and success" David Lee Roth
>
Last I checked, the clock chip contains it's own lithium battery, together
with a warning not to cut it open (lithium and water, etc.) This may also fit
with the ten-year lifespan, which I seem to remember is often assiciated with
lithium-backed memory chips.

Kelloggs (or virtual representation thereof.)

4348. Re: problems with harddisk/Link II- HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <46o883$emm@preeda.internex.net.au>
Source record: 23917

What value resistor?
--

/| |\ o _, /`` o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/`/`|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

4349. Re: How do I truncate a file?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <46ogcd$906@doffen.uninett.no>
Source record: 23918

schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab) wrote:
>In article <4645d8$4r6@cyber.tn.tudelft.nl>, reeuwijk@cp.tn.tudelft.nl (Kees van Reeuwijk) writes:
>|> I want to truncate a file to a given size, but the calls that I know
>This is not supported by the GEMDOS filesystem under TOS/MiNT, but the

BUZZ wrong! This is not supported by GEMDOS. The filesystem is irrelevant. You can make your own system call for truncating a file if you so please. The only problem is, you'll be the only one who actually uses that system call. It shouldn't be that hard to make a new GEMDOS module for MiNT that supports truncating is it? I don't have any documentation on that at the moment, but...

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

4350. Re: TOS 2.06 upgrade problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <46oi34$c4v@due.unit.no>
Source record: 23919
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

zrollinso@cuppa.curtin.edu.au wrote:
: For the last two weeks I have been attempting to upgrade my 520 STe (4meg)
: to TOS 2.06 (used to be 1.4). The upgrade came with no documentation or
^^^
1.6 or 1.62 on STE's.

: Now, the machine boots, and the RAM diagnostics in the boot sequence checks
: out ok.

So far, so good. You've done everything right so far :-)

:
: After booting, if I try to run a .PRG file (doesn't matter which) the
: machine just hangs. The cursor changes to the busy bee and stays that way.
:
: If I run .TTP applications, the dialog box pops up and accepts parameters
: and then hangs.

This sounds like a size 0 NEWDESK.INF file! I've had this problem myself. I
have absolutely *no* idea how the NEWDESK.INF file get this size, but it
happens now and then.

Try deleting the NEWDESK.INF file and reboot your computer.

: Is there something that I have missed? I checked the electrical connection
: of the two jumpers (w102 and w104) again last night and it appears to be
: good. I've tried undoing the upgrade and reverting back to TOS 1.4 and it
: works ok - but that kind of negates the idea of upgrading.
:
: Any ideas?

Well, since the computer boots with the 2.06 ROMs I guess there's nothing wrong
with your installation. It could be that the ROMs are faulty.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4351. Re: Best atari mouse available in UK???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: kandk@teleport.com
Message-ID: <46ofd9$6ov@maureen.teleport.com>
Source record: 23920

I couldn't find them in the STformat but I just love my "Beetle Mice"
mouse. $34. from Toad Computers.

http://www.charm.net/~toad/
toad@charm.net

Dr Simon G.K. Williams (williamssg@cf.ac.uk) wrote:
: the best quality Atari mouse:

: Simon

--
kandk@teleport.COM Public Access User -- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-28800, N81)

4352. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DH2vpx.Mx8@cix.compulink.co.uk>
Source record: 23921
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

In message <46o1sb$vnc@osfa.aber.ac.uk>, dts2@aber.ac.uk said:

>I have been considering selling the monitor and bying a TV with SCART (but
>then I get the moral problem of deciding if I should pay the licence fee ;),

Be careful, if you have a VCR you can receive TV broadcasts and should have a
TV licence.

Barry wilsontjb@cix.compulink.co.uk

4353. Re: Graphics card for my Atari Mega STE??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <5551_hsideras@mettav.demon.co.uk>
Source record: 23922

Reply-to: sidcelery@cix.compulink.co.uk

Hi Simon, on 24 Oct 95 you wrote:

w> I'm using the Matrix TC1208E on the TT, but I don't think it works on
w> an
w> Mega STe. The card is 32-bit with a 32MHz processor, well maybe it
w> might
w> work but there's nothing in manual about the Mega Ste. You might ask
w> Systems Solutions about the Matrix Coco cards they have, they cost
w> about
w> £200 and only do upto 256 colours at 800*600 but that's a massive
w> improvement over 320*200 in 16 colours!!!

I don't know anything about the TC1208E on a Mega STe, but I don't see why it shouldn't work.

As far as the Matrix CoCo card from Sys Sol goes, I bought their last one a few months ago. I don't know whether they were getting any more in, but they don't advertise it in their catalogue. 800*600*256 is fine on my IDEK, but it also does 1120*848*16 (if your eyes can put up with it) and I stick in 832*624*16 most of the time quite comfortably.

w> Have you tried Lexicor Software? They do the fabulous Nova cards which
w> are similar in spec to the matrix, infact the new Super Nova apparently
w> has 4MB RAM on board and uses the Mach64 chipset! Now that sounds even
w> tastier than my matrix!

16/32 in Kent seem to be doing a new card (16-bit?) for around 350ukp so I heard recently. Ask Nick about the specs on nharlow@cix.compulink.co.uk

regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # hsideras@mettav.demon.co.uk #
% Harry S % * also: 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #
* 100:1011/143.0@turbonet.ftn *

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

4354. Re: Help with new hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-26 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FJ1SEEAKUP@dksoft.ping.dk>
Source record: 23923

In <9510250000102756@acpu.com> Tderrick wrote:

>Help... I just got a Rodime 200Meg scsi hard drive, and want to
>connect it to my TT as an external drive. I also got a Toshiba
>xm3401bme cd rom drive. Both of these came out of pc's. The Rodime
>has terminators, the Toshiba does not. I know that I will need to
>set the scsi ids to 1 and 2 respectively, and I have cables and
>Extendos Pro on order from Toad, but how about the terminators, and
>what about the "parity enable" on the back of the hard drive? Is it
>reasonable to set up the cdrom as drive 1, and the hard drive as
>scsi2, and leave the terminators where they are?

Try. Just connect everything they way you want it, and then try. To tell
you, i have had terminators on several drives here, and it works fine.
About the parity, again just try. You can alway remove it. In case of doubs
remove both terminators and the parity, as they do nothing usefull, if it
works.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 55 23 90 | Kim Andersen email kim@dksoft.ping.dk|
\---/
**** NOTE NEW PHONENUMBER ****

4355. Re: Graphics card for my Atari Mega STE??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <46qccv$i7i@ccpnws.in2p3.fr>
Source record: 23924

```
Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
> Reply-to: sidcelery@cix.compulink.co.uk

> *Hi Simon*, on 24 Oct 95 you wrote:

> w> I'm using the Matrix TC1208E on the TT, but I don't think it works on
> w> an
> w> Mega STe. The card is 32-bit with a 32MHz processor, well maybe it
> w> might
> w> work but there's nothing in manual about the Mega Ste. You might ask
```

As far as I know, the VME expansion bus in both the TT and MEGASTe computers
is only 16 data bits wide as it takes only one 96pins connector (so the
VME specs calls it A24-D16). I don't see why it should not work in both
computers unless they have different address spaces mapped for the VME.
--
+---+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
NON aux essais nucleaires en Polynesie Francaise !

4356. Re: Floppy Problems - Help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <46q8mf$81g_002@leeds.ac.uk>
Source record: 23925

In article <46nf0t$h98@hpscit.sc.hp.com>,
clausb@hpbbn.bbn.hp.com (Claus Brod) wrote:
>Giovanni Ciampa (gio@wcl-rs.bham.ac.uk) wrote:
>: One minute it was reading double-sided disks happily.... the next
it just
>: didn't want to know. It appears to read and write to side 1 OK, but
side 2...
>: forget it!
>
>Check your soundchip. The soundchip is used to switch sides using two
>bits of port A (I think), and those outputs are not buffered.
>
More likely IMHO, that he has some mechanical damage to one of the
read/write heads. The TT drive is I guess,Hi-Density.Further surgery
is ususally required to get these beasties to work on STs. Find a
double-density (720K) drive and substitute that for the faulty.

Always do the least risky tests first...

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician

4357. Re: TT030 clock stopped!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-2710951432290001@macmax.irfmn.mnegri.it>
Source record: 23926

In article <DH3xGE.KsK@ssbunews.ih.att.com>, Han van Almkerk
<j_l_v_almkerk@ns-nl.att.com> wrote:

> Hi,
>
> I have the following problem with the internal clock of my TT030.
> It seems te be so that if I correct date and time today and turn off power
> at 15.00 hours and startup another day my system clock continues where I
> stopped today.
> I checked all my AUTO and ACC programs but I see no difference.
> I also think that if the internal battery is empty the clock won't keep the
> last date I worked with it (my 520ST did not).
> (I change date and time with the xcontol panel v1.31).
> ....

Simply you must replace the internal battery...
(how old is your TT ?)

Bye

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

4358. Lynex sampler anyone??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <46qr96$5c3@netty.york.ac.uk>
Source record: 23927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got an Atari add-on sampler called the Lynex. Has anyone else
had any experience with one of these...
I'd like to hear of anyone who knows anything about writing code for
it!

Thanks,

john..

-=-
| e-mail: jat5@unix.york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

4359. Re: Help- Atari ST PSU wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <46r02t$gt6@bambam.soi.city.ac.uk>
Source record: 23928

Robert Harrold <rob@padlcoms.demon.co.uk> writes:

>The rather cryptic Subject: line says it all but ...

>I have an Atari 520 ST (1985 vintage) which has just failed, a local sparks
>has confirmed the fault is in the mains power supply unit. But he can't
>get the spare part to repair it.

>I'll be grateful if any one can point out a supplier of a replacement PSU
>to me.

You should still be able to get them. I get mine from a local computer
shop (I'm on my third!)

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4360. Re: problems with harddisk/Link II- HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <46qcg1$i7i@ccpnws.in2p3.fr>
Source record: 23929

Julian Gifford (julian@connexus.apana.org.au) wrote:
> What value resistor?
> --
>
> /| |\ o _, /�� o |\ |\ _ |
> | | | | |/ | / | /|/| (_ | |/ |/ / _|/ / |
> \|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
> (| julian@connexus.apana.org.au |) |)
Sorry Sir,
it is not a resistor but a diode (1N4004 and not 1N4148 as I said to Hallvard last time :-).
--
+---+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit PARIS 6 |
| T l: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
NON aux essais nucleaires en Polynesie Francaise !

4361. GEMULATOR 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: Hermann Bruns <bruns@pcmail.uni-trier.de>
Message-ID: <46r6eq$l60@news01.uni-trier.de>
Source record: 23930

Does anybody have experiences with GEMULATOR 4.0 for Windows 95? Is there software which doesn't run?

H N
E N
R A
M

4362. Re: Help with new hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwDH4pJ9.Gzr@netcom.com>
Source record: 23931

In article <gjwDH33q8.IEB@netcom.com>,
Gregory J. Wageman <gjw@netcom.com> wrote:
>In article <DH106w.FrI@cix.compulink.co.uk>,
>BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>>In message <9510250000102756@acpu.com>, tderrick@acpu.com said:
>>
>>You should have a terminator on the last device on the SCSI chain,
>>and none on intermediate devices. SCSI ID numbering is independant on
>>physical location on the chain, eg. the device closest to the TT could
>>be ID 2, and the next device could be ID 1.
>>
>>You should also have termination resistors on the TT motherboard.

In my previos post, I wrote:

>This is almost totally incorrect, I'm afraid.
>
>SCSI ID numbering is set by jumpers on each physical device. It is NOT
>position dependent, and if you have two devices with the same SCSI ID
>set, neither will work properly. The TT SCSI initiator is ID 7, so
>any other number from 0-6 is legal.

I must apologise to Mr. Wilson, I misread that paragraph as saying the
SCSI ID is DEPENDENT on location, not INDEPENDENT as he correctly wrote.

Once again, I regret the error.
--
-Greg

"Maybe we should ban Law Schools. I mean, look how many Lawyers graduate
and become Politicians."

4363. Re: Atari ST Hard drives?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <46qj8j$blj@hpscit.sc.hp.com>
Source record: 23932

Brian Tegtmeier (teg@unlinfo.unl.edu) wrote:
: I have had an Atari ST for about 7 years but have never had the money for
: a hard drive. I would like to put one on but don't know where to get one
: or even what kind it needs. Does it's HD port use SCSI, IDE, MFM? Which one
: do I need? I really would like to use this machine to make some music but
: hate the limitations I have with only having a floppy drive.

There are hard disk adaptor for just about any kind of drive available
on the market. The easiest solution is to get a ACSI-to-SCSI hostadaptor
for your Atari and a SCSI drive. The Atari's hard disk port uses a
restricted SCSI protocol and pinout, so that's why you need the
adaptor. Other people here certainly have a better market knowledge
about the current offerings there.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4364. TT030 clock stopped!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: Han van Almkerk <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <DH3xGE.KsK@ssbunews.ih.att.com>
Source record: 23933

Hi,

I have the following problem with the internal clock of my TT030.
It seems te be so that if I correct date and time today and turn off power
at 15.00 hours and startup another day my system clock continues where I
stopped today.
I checked all my AUTO and ACC programs but I see no difference.
I also think that if the internal battery is empty the clock won't keep the
last date I worked with it (my 520ST did not).
(I change date and time with the xcontol panel v1.31).

Anyone who can help me?

Thanks,

Han van Almkerk
j_l_v_almkerk@ns-nl.att.com

4365. Re: JoySticks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <46qb8n$81g_004@leeds.ac.uk>
Source record: 23934

In article <x-LnI1W.etat@delphi.com>,
Earl Tate <etat@delphi.com> wrote:
>Could use a couple of fairly descent Joysticks...

well get down to the shops mate ;-)

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician

4366. Re: Termination: how do you measure if it is there ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <46roag$9ua@blackice.winternet.com>
Source record: 23935

> maberg@xs4all.nl (Maarten van den Berg) writes:
> A difficult question for you all:
>
> I have an Apple CD300 SCSI CD-ROM player. It works fine for some years

(SNIP)

>
>>>>
Passive Termination should measure, idealy, 136 ohms to GRD. on
any signal pin. Active termination is trickier. Look for 110 ohm resitors connected
to each signal pin. These could be in R-Packs or individual. The Spec says that
Active Termination should feed a 2.85 Voltage to each 110 ohm resitor @ 10 MAmp.

Hope this helps. Rich Mier

4367. Re: Rechargable Falcon battery ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <46roj5$9ua@blackice.winternet.com>
Source record: 23936

> robscha@data.rhein-main.de (Robert Schaffner) writes:
> In <DGxAoq.CwE@cix.compulink.co.uk> "BARRY WILSON" wrote:
>
>
> >It's inside the clock module. I don't think it is rechargeable.
>
> Thats Correct! You must replace the chip.
>

>>>>
Yes, the battery is inside the chip and it IS rechargable. That
doesn't mean it can't go bad.

Rich Mier

4368. FS: Atari ST Software (Alot)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: s5600014@nickel.laurentian.ca
Message-ID: <1995Oct27.025223@nickel.laurentian.ca>
Source record: 23937

Is anyone looking for specific (Original) Atari ST software?

4369. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-27 00:00:00 UTC
From: scall@ccnet.com
Message-ID: <46r2i7$8ob@ccnet3.ccnet.com>
Source record: 23938
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

In rec.games.video.atari, BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
: In message <46o1sb$vnc@osfa.aber.ac.uk>, dts2@aber.ac.uk said:

: >I have been considering selling the monitor and bying a TV with SCART (but
: >then I get the moral problem of deciding if I should pay the licence fee ;),

: Be careful, if you have a VCR you can receive TV broadcasts and should have a
: TV licence.

Can you explain this to us Americans, I don't quite understand the concept.

-Scott

: Barry wilsontjb@cix.compulink.co.uk

--

|Scott Call aka Zapo Zapper |<A HREF = "http://www.ccnet.com/~scall/"</A> |
|Linux and OS/2 Rock!!! |"The Man of Truth is beyond good and evil"HPL|
---
akh104.rh.psu.edu LIVES ftp://ccnet.com/users/scall/(Jaguar or Oldatari)
"Spelling mistakes are only annoying to people who are illiterate." -
lavind@rpi.edu ;-)
"Coming October 6th, Plug in the Wire!" (Yes, I am a Jaguar Lemming ;-)

4370. Re: TT030 clock stopped!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-28 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DH6Fy2.9Ev@cix.compulink.co.uk>
Source record: 23791

In message <DH3xGE.KsK@ssbunews.ih.att.com>, j_l_v_almkerk@ns-nl.att.com said:
>I also think that if the internal battery is empty the clock won't keep the
>last date I worked with it (my 520ST did not).

Take the battery out and check the voltage - I think you'll find it's low.

Barry wilsontjb@cix.compulink.co.uk

4371. Re: Rechargable Falcon battery ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-28 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DH6Fy3.9FL@cix.compulink.co.uk>
Source record: 23792

>Yes, the battery is inside the chip and it IS rechargable. That
>doesn't mean it can't go bad.

I checked my docs, which state that It's a lithium cell. These are _not_
rechargeable.

Barry wilsontjb@cix.compulink.co.uk

4372. HSMODEM MiNT XDD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-28 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <46taul$9jj@mercury.dur.ac.uk>
Source record: 23793

I'm in the process of setting up PPP access via MiNTnet and my new 28k8 modem. I need HSMODEM installed and IIRC there is a specific MiNT device driver to help MiNT with this. The silly thing is, I can't find it.

If anyone has it or knows where to get it from, could they either mail it to me or give me an FTP site to look at?

Thanks,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

4373. Re: JoySticks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-28 00:00:00 UTC
From: Earl Tate <etat@delphi.com>
Message-ID: <hfEkpWG.etat@delphi.com>
Source record: 23939

A. Gilmour <ELUAG@leeds.ac.uk> writes:

>well get down to the shops mate ;-)

Well Mate (actually I am not your mate) I took your advice and went to the shops (stores here) and found a couple. Thanx for your GREAT advice. <g>

4374. Re: ATARI ST laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-28 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DH62K0.HA9@cix.compulink.co.uk>
Source record: 23940

>The ST-Book _does_ have TOS 2.06 (or similar) so I would suppose it
>resembles an STE more than it does an ST. But in fact it resembles
>nothing better than...an ST-Book.
Yes agreed.
The full specs for the ST Book (and all other Atari computers) are available
in the Atari A to Z book BTW.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

4375. Re: Best atari mouse available in UK???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-29 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5wlZqPL5DhB@ollom.prima.ruhr.de>
Source record: 23794

> In article <DH1stw.E7B@cf.ac.uk>
> "Dr Simon G.K. Williams" <williamssg@cf.ac.uk> said:-
>
> >Does anyone know what the best quality Atari mouse available in UK is ? I
> >want something fairly hi-rez and comfortable, optical might be a nice
> >idea but not necessary.
>
> I'm using an Axelen optical mouse which is hi-rez. The mat is less
> then half the size of the standard atari mat and you need to stick it
> on top of your old mat else it slides about, but you soon get used to
> it. The downside is that instead of having to clean the ball, you have
> to get a duster and Mr Sheen out and give the mat a good polish every
> now and then. Lovely sensitive buttons and no sign of wear after 18
> months. I like it. :-)
>
Why not trying that ordinary LOGITECH PILOT MOUSE? It will make no
troubles in anyway and it's from that high quality you'll never need
buying a new one...

CrossPoint v3.1

4376. Re: A pic...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3415rcain@nest.demon.co.uk>
Source record: 23795

On 27 Oct 95 rob@padlcoms.demon.co.uk wrote:

r> I have an Atari 520 ST (1985 vintage) which has just failed, a
local
r> sparks has confirmed the fault is in the mains power supply unit.
But
r> he can't get the spare part to repair
it.

This will be "the brick" PSU won't it? Both Compo (01487-773582) and Systems Solutions (01753-832212) advertise PSUs for £40 but it's not obvious whether these are "bricks" or bare PSUs for STs with internal supplies. Give a
ring.

You should be able to get a second hand PC PSU "brick" which will do the job with a bit of recabling or you might like to buy my ST "brick" for £20 plus postage. I have removed the cable to the ST socket from it but would put another on if you are
interested.

Roger
rcain@nest.demon.co.uk

--

4377. Re: A pic...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3416rcain@nest.demon.co.uk>
Source record: 23796

On 26 Oct 95 julian@connexus.apana.org.au wrote:

j> What value
resistor?

To go between 5v and the Link? It's only there as a current limiter so 100
ohm or so should be
OK.

Roger
rcain@nest.demon.co.uk

--

4378. Pop3 compilation problem (newbie)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-29 00:00:00 UTC
From: Yves Pelletier <afsfpel@cmc.aes.doe.ca>
Message-ID: <Pine.SGI.3.91.951029200414.18132A-100000@castor>
Source record: 23797

Hello MiNTers,

I downloaded freeware source code (BSDish) for a pop3 client to be used
under MiNT/MiNTOS/MiNTnet. The source files compiled fine, with just a
couple of warnings. Unfortunately, the linker complains about a couple of
undefined symbols, namely _isspace and _fchmod.=20

The linker scans through mint.olb (pl46), socket.olb, and portlib.olb;
am I forgetting something? What else might be wrong?

Yves

--
"Une fois arriv=E9 =E0 ce point, arr=EAte-toi et ne te pr=E9ocuppe plus de =
rien.=20
La raison n'a plus de pouvoir ici. Quand elle arrive =E0 l'oc=E9an, elle=20
s'arr=EAte, et m=EAme le fait de s'arr=EAter n'existe plus pour elle." --R=
=DBMI

4379. Re: Termination: how do you measure if it is there ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-29 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FJ4SAFAZUP@dksoft.ping.dk>
Source record: 23798

In <308e7eae100bb77@xs4all.nl> Maarten van den Berg wrote:

>A difficult question for you all:
>
>I have an Apple CD300 SCSI CD-ROM player. It works fine for some years
>now, no complaints about that. The problem is: There is NO jumper or
>switch to switch termination on/off nor are there any sockets to put
>terminators in or remove them from. Believe me, I know a terminator when
>I see one, and I looked everywhere (boy, did I look; I took the _whole_
>damn thing completely apart once). BTW it is a SONY drive, but Apple
>put their name on it too. It identifies itself as `SONY CDU-8003A'.

Aha. Then you might suggest where i find the terminators on my new
Quantom ProDrive 1800S (1.8giga byte) harddrive ?

I'll write the answer in the next letter 8-)

>
>Please don't say things like "every device has [places for] terminators,
>so look again". I've seen more than 80 different brands/models of
>harddisks in my life and I know what I'm doing. They're not there.
>I suspect this is one of those OEM drives, maybe that's why it differs
>from what it should be... Anyone got such a unit, too ? Does it have
>terminators anywhere ?

Havn't you got a manual ?

>Or should I try in comp.periphs.scsi or something like that ?

Nah, i know a few people in here, which should have one of those CDROM's
at their system. Perhaps try ask Daron Brewood, (can't remember his
address, but i have a feeling he reads with us). I think he got one of
those.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 55 23 90 | Kim Andersen email kim@dksoft.ping.dk|
\--/
**** NOTE NEW PHONENUMBER ****

4380. Re: A pic...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3414rcain@nest.demon.co.uk>
Source record: 23799

On 27 Oct 95 j_l_v_almkerk@ns-nl.att.com wrote:

jlva> I have the following problem with the internal clock of my
TT030.
jlva> It seems te be so that if I correct date and time today and
turn
jlva> off power at 15.00 hours and startup another day my system
clock
jlva> continues where I stopped
today.
jlva> I checked all my AUTO and ACC programs but I see no
difference.
jlva> I also think that if the internal battery is empty the clock
won't
jlva> keep the last date I worked with it (my 520ST did
not).

Don't be so sure! I have an AdSCSI+ board which showed exactly this symptom. The time the computer was switched off was retained and was advanced Very, very slowly. A new battery set it going again.

Roger
rcain@nest.demon.co.uk

--

4381. Re: Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: andi@complang.tuwien.ac.at
Message-ID: <47276f$5eu@news.tuwien.ac.at>
Source record: 23800
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4657io$2b8@news.tuwien.ac.at>,
andi@complang.tuwien.ac.at (Andreas Krall) writes:
>I have problems connecting an Iomega Zip drive to my atari TT. I think the
>problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
>hard disk driver only seeks for address 0 to 3. With general SCSI programs
>like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
>cannot be used from desktop or tos. Is there a driver which can access
>drives at address 5 or 6.
>
Thanks to everybody who suggested a solution for the problem. The correct
answer was quite simple. There is a program HDPATCH or AHDICONF included in
the atari harddisk drivers where you can configure the driver. I just
configured the driver to scan SCSI unit 5 and everything works fine. The
iomega is a very nice backup system. It can be used as a replacement for
a slow harddisk too.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

4382. Megadrive 30 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: Richard Lewis <richard@jmpax.demon.co.uk>
Message-ID: <791946190wnr@jmpax.demon.co.uk>
Source record: 23801

Does anyone know what sort of disk drive was used inside an Atari Megafile 30? ie is it SCSI, IDE etc.

I am about to lend my drive to a friend and I wonder if I can swap the disk for an old PC one. I have access to several IDE drives (all >=80M) and an old 20M Seagate MFM(?) drive.

I may be dreaming here - even if the hardware is compatible I don't know whether the Atari firmware can be told what type of drive it is connected to.

Thanks in advance.

--
Richard Lewis

4383. Re: Binhex 4.0. for ATARI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: apb25@thor.cam.ac.uk
Message-ID: <472cq5$bs0@lyra.csx.cam.ac.uk>
Source record: 23802

Max Farina (massimo@irfmn.mnegri.it) wrote:
> In article <FJ3KAGUXUP@wa.caeci.ol.ni.schule.de>,
> gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) wrote:

> > hello!
> >
> > I need the software BINHEX 4.0 for ATARI.
> >
> > Where can I get it?
> Are you sure there is a Atari version of BinHex (I think is only Macintosh)

There is a version for the PC, this is what I had to use when trying out
the demo of MagicMac. If you like, I'll send it to you.

Adrian

==
Adrian Bridgett (apb25@cam.ac.uk)

Windows - the world's first NON-operating system.
==

4384. Monitor PTC1426 is dark...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: gartmann@immunbio.mpg.de
Message-ID: <472mi9$bpk@n.ruf.uni-freiburg.de>
Source record: 23803
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

we have a colour monitor PTC1426 connected to an Atari TT. Now this monitor is out of order - it remains just dark, although the little green LED is on and you can see the tube for the screen gloom. We brought it to a dealer but this one asked for at least US$ 350 to repair it. So we went to the next dealer and this one told us he will do it for US$ 150. But after two weeks he told us he couldn't do it because he couldn't get the necessary parts, the manufacturer would no longer be in business...

Perhaps I should add that we have never been quite happy with this monitor: From time to time he showed a very greenish picture, sometimes for one minute, sometimes for ten minutes. And then the green flair just disappeared. And this happened not very often and of course never at the dealer. In addition it produced sometimes a very high tone (not very loud). This phenomenon didn't seem to be correlated with the green problem, but who knows.

Thus, if anybody has an idea what to do, let me know.

Regards,
Christoph Gartmann

+---+
| Max-Planck-Institut fuer Phone : +49-761-5108-465 Fax: -221 |
| Immunbiologie PSI : PSI%(0262)45050160374::GARTMANN |
| Postfach 1169 Internet: gartmann@immunbio.mpg.de |
| D-79011 Freiburg, FRG |
+----------- Do you know MENUE, the user environment for OpenVMS? -----------+

4385. Re: Binhex 4.0. for ATARI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-3010951127050001@macmax.irfmn.mnegri.it>
Source record: 23804

In article <FJ3KAGUXUP@wa.caeci.ol.ni.schule.de>,
gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) wrote:

> hello!
>
> I need the software BINHEX 4.0 for ATARI.
>
> Where can I get it?
>
> Gerd
> --
> Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
> E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
> Tel/Fax +49/4221/83544. Please Phone Before Fax.

Are you sure there is a Atari version of BinHex (I think is only Macintosh)

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

4386. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: Dave Swegen <dts2@aber.ac.uk>
Message-ID: <472e6u$n2h@osfa.aber.ac.uk>
Source record: 23805
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

In article <46r2i7$8ob@ccnet3.ccnet.com>, Scott Call <scall@ccnet.com> wrote:
>In rec.games.video.atari, BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
>: In message <46o1sb$vnc@osfa.aber.ac.uk>, dts2@aber.ac.uk said:
>
>: >I have been considering selling the monitor and bying a TV with SCART (but
>: >then I get the moral problem of deciding if I should pay the licence fee ;),
>
>: Be careful, if you have a VCR you can receive TV broadcasts and should have a
>: TV licence.
>
>Can you explain this to us Americans, I don't quite understand the concept.
>
To put it simply, our benevolent government has in it's infinite wisdom
decided that anyone who has a piece of equipment capable of receiveing TV
signals should pay a licence fee to pay for the pap that they put out on TV.
This goes back to the days when there were no commercial stations, and they
had to be funded somhow. At the moment it costs approx $110 or so per annum -
that is, if you pay it ;)

I believe it's the same in most countries in Europe

Dave

--

------------------>INSERT YE OLDE STANDARDE DISCLAYMER HERE<-------------------
David Swegen | This space for hire | Happy happy joy joy
<dts2@aber.ac.uk> | | - Ren & Stimpy

4387. Re: UK: channel 5 - implications?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <DHA0J5.LA6@cix.compulink.co.uk>
Source record: 23806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>No, because you disconnect the aerial and/or video before plugging
>in the computer.

It depends on how close to the transmitter (field strength) you are.
That short length of co-ax from the computer to the telly will act as an
aerial and will cause interference.

Personlly this Channel 5 should not be allowed to broadcast at all.
The UHF band was not designed for it, anybody who thinks it's just a
case of re-tuning their video's etc is in for BIG surprise come switch on
there will be no where to tune your video to in some areas, Channel 5 is
going to use all but one of the vacant channels around channel 39..
The vacant channel is already used by Heathrow Airport Radar.

Money grabbing bastard government :-(

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

4388. [Q] Network 2 Atari's with MiNTNet. How?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <471iuu$88@status.gen.nz>
Source record: 23807

I posted this query a while ago, but I stil aren't quite sure how to go about it.

I wouold appreciate it if somebody could explain how to do this in plain english for somebody who doesn't know what all these terms like Static Routing tables and all sorts of others mean. If somebody could describe step by step what files to alter, this would be great. If it is too complicated to explain this way, an insight into some of the terms I'm likely to come accross may be helpful.

If I was to do this, what would happen if I connected to the internet via my normal provider while the two computers were connected? As they would be a litle mini network of their own, with IP addresses that might be identical to other IP addresses of computers on the Internet, might the network not work correctly? I want to be able to access the internet while the two local computers are still networked.

I would want to netowrk them with Serial, LAN or MIDI ports, or if possible, Parallel ports (as this should be very fast?)

Thanks for any help!

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft

4389. Strange Falcon Video mode ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DH9Bow.1At@westminster.ac.uk>
Source record: 23808

Got myself a falcon with a mutlisync monitor.
I use the monitor in VGA mode (because I havn't installed a switch yet for tv modes). Anyway....

The other day I was installing and running gnu chess.
Unfortunately, it didn't like my falcon because of the video modes and messed up the screen.

Now here's the weird bit.....
I went to change the resolution and low and behold, the section that normally says 'double line on/off' had changed to 'interlace on/off' !
Unfortunately I put it into an st mode and then couldn't duplicate the strange error. 8-(

So, anyone reckon it would be possible to take advantage of this instead of making a switch for my monitor ?

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

4390. UK: channel 5 - implications?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <472dlf$7pc@m1.cs.man.ac.uk>
Source record: 23809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, on the news a couple of days ago there was an announcement that someone had won the bid to broadcast the 5th terestial TV station. In the bit on the news, the mentioned that all videos will need re-tuning so that they dont interfere with the broadcast. As the ST/Falcon/any console uses the same frequency (?) as video's (ie they are tuned into the same thing) does this mean that they are also going to be retuned??

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

4391. Re: TOS 2.06 upgrade problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <472le3$out@news.uni-paderborn.de>
Source record: 23810
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <46n1hm$831@info.curtin.edu.au>,
<zrollinso@cuppa.curtin.edu.au> wrote:

>I did hear today that 2.06 can't read old desktop.inf files but uses
>newdesk.inf and I was wondering if this may have something to do with it -
>but I would have thought that the system would just ignore the old
>desktop.inf.

This might be a problem if your newdesk.inf is bigger than 4kb or if your
#d-line is destructed. Make a backup of it, throw it away, reset and save
the newdesk.inf from the menu. If your computer now does what he should do,
just smile. ;-)

Ciao, Dirk

SnailNet: In der Esmecke 9, 59846 Sundern, Germany
MausNet: Dirk Hagedorn @ MK2 (no mails > 16kb)
Internet: dh@mk2.maus.sauerland.de (no mails > 16kb)
e80097@pbhrzx.uni-paderborn.de (big stuff)
WWW: http://pbhrzx.uni-paderborn.de:8080/~e80097

4392. Re: Termination: how do you measure if it is there ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FJ5REDAIUP@dksoft.ping.dk>
Source record: 23811

In <FJ4SAFAZUP@dksoft.ping.dk> Kim Andersen wrote:

>Aha. Then you might suggest where i find the terminators on my new
>Quantom ProDrive 1800S (1.8giga byte) harddrive ?
>
>I'll write the answer in the next letter 8-)

Answer:
The terminators are set on/off by a jumper. Without the manual, it's
impossible to know 8-)

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 55 23 90 | Kim Andersen email kim@dksoft.ping.dk|
\---/
**** NOTE NEW PHONENUMBER ****

4393. Re: Pop3 compilation problem (newbie)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-30 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzu44rp9bo.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 23812

In article <Pine.SGI.3.91.951029200414.18132A-100000@castor>, Yves Pelletier
<afsfpel@cmc.aes.doe.ca> writes:

|> I downloaded freeware source code (BSDish) for a pop3 client to be used
|> under MiNT/MiNTOS/MiNTnet. The source files compiled fine, with just a
|> couple of warnings. Unfortunately, the linker complains about a couple of
|> undefined symbols, namely _isspace and _fchmod.

About isspace: Apparently some source file uses it without
#include'ing <ctype.h>, which defines it as a macro. Just add the
missing include. (But it's a bug in the library anyway, since ANSI
demands that they always should be available as normal functions as
well.)

About fchmod: This is not supported by MiNT. You'll have to rewrite
it using chmod, which takes a filename instead of a file descriptor.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4394. Hardware/ST Models FAQ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: nec10@cus.cam.ac.uk
Message-ID: <47580c$bco@lyra.csx.cam.ac.uk>
Source record: 23813

Is there a FAQ for the ST which will explain to me all the subtle
differences between the ST/ST1040e/STfm/TT etc?
--
Nick Cole,

NEC10@CAM.AC.UK University of Cambridge Computing Service

4395. Re: UK: channel 5 - implications?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: eesrmtw@brunel.ac.uk
Message-ID: <475qsv$lro@izar.brunel.ac.uk>
Source record: 23814
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DHA0J5.LA6@cix.compulink.co.uk>, bobculve@cix.compulink.co.uk ("Robert Culverston") writes:
> >No, because you disconnect the aerial and/or video before plugging
> >in the computer.
>
> It depends on how close to the transmitter (field strength) you are.
> That short length of co-ax from the computer to the telly will act as an
> aerial and will cause interference.
>
True, but unless you are very close indeed to a major transmitter, I doubt it will be a problem. The coax lead is screened to avoid pickup of external signals, so the computer's signal should dominate.

The real problem is going to come with video recorders. Even now, I can't find a channel to tune my VCR to that elimiates cross-channel interference. O.K., so I am using a cheap Amstrad portable, which doesn't have very good selectivity, but I reckon I am going to present a serious challenge to the person doing the retuning.

Martin

4396. FREE $$$ MAKING SOFTWARE !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: dtp@python.viper.net
Message-ID: <47633o$jrr@python.viper.net>
Source record: 23815
Cross-posted to: control,comp.sys.atari.st.tech

The NEWEST and most INNOVATIVE SERVER on the Internet.
The FIRST & ONLY full Internet Access Provider that gives you the
opportunity to make BIG $$$ simply by being a subscriber.

YOU KNOW: How incredibly large servers like Prodigy and AOL have
become and how much bigger they continue to grow everyday.

JUST IMAGINE: If you had been given the opportunity to be
in on the ground floor of one of those servies. You would now
have tens of thousands, if not hundreds of thousands of users signed
under you. Which simply means YOU would now be VERY, VERY WEALTHY!!!

And you get 5- HOURS OR 3-DAYS **FREE** TO TRY IT OUT at NO COST TO
YOU !!!

It Has Everything that the BIG 3 have and MUCH MORE,
Plus full 28,800 Access. And The Best Graphics On The Net.

If you're going to use a provider, use one that MAKES YOU MONEY
And gives you 5-FREE ONLINE HOURS EVERY MONTH.

And if you're already in business on the net this is the easiest way to add your income, by
simply enclosing a free Demo Disc in every deliver you make to your customers.

-

Respond To:
dtp@mindspring.com
Movieman5@aol.com
Or Call 1-334-973-9721

-
For ABSOLUTELY FREE GRAPHICS & SOUND DEMO-DISC Send Your Mailing Address.
No Cost. No Obligation. No Bull.

Your address will not be used for any other purpose.

If you're going to fall.....fall reaching

4397. Re: Binhex 4.0. for ATARI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: gartmann@immunbio.mpg.de
Message-ID: <47651s$pqp@n.ruf.uni-freiburg.de>
Source record: 23816

In article <FJ6LBCWGUP@wa.caeci.ol.ni.schule.de>, gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) writes:
>> > > I need the software BINHEX 4.0 for ATARI.
>> > >
>> > > Where can I get it?
>> > Are you sure there is a Atari version of BinHex (I think is only Macintosh)
>>
>>There is a version for the PC, this is what I had to use when trying out
>>the demo of MagicMac. If you like, I'll send it to you.
>>
>>Adrian
>>
>
>
>Thank you. But i have this PC-Version. I have at home an ATARI and I
>want to have the possibility to decode Binhex-files from home.
>therefore I need the ATARI-Version. I have BINHEX 1.0. for ATARI, too.
>But this doesn't work together with the 4.0. Versions of MAC and PC.

I have a C-source that runs even under VMS. If anybody is willing to port it
to an Atari?

Regards,
Christoph Gartmann

+---+
| Max-Planck-Institut fuer Phone : +49-761-5108-465 Fax: -221 |
| Immunbiologie PSI : PSI%(0262)45050160374::GARTMANN |
| Postfach 1169 Internet: gartmann@immunbio.mpg.de |
| D-79011 Freiburg, FRG |
+----------- Do you know MENUE, the user environment for OpenVMS? -----------+

4398. MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10311995.181617@empyr.dircon.co.uk>
Source record: 23817

Hi,

I recently read something about memory fragmentation, and that any application can only use the memory in the largest free block.

Is this true ?

If so, does that mean that because my memory is usually split into 6 blocks (I have 4Mb), that although my ST says it has, say 2.7Mb free, that in reality I only have a much smaller amount that is actually of any use ?

Can I 'fix' this problem ?

Cheers,

Kevan.

/// ReJoinDer v1.1o

+---+

| Kevan@empyr.dircon.co.uk | Empyrion BBS, South Wales, UK |

+---+

| NO uuencoded files to this address please.... Many Thanks |

+---+

VQWK 6.20 [Rev H - 04/04/94]

4399. English TURBOASS....

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: ninob@physics1.physics.monash.edu.au
Message-ID: <ninob.73.3096ABE2@physics1.physics.monash.edu.au>
Source record: 23818

I have recently picked up a copy of TurboASS, the MC68xxx assembler from UMICH. No one told me that the menus are in German, #$$@*. Is there a version with English menus, PLEASE......

Nino Benci.

4400. Re: Megadrive 30 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3096b7684f850@discworld.oche.de>
Source record: 23819

Robert Wills (cj439@FreeNet.Carleton.CA) wrote:

RW>I'm told it's RLL, but that MFM can be used in place of the original mech.

True - MFM disks may work with RLL, but they may also loose the data
after anything from some minutes to several months.

RW>I'm also told that the adaptor goes from ACSI~SCSI, then to RLL, so it may
RW>conceivably be possible to mount a SCSI device. I'm considering that

No - it's all on one single PCB.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4401. Re: Megadrive 30 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.209.0009DF1A@cfcsc.dnd.ca>
Source record: 23820

In article <791946190wnr@jmpax.demon.co.uk> Richard Lewis <richard@jmpax.demon.co.uk>
writes:
>Does anyone know what sort of disk drive was used inside an Atari
>Megafile 30? ie is it SCSI, IDE etc.
probably MFM/RLL connected to a host adaptor to *make* it SCSI, then connected
to an Atari card to adapt the SCSI to ACSI(Atari SCSI)
>I am about to lend my drive to a friend and I wonder if I can
>swap the disk for an old PC one. I have access to several IDE
>drives (all >=80M) and an old 20M Seagate MFM(?) drive.
IDE is out, unless you have a Falcon, to which one can hook up two IDE drives
(or so we've been told).
Question for the net?:
Is there any way one can bypass the electronics of the IDE drive to deal
directly with it (it is a MFM under all that stuff, non?)
>I may be dreaming here - even if the hardware is compatible I
>don't know whether the Atari firmware can be told what type of
>drive it is connected to.
>Thanks in advance.
>Richard Lewis
no problem.pas probleme

Atari/TOS 1.62 & 4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich-speaking only for myself
CFCollege, Toronto, Ontario, Canada = macdonald@cfcsc.dnd.ca
OR ken.macdonald@canrem.com===Qu&#65533;bec dit oui, Qu&#65533;bec dit non===

4402. MintNet and PPPD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-10-31 00:00:00 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <474qe2$kth@ophelia.waterloo.net>
Source record: 23821

Has anyone successfully used MiNT Net and PPPD to connect to an
internet provider? I'd appreceate getting a note from anyone who has.

Hmm...

4403. Re: Emacs 18.57 dump failure

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: Daniel Eriksson <eradaer@gaera.ericsson.se>
Message-ID: <4781hr$dfk@erinews.ericsson.se>
Source record: 23822
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jmf@informatik.uni-koblenz.de (Jens Felderhoff) wrote:
>Recently I tried to install Emacs 18.57 from the 1857bin-d2.zoo archive.
>I followed the instructions to construct a dumped version from the raw
>temacs file from the ReadMe-file verbatim, but when the 1st and 2d
>dump were to be dumped to emacs.ttp, dumpfix complained that the
>basepage addresses must be different.
>
>What went wrong? Can I change anything when invoking dumpemac.ttp?

Did you follow the README _exactly_? Somehow I think you missed
the part where you are supposed to start another shell or do
some other thing. The problem is that temacs MUST be loaded at
a different address the second time so that dumpemacs can
determin what addresses needs to be relocated. Somehow you managed
to start temacs from the exact same address two times in a row.
If you had followed the README and started a shell this wouldn't
have happened. If this isn't in the manual then you should blame
the guy writing the README... :-)

Personally I'm running emacs 19.29 on my MiNT-box! ;-)

--
Daniel Eriksson, Test Engineer, /// Ericsson Radio Systems
Email: daniel@icon.pp.se, eradaer@gaera.ericsson.se
Phone: +46 26 516024 (home), +46 26 159232 (work)
Peacekeeping - It's not a job for soldiers, but only soldiers can do it.

4404. Re: UK: channel 5 - implications?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Nov1.130036.432@genrad.co.uk>
Source record: 23823
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DHA0J5.LA6@cix.compulink.co.uk>,
bobculve@cix.compulink.co.uk ("Robert Culverston") writes:

>>No, because you disconnect the aerial and/or video before plugging
>>in the computer.
>
>It depends on how close to the transmitter (field strength) you are.
>That short length of co-ax from the computer to the telly will act as an
>aerial and will cause interference.

Only if you're watching channel 5 while operating your computer.

>The vacant channel is already used by Heathrow Airport Radar.

That should be interesting!

>Money grabbing bastard government :-(

Yeah.

paul

4405. Re: [Q] Network 2 Atari's with MiNTNet. How?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: cpb4@ukc.ac.uk
Message-ID: <1197@stork.ukc.ac.uk>
Source record: 23824

In article <471iuu$88@status.gen.nz>,
Mario Becroft <mbecroft@iconz.co.nz> wrote:
>I posted this query a while ago, but I stil aren't quite sure how to go
>about it.
>
>I wouuld appreciate it if somebody could explain how to do this in plain
>english for somebody who doesn't know what all these terms like Static
>Routing tables and all sorts of others mean. If somebody could describe
>step by step what files to alter, this would be great. If it is too
>complicated to explain this way, an insight into some of the terms I'm
>likely to come accross may be helpful.
>
>If I was to do this, what would happen if I connected to the internet via
>my normal provider while the two computers were connected? As they would
>be a litle mini network of their own, with IP addresses that might be
>identical to other IP addresses of computers on the Internet, might the
>network not work correctly? I want to be able to access the internet
>while the two local computers are still networked.
>
>I would want to netowrk them with Serial, LAN or MIDI ports, or if
>possible, Parallel ports (as this should be very fast?)
>
>Thanks for any help!

I wrote here a while ago that I'd post details of a setup I did.
I've now found out how I did that setup, so here it is:

A few notes on a mini-network I set up

I recently set up a mini-network at home, between our 3 STs. It may be
instructive as an example of something that really does work.

The three machines are as follows:

merry: My Father's Mega ST 4: TOS 1.02, 4Mb RAM, 30Mb HDD (C: 5Mb TOS,
D: 10Mb TOS, E: 15Mb TOS), 720Kb FDD, Reflex graphics displaying
on SM124 mono monitor.

sam: My Father's old 1040 STFM: TOS 1.00, 1Mb RAM, 20Mb HDD (C:, D:,
E:, F: 5Mb TOS each), 720Kb FDD, medium resolution graphics.

pippin: My 520 STe: TOS 1.06, 4Mb RAM, 170Mb HDD (C: 5Mb TOS, D: 15Mb
TOS, E: 150Mb Minix), 720Kb FDD, medium resolution graphics.

Various ports already being used for other things, so I couldn't find
any ideal configuration for the network cables. In the end, merry and

sam were connected with PLIP (the bits for the PLIP cable cost me about
8 pounds) which does about 10Kb per second, and pippin is connected to
sam with SLIP (using a spare serial lead and a null modem converter)
which does about 1Kb per second (slow, but it doesn't matter much to me).

Each machine runs a boot manager which gives the option of booting
into MiNT. When MiNT is booted, the network connections are set up
automatically by MINT.CNF. The only programs I've used in earnest
are FTP and the FTP server, but any other TCP/IP service should work.
I've tried NFS and it sortof works; seems to be very buggy. The 1040's
limited memory restricts what I can try out.

The network is set up as follows:

merry's IP address is 100.0.0.2 and it has a loopback connection to
itself (100.0.0.2) and a PLIP connection on pl0 to sam (100.0.0.3).
Its default route is set to forward via sam on pl0.

sam's IP address is 100.0.0.3 and it has a loopback connection to
itself (100.0.0.3), a PLIP connection on pl0 to merry (100.0.0.2)
and a SLIP connection on sl0 via /dev/modem1 to pippin (100.0.0.1).
It has NO default route set.

pippin's IP address is 100.0.0.1 and it has a loopback connection to
itself (100.0.0.1) and a SLIP connection on sl0 via /dev/modem1 to sam
(100.0.0.3). Its default route is set to forward via sam on sl0.

The setups on sam and merry are very similar; the machine names differ,
and sam doesn't run the Internet server because it doesn't have enough
RAM.

Note that the IP addresses I used are not 'real' ones. Therefore, a
setup like this cannot be connected directly to the Internet. To do
that, you should get an IP address for each of your machines from your
Internet provider. You can then use the mini-network either connected
to the Internet or as a stand-alone LAN.

sam and merry's configurations are as follows:

C:\AUTO\
REFDRIVE.PRG -- Driver for Reflex graphics (Mega 4 only)
DATETIME.PRG -- to set the date&time. (not needed on Mega; it has
a battery-backed clock)
SUPERBT.PRG
FATSPEED.PRG
FOLDR200.PRG -- which -is- still necessary when using MiNT
SILKMOUS.PRG -- for the mouse accelerator
MACCEL3.PRG -- for the screen-saver (SILKMOUS's screen-saver won't
restore the colours properly on our 1040...)
AUTOVER.PRG -- TOS filesystem consistency checker
RMDRIVEB.PRG -- my own concoction; removes drive B from GEMDOS's
drive map so that "Insert disk B in drive A" messages
never appear.

```
SUPERBTA.PRG
STARTGEM.PRG -- loads C:\NEODESK\NEOMASTR.PRG
MINT.PRG -- MiNT version 1.12.4 compiled with neither debugging
nor fasttext support

C:\MINT\ -- MiNT configuration files
SOCKDEV.XDD -- MiNTnet v0.70 compiled without debugging
SLIP.XIF
PLIP.XIF
RAMFS.XFS -- optional (I rarely use it anyway)
OFAKE.XFS -- quite useful if you use an old desktop which can't
access drives above P
MINT.CNF -- contents as below

C:\ETC\ -- UNIX configuration files, linked to U:\etc by MINT.CNF
SERVICES -- from ETC folder of MiNTnet distribution
NETWORKS -- from ETC folder of MiNTnet distribution
PROTOCOL -- from ETC folder of MiNTnet distribution. Would have
been called protocols but the TOS filesystem cuts
off the last letter; this does not affect programs'
operation, though
HOSTS -- contents as below
HOSTNAME -- contents as below
IFCONFIG -- executable from TOOLS folder of MiNTnet distribution
ROUTE -- executable from TOOLS folder of MiNTnet distribution
PASSWD -- used by ls to look up file owner names; contents
as below
GROUP -- used by ls to look up file group names; contents
as below
-- the following files are only on merry's setup, as they are needed
only for the FTP server.
SYSLOGD.CON -- contents as below. Would have been called
syslogd.conf but the TOS filesystem cuts off the
last letter; this does not affect the programs, though
INETD.CON -- contents as below. Would have been called
inetd.conf
MESSAGES -- created by SYSLOGD
SYSLOG.PID -- created by SYSLOGD
LS -- GNU ls executable; enables FTP server to generate
directory listings
SYSLOGD -- executable from MiNTOS distribution
INETD -- executable from inetd distribution
FTPD -- executable from ftpd distribution

C:\NET\ -- user level network programs
FTP.TOS -- executable from ftp distribution. UNIX ftp; you
could use DUftp instead
NETSTAT.TOS -- UNIX netstat; shows current network connections
IFCONFIG.TTP -- these last four are not really necessary unless you
IFLINK.TTP wish to make adjustments to your networking setup
ROUTE.TTP by hand
```

SLATTACH.TTP

C:\TMP\ -- empty folder for scratch files

I give the contents of some files here. The lines '-START-' and '-END-'
are NOT part of the files, they just show exactly where the contents
start and end in this message. I've rendered control-characters using
the caret notation, i.e. the escape character is shown as ^[

C:\MINT\MINT.CNF

On the Mega 4:
```
-START-
# MINT.CNF
#
# This machine is called "merry"
#_______________________________________________________________________________
#
# Set up screen properly. The following line echos ESCAPE-v to turn on
# wrapping at the right margin, ESCAPE-e to turn on the text cursor, and
# ESCAPE-E to clear the screen.
echo ^[v^[e^[E
echo Starting MiNT
echo -------------
echo
#_______________________________________________________________________________
#
# Set up unified filesystem (drive U:\):
#
cd U:\
#
sln U:\c\etc U:\bin
sln U:\c\etc U:\etc
sln U:\c\tmp U:\tmp
#_______________________________________________________________________________
#
# Environment variables:
#
setenv UNIXMODE /cubs
#_______________________________________________________________________________
#
# Set up networking:
#
echo Setting up network connections:
#
# Loopback network interface:
exec \bin\ifconfig lo0 addr 100.0.0.2 up
echo - This machine's name is "merry"
#
# PLIP interface to sam. sam will act as a gateway if new machines are added
```

```
# to the system:
exec \bin\ifconfig pl0 addr merry dstaddr sam up
exec \bin\route add sam pl0
exec \bin\route add default pl0 gw sam
echo - Parallel port connected to "sam" (using PLIP protocol)
#
echo
#
# System logging daemon (required for Internet superserver):
exec \bin\syslogd
echo Started system logging daemon
#
# Internet superserver:
exec \bin\inetd
echo Started Internet superserver
#_____________________________________________________________________________
#
cd C:\
#
# End of MINT.CNF
-END-
```

On the 1040:

```
-START-
# MINT.CNF
#
# This machine is called "sam"
#_____________________________________________________________________________
#
# Set up screen properly. The following line echos ESCAPE-v to turn on
# wrapping at the right margin, ESCAPE-e to turn on the text cursor, and
# ESCAPE-E to clear the screen.
echo ^[v^[e^[E
echo Starting MiNT
echo -------------
echo
#_____________________________________________________________________________
#
# Set up unified filesystem (drive U:\):
#
cd U:\
#
sln U:\c\etc U:\bin
sln U:\c\etc U:\etc
sln U:\c\tmp U:\tmp
#_____________________________________________________________________________
#
# Environment variables:
#
setenv UNIXMODE /cubs
```

```
#_____________________________________________________________________________
#
# Set up networking:
#
echo Setting up network connections:
#
# Loopback network interface:
exec \bin\ifconfig lo0 addr 100.0.0.3 up
echo - This machine's name is "sam"
#
# PLIP interface to merry.
exec \bin\ifconfig pl0 addr sam dstaddr merry up
exec \bin\route add merry pl0
echo - Parallel port connected to "merry" (using PLIP protocol)
#
# Any further machines should be connected to sam, and their
# configuration information added above.
#_____________________________________________________________________________
#
cd C:\
#
# End of MINT.CNF
-END-
```

```
C:\ETC\HOSTNAME
---------------

On the 1040:
-START-
sam
-END-

On the Mega 4:
-START-
merry
-END-
```

```
C:\ETC\HOSTS
------------

The same on all machines
-START-
#
# /etc/hosts -- Host database for Mint-Net (w) 1994, Kay Roemer.
# Adjusted for local net 1995 Charles Briscoe-Smith.
#
# The form for each entry is:
# <internet address> <official hostname> <aliases>
#

127.0.0.1 localhost loopback
```

```
100.0.0.1 pippin
100.0.0.2 merry
100.0.0.3 sam
-END-
```

```
C:\ETC\PASSWD
-------------
```

```
-START-
root:B0LkUr.3fW0NM:0:0:Operator:/:/bin/sh
daemon:*:1:1:Daemon:/etc:
bin:*:2:2:Binaries:/bin:
ftp:*:3:3:File Transfer:/usr/spool/ftp:/bin/tcsh
uucp:*:4:4:UUCP File Transfer:/etc:
cpbs:*:100:100:Charles Briscoe-Smith:/home/cpbs:/bin/sh
-END-
```

```
The root password in this file is "secret"
```

```
C:\ETC\GROUP
------------
```

```
-START-
wheel:*:0:cpbs
nogroup:*:65534:
daemon:*:1:
kmem:*:2:
bin:*:3:
tty:*:4:
operator:*:5:
news:*:6:
uucp:*:8:
audit:*:9:
staff:*:10:
other:*:20:
users:*:100:
-END-
```

```
C:\ETC\SYSLOG.CON
-----------------
```

```
The following is how the file is at the moment. It could probably
be reduced to something like "*.* /etc/messages". I haven't tried
that, though, and I'm not confident I understand this file's syntax.
I have, however, configured syslog to deposit all logging messages in
the file C:\ETC\MESSAGES
```

```
-START-
#
# syslog configuration file.
#
# This file is processed by m4 so be careful to quote (`') names
# that match m4 reserved words. Also, within ifdef's, arguments
# containing commas must be quoted.
```

```
#
# Note: Have to exclude user from most lines so that user.alert
# and user.emerg are not included, because old sendmails
# will generate them for debugging information. If you
# have no 4.2BSD based systems doing network logging, you
# can remove all the special cases for "user" logging.
#
*.err;kern.debug;auth.notice;user.none /etc/messages
*.err;kern.debug;daemon,auth.notice;mail.crit;user.none /etc/messages
lpr.debug /etc/messages

*.alert;kern.err;daemon.err;user.none /etc/messages
*.alert;user.none /etc/messages

*.emerg;user.none /etc/messages

# for loghost machines, to have authentication messages (su, login, etc.)
# logged to a file, un-comment out the following line and adjust the file name
# as appropriate.
#
# if a non-loghost machine chooses to have such messages
# sent to the loghost machine, un-comment out the following line.
#
#auth.notice ifdef(`LOGHOST', /var/log/authlog, @loghost)

mail.debug /etc/messages

# following line for compatibility with old sendmails. they will send
# messages with no facility code, which will be turned into "user" messages
# by the local syslog daemon. only the "loghost" machine needs the following
# line, to cause these old sendmail log messages to be logged in the
# mail syslog file.
#
user.alert /etc/messages
#
# non-loghost machines will use the following lines to cause "user"
# log messages to be logged locally.
#
user.err /etc/messages
user.err /etc/messages
user.alert /etc/messages
user.emerg /etc/messages
-END-

C:\ETC\INETD.CON
----------------

-START-
#
# inetd.conf This file describes the services that will be available
# through the INETD TCP/IP super server. To re-configure
# the running INETD process, edit this file, then send the
```

```
# INETD process a SIGHUP signal.
#
# Version: @(#)/etc/inetd.conf 3.10 05/27/93
#
# Authors: Original taken from BSD UNIX 4.3/TAHOE.
# Fred N. van Kempen, <waltje@uwalt.nl.mugnet.org>
# Kay Roemer <roemer@rbi.informatik.uni-frankfurt.de>
# Unused services trimmed by Charles Briscoe-Smith
#
#
# <service_name> <sock_type> <proto> <flags> <user> <server_path> <args>
#
# Echo, discard, daytime, and chargen are used primarily for testing.
#
echo stream tcp nowait root internal
echo dgram udp wait root internal
discard stream tcp nowait root internal
discard dgram udp wait root internal
daytime stream tcp nowait root internal
daytime dgram udp wait root internal
chargen stream tcp nowait root internal
chargen dgram udp wait root internal
#
# These are standard services.
#
ftp stream tcp nowait root /etc/progs/ftpd ftpd
#
# End of inetd.conf.
-END-
```

Well, that's the end of these notes; I hope they are of some use to someone. And congratulations on reading all the way to the end!

--
Charles Briscoe-Smith
Computer science research student
University of Kent at Canterbury, United Kingdom, European Union

4406. help!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: aj217@FreeNet.Carleton.CA
Message-ID: <DHDrpG.468@freenet.carleton.ca>
Source record: 23825

Hi. I have an unusual problem that has confounded me for two weeks now.

I had just reformatted my hard drive, sh204. no problem. 20 megs of empty space to play with.

Then, for no reason whatsoever, i get an error message, saying that something or other has hung, etc etc system will reboot.

then i get the "system cannot find logical drive 'c' as in the place that holds the 'boot from hard disk' command info upon power up.

fine. i try to reinstall AHDI drive c. nothing. 'drive doesn't exist'

so i reach out and touch it, its still there. i turn everything off, and start over. start the hard drive, wait, turn on atari(its a 520 with 4meg ram) and nothing. 'device 0 not responding' and the system just continually reboots.

so i forget the hd for now and use my floppy. i try to install drive c from the install disk drive selector, then drive d, then access by clicking and using open and i get that drive doesn't exist please change etc etc etc .. .

if there's anyone who has solved this problem and can help me it would be greatly appreciated.

other than just giving up on it and buying IBM . .shudder .. .or amac . .shudder.
--
"there are no losers in amateur sports." Mark Templeton
"Look out, HES GOT A SWORD! . . . .you idiot... WE'VE ALL GOT SWORDS!"
"..stood here before inside the pouring rain with the world turning circles running round my brain, because i always thought you would end this reign"
--
"there are no losers in amateur sports." Mark Templeton
"Look out, HES GOT A SWORD! . . . .you idiot... WE'VE ALL GOT SWORDS!"
"..stood here before inside the pouring rain with the world turning circles running round my brain, because i always thought you would end this reign"

4407. Downloading problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <1995Nov1.091321.22516@freenet.victoria.bc.ca>
Source record: 23826

Whenever I'm on a Hensa page and I try and download one of their
programs(like ESS code etc.)I get a message saying that this is not possable.
I'm using Interlink ST and my buffer is open but it just won't happen.
Is there is anyone out there with some insight into my problem. I would
greatly appreciate some good advice. Thanks
Ron L

4408. *****WANTED 4 x 1Mb SIMMS for Atari STe *******

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: Simon Early <etlsney@etlxdmx.ericsson.se>
Message-ID: <477mhm$6i7@erinews.ericsson.se>
Source record: 23827
Cross-posted to: uk.forsale,comp.sys.atari.st,comp.sys.atari.st.tech

```
--

AS header, 4x 1Mb Simms for Atari STe wanted.

replies to e-mail direct, please!

Simon./

_____________________________________________________________________
Beatnixx Productions , Brighton. dial international code, then...
|
mobile-> +44 5859 42892 | studio-> +44 1273 561023
Head office-> +44 1444 231668 | e-mail-> etlsney@etlxdmx.ericsson.se
_____________________________________________________________________
```

4409. Re: Strange Falcon Video mode ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <477nel$7o8@erinews.ericsson.se>
Source record: 23828

Because you use a multisync monitor, the monitor has
switched to 50/60 Hz to simulate a RGB monitor, therefore
it has changed from double line on/off to interlace on/off.

The advantage of your monitor is that you can use the same monitor
in all falcon's resolutions, thats really good.
Your monitor can handle 15.625 kHz horisontally and 50 Hz vertically,
this is ST LOW, ST MEDIUM on a TV-set.

Use programs such as xxxx to change resolution on boot.
NVRAM - change boot res., language, compability and so on.
BLOWBOOT - demo of blowup. Very good. Only for use in 16 colors.
? - You can switch your falcon from 640x480 60 Hz to 640x480 77 Hz.
Works in all res. It change the clockspeed on the graphic-chip
from 25 MHz to 32 MHz.

The programs can be found on some ftp-sites.

atari.archive.umich.edu/atari/
ftp.cnam.fr/pub/atari/
ftp.uni-kl.de/pub/atari/
ftp.uni-erlangen.de/pub/atari/
micros.hensa.ac.uk/micros/atari/

Maybe not the answer you're looking for.
Hope it was useful anayway.

If you want the files, mail me!

/ronny

4410. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30973BA4.5818@imc.exec.nhs.uk>
Source record: 23829

Kevan Winch wrote:
> I recently read something about memory fragmentation, and that any
> application can only use the memory in the largest free block.
>
> Is this true ?

No. TOS keeps an internal list of free memory blocks. There is no 'clean' way to find out how much *total* space there is free (ie summing the blocks) but TOS does provide a call (Malloc(-1)) which returns the size of the largest block.

If an app calls a Malloc, TOS will return memory from whichever of the free blocks it thinks is best. This may or may not be the largest block..

> If so, does that mean that because my memory is usually split into 6

How do you know your memory is split?

> Can I 'fix' this problem ?

Quitting all your programs should release all memory, and so remove any fragmentation.

--Chris

4411. Re: Best atari mouse available in UK???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-01 00:00:00 UTC
From: teosn@strix.udac.uu.se
Message-ID: <477dqe$1ldc@columba.udac.uu.se>
Source record: 23830

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <DH1stw.E7B@cf.ac.uk>
: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk> said:-

: >Does anyone know what the best quality Atari mouse available in UK is ? I
: >want something fairly hi-rez and comfortable, optical might be a nice
: >idea but not necessary.

One vote for Golden Image,

--
<--->
< ///---///. Stig Norin, Inst. of Theology >
< // // University of Uppsala, Box 1604 >
< /l " " l/ S-751 46 UPPSALA, Sweden >
< (l + L + l) tel +46 18-182227 fax:+46 18-128471 >
< * --- * e-mail:Stig.Norin@teol.uu.se >
< ******* res. adr: Sandstensv. 4 >
< _/ <> l_ S-752 67 UPPSALA >
< () tel. 018-469557 >
<--->

4412. TOS 2.06 in 'old' ST. A DIY kit.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-02 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.42.0000F503@euronet.nl>
Source record: 23831

How to get TOS 2.06 in an 520ST 1040ST or MegaST.
By Egbert Jan van den Bussche
egbert@euronet.nl
busscheh@ksepl.nl

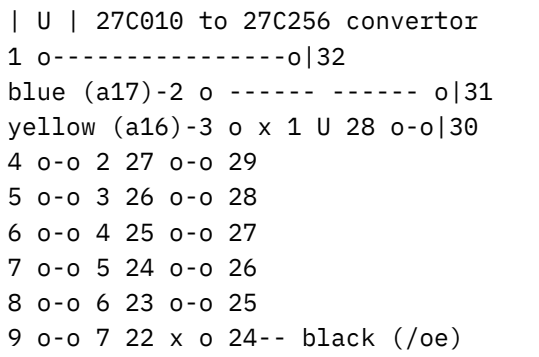
This is a description how to fit TOS 2.06 in ATARI 520/1040ST and MegaST.
All these have a 68000 in DIL version. Some soldering skills are needed.
The GAL will be soldered to the bottom of the board, under the 68000 processor.
Some wiring is needed.

Needed:

2 x 32 pin IC sockets
4 x 28 pin IC sockets (if you have sockets on your board, 2 is enough)
1 x GAL 16V8A
1 x TOS 2.06 in EPROMS type 27C010
some colored (Wire Wrap) wire

The converter sockets.

TOS 2.06 is bigger than older versions, you need 2 x 27C010 for it. These have
32 pins. A converter is needed. Easiest way to make them is to place a 32 pin
socket in a 28 pin socket. Before jamming them together, remove pin 1, 20 and 22
from the 28 pin sockets and cut the pins 3, 22 and 24 of the 32 pin sockets short
but leave enough left to solder the wires on. Assuming you have colored wires,
solder a blue wire of approx. 30 cm (12") to pin 2 of the 32 pin sockets.
Solder a yellow wire of the same length to pin 3 of the 32 pin sockets.
Solder a red wire to pin 22 of the 32 pin sockets and a black wire to pin 24 of
the 32 pin sockets. Also solder pins 1, 32, 31 and 30 together with a little piece
of blank wire, do this close to the socket; pin 30 needs to fit in pin 28 of
the 28 pin socket!
When this is ready you may put the 32 pin sockets into the 28 pin sockets in
such a way that pins 1, 2 and 31, 32 are not in the 28 socket. Put the 28 sockets
into a LO and a HI socket of the old (E)PROM bank.


| U | 27C010 to 27C256 convertor
1 o----------o|32
blue (a17)-2 o ------ ------ o|31
yellow (a16)-3 o x 1 U 28 o-o|30
4 o-o 2 27 o-o 29
5 o-o 3 26 o-o 28
6 o-o 4 25 o-o 27
7 o-o 5 24 o-o 26
8 o-o 6 23 o-o 25
9 o-o 7 22 x o 24-- black (/oe)

```
10 o-o 8 21 o-o 23
11 o-o 9 20 x o 22---- red (/ce)
12 o-o 10 19 o-o 21
13 o-o 11 18 o-o 20
14 o-o 12 17 o-o 19
15 o-o 13 16 o-o 18
16 o-o 14 15 o-o 17
| -------------- |
+----------------+
```

Installation of the converter sockets.

Solder both blue wires to a17 of the processor or anywhere suitable.
Solder both yellow wires to a16 of the processor or anywhere suitable.
On a 1040 you may use the 256/1M solder pads. Solder them to the 1M
side.
Solder the red wires together, these will be connected to pin 17 of the
GAL later on.
Solder the black wire of the LO socket to lds (68000-8), and the black
wire of the HI socket to uds (68000-7).

The GAL

The pinout of GAL is choosen in such a way that it can be soldered directly
to bottom of the PCB. Bend all pins up to form a 'flat' IC, after programming
and verifying the device.
Place the GAL with its surface (with its name) against the bottom of
the PCB between the two rows of pins of the 68000. Solder pin 1 - 10 of the
GAL to 44 - 53 of the CPU.
Use little pieces of wire to connect the remaining pins:

GAL pin 11 to GND
GAL pin 12 to CPU pin 10
GAL pin 13 to CPU pin 9
GAL pin 14 to ROM2 line on GLUE pin 20 of the old ROMS (old /ce)
GAL pin 15 to CPU 6
GAL pin 16 is not connected
GAL pin 17 to the 32 pin sockets pin 22 (new /ce)
GAL pin 18 is not connected
GAL pin 19 is not connected
GAL pin 20 to Vcc

Well that is all. Recheck your work and put in the two EPROMS. Power
Offcause I cannot take any resposibility for your solderering and
tinkering with your ATARI. All standard disclaimers apply. Finally the
source listing and the JEDEC file. With some knowledge of GALS you can
easily add a switch to toggle between old and new TOS if you have the
old TOS in 2 (E)PROMs.

Good luck!
Egbert Jan

```
-------
The source of the GAL contents:

%ID
TOS206-2

%TYP
GAL16V8A

%PINS
A16: 1
A17: 2
A18: 3
A19: 4
A20: 5
PLUS: 6
A21: 7
A22: 8
A23: 9
NULL: 11
DTACK: 12
ROM2: 13
R_W: 14
AS: 15
NC: 16
TOS: 17
NC: 18
NC: 19

%LOGIC
DTACK = NULL;
DTACK.OE = A23 & A22 & A21 & !A20 & !A19 & !A18 & !AS;

!TOS = A23 & A22 & A21 & !A20 & !A19 & !A18 & !AS & R_W + !ROM2;
TOS.OE = VCC;
%END

----------
The JEDEC of the GAL:

Datei: MY_BITZ
Erzeugt mit MGP 16/20 V2.11.*

L0000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
```

```
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
11111111111111111111111111111111
10011011101110111111011101110111
11111111111111111111111111011111
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
```

```
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000*
L2048
11011111*
L2056
0101010001001111010100110011001000110000001101100010110100110010*
L2120
11111111*
L2128
11111111111111111111111111111111111111111111111111111111111111111*
L2192
1*
L2193
1*
C2075*
```

4413. Re: Megadrive 30 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-02 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <47a5d2$red@hpscit.sc.hp.com>
Source record: 23832

Robert Wills (cj439@FreeNet.Carleton.CA) wrote:
: I'm told it's RLL, but that MFM can be used in place of the original mech.
: I'm also told that the adaptor goes from ACSI~SCSI, then to RLL, so it may
: conceivably be possible to mount a SCSI device. I'm considering that
: because my MegaFile 30 just went dead, along with some valuable data.

Unfortunately, the ACSI hostadaptor and the hard disk controller are
integrated on one board in the Megafile drives, so there's no
SCSI connector anywhere that you could use. You might be able to
pick up the right signals somewhere on the board, though.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4414. Re: problems with harddisk/Link II- HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-02 00:00:00 UTC
From: dancer@gateway1.brisnet.org.au
Message-ID: <47aeod$8u@gateway1.brisnet.org.au>
Source record: 23833

Michael Schwingen (rincewind@discworld.oche.de) wrote:
: Dancer (dancer@gateway1.brisnet.org.au) wrote:

: D>Actually, according to the SCSI standard, all compliant SCSI drives are to
: D>be able to supply +5v to the SCSI bus. Those that don't (fairly old ones)
: D>simply require a single resistor to feed the power and then everything is
: D>fine.

: No!

: What you need is a low-drop diode (eg. 1N5817) and a fast-blowing 1A
: fuse. Otherwise, you may be in trouble since current may flow back via
: your resistor if the drive is powered off, but another drive on the bus
: is driving TERMPWR.

: What you propose has caused trouble (up to blown parts) in systems using
: such drives (there were 1 or 2 which didn't comply with what the SCSI
: specs wanted).

: Another possibility might be that his drive can drive TERMPWR, and the
: fuse is blown - I just had such a case.

I stand corrected. I was thinking 'diode' and typed resistor. Over and over.
Note that I suggested that he get a professional to do it. Just explaining
what he needed should have put the tech on the right track at least.

(Still very embarassed though. Oi, what a blunder...)

D

4415. MegaFile Spins Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-02 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DHFp4G.1Lo@freenet.carleton.ca>
Source record: 23834

My MegaFile 30 had quit without giving adequate notice. (standard procedure with hard drives!) I received several good tips from readers of this group, all of which I tried, but none of which worked. I couldn't really tell if the drive was spinning up or not, because the fan makes such a racket!

I removed the 8 or so screws from the square holes in the bottom of the case, pulled off the case, twisted the metal tabs to remove the shielding case, and pulled the plug on the fan. The drive was not spinning.

I removed the four screws holding the mech in its rails, pulled off the cable connectors and the power supply connector, and turned the mech over. There was the end of the motor shaft sticking just out of the housing. I put my finger on it, and spun it a little. It spun easily, so I thought nothing of it, but replugged the cables and set the mech back in place. Out of frustration as much as anything, I switched on again, and it spun, and kept on spinning! I ran for an ST to connect to it, and began snatching the data I had been most worried about losing. I've now reconnected the MegaFile to my Mega 2, and will begin a proper disk backup immediately.

The problem was physical sticking, which is supposedly prevented by a program called DCNOSTIC, which I had, but had not installed! It's freeware from the late Double Click Software.

Thanks for all your helpful hints, fellow Atarians! I've seen other postings recently, listing similar symptoms as mine (hard drive won't boot; desktop shows no drive C:; drives D:& E: "Do not exist"; AHDI program run from A: doesn't change anything, and C: diappears, no matter how many times you install it). Try this fix before you panic!

--

Songshop Musical Productions: Imagine there's no countries,
Box 266, Shawville, Quebec : It isn't hard to do/Nothing to kill or die for,
J0X 2Y0 (819) 647-6022 : And no religions, too

4416. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <815348334_OASIS_@swampdog.demon.co.uk>
Source record: 23835

In article <gigxr01-0211950927330001@47.85.0.99>
gigxr01@nt.com (Gerry O'Rourke) said:-

>In article <477cti$lum@rs18.hrz.th-darmstadt.de>,
>binder@rbg.informatik.th-darmstadt.de (Thomas Binder) wrote:
>
>> Hi!
>>
>> In article <10311995.181617@empyr.dircon.co.uk>,
>kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>> > I recently read something about memory fragmentation, and that any
>> > application can only use the memory in the largest free block.
>> >
>> > Is this true ?
>>
>> Not quite. You can use all free memory, but you are limited to the
>> length of the largest free block if you need much memory in one
>> chunk. That means, if the largest free block is 2 Megs, and you
>> require 3 in one piece, it's not possible. But if you need only 3
>> megs in little chunks of, let's say 200K, it may be possible (depends
>> on how much memory is left in smaller blocks).
>>
>>> If so, does that mean that because my memory is usually split into 6
>>> blocks (I have 4Mb), that although my ST says it has, say 2.7Mb
>>> free, that in reality I only have a much smaller amount that is
>>> actually of any use ?
>> No, see above.
>>
>
>How would an application set this up?

Depends on the task. For instance a text viewer could load a large
file by allocating space for each line in conjunction with an
increasing pointer array - ie in C you would use malloc() for the
lines and realloc() for adding the extra pointers as required.

>I remember reading something years ago about problems with TOS's internal
>memory management, something about there being a limit to the number of
>blocks TOS could handle (20 comes to mind).
>
>It was recommended to Malloc all of the memory for an application in
>one call.

You don't use Malloc() directly. You write your own malloc() like C
does. Basically, it grabs large blocks and divides them up itself.

malloc() calls only translate into Malloc() when you want a block larger than the basic malloc() block. It's a bodge but that's how my compiler does it.

>Does this still hold true?

I don't know but the important thing is that you have to assume it does else you will not be able to run your software on machines that do suffer from it.

While we're on the subject can anybody explain *precisely* how the Malloc() bug manifests itself? It's bugged (sic) me for years.

--

Guy Harrison

guy@swampdog.demon.co.uk

4417. Re: UK: channel 5 - implications?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-02 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <47b92b$pj3@mercury.dur.ac.uk>
Source record: 23836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Paul Hills (hillsp@genrad.co.uk) wrote:

: No, because you disconnect the aerial and/or video before plugging
: in the computer.

I don't know about you, but when I used my ST with a TV (I now have a Falcon with SVGA multisync :-)) I used a splitter so that I didn't have to expose the TV aerial socket to loads of wear and tear. If they don't retune STs, anyone doing this is going to have problems.

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

4418. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <47cjkk$tip@rs18.hrz.th-darmstadt.de>
Source record: 23837

Hi

In article <gigxr01-02119509273300001@47.85.0.99>, gigxr01@nt.com (Gerry O'Rourke) writes:
> In article <477cti$lum@rs18.hrz.th-darmstadt.de>,
> binder@rbg.informatik.th-darmstadt.de (Thomas Binder) wrote:
> [...]
> > not possible. But if you need only 3 megs in little chunks of, let's say 200K,
> ^^
> > it may be possible (depends on how much memory is left in smaller blocks).
> [...]
> How would an application set this up?
>
> I remember reading something years ago about problems with TOS's internal
> memory management, something about there being a limit to the number of
> blocks TOS could handle (20 comes to mind).
>
> It was recommended to Malloc all of the memory for an application in one call.
>
> Does this still hold true?
No, never heard of MultiTOS, MagiC, Geneva, MiNT, etc? These are multi-
tasking environments, so more than one application can run at a time. Imagine
what would happen if you run a program that Mallocs all memory it may need
at once: Other applications would most likely not be able to Malloc memory
for themselves. Of course, this is not relevant if the program only needs
200K or so in total, then it's OK to Malloc that in one call. But what would
you do with a word processor, for example? Here you can't tell how much memory
the program will need, so you'd had to Malloc all available memory, which
is no good idea, see above.

It's true that the GEMDOS of TOS has a limited pool to keep track of used and
unused blocks, but usually, you won't exeed this limit (AFAIK FOLDRXXX.PRG
also increases the amount of slots for memory management). Most C-compilers,
for example, have in internal malloc-Library that works around that limit:
They always Malloc chunks of a certain length (e.g. 32K) and then manage
them internally to allow mallocing of smaller blocks. Of course, if you need
more than 32K in one block, these libraries will try to Malloc this for you.

With MiNT or MagiC, this problem no longer is one, since these systems use
different methods to keep track of used and unused blocks.

Ciao

Thomas

--
/--\

```
| Thomas Binder (IRCNick: Gryf) | "Quick to judge, quick to |
| Johann-Valentin-May-Strasse 7 | anger, slow to understand, |
| 64665 Alsbach-Haehnlein / Germany | ignorance, prejudice and |
| Email: binder@rbg.informatik.th-darmstadt.de | fear walk hand in hand." |
| PGP-key available on request! | Rush |
\-------------------------------------------------------------------------/
```

4419. Re: MintNet and PPPD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: rjb@xs4all.nl
Message-ID: <47csvv$p8d@news.xs4all.nl>
Source record: 23838

sshifter@ophelia.waterloo.net (Mike Pelletier) writes:

> Has anyone successfully used MiNT Net and PPPD to connect to an
>internet provider?

I have!

> I'd appreceate getting a note from anyone who has.
>Hmm...

You don't sound very optimistic :) What seems to be the problem?

Cheers,
Ronald

--
Very funny Scotty, now beam down my clothes...
!!!!!
Note for those of you who use my old E-Mail address:
My account at v892307@si.hhs.nl expired. Please use rjb@xs4all.nl instead.

4420. Re: [Q] Driver for Epson Stylus Colour PSE P2?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: Karim El Founas <elfounas@student.fsa.ucl.ac.be>
Message-ID: <47d62d$e41@sci3.sri.ucl.ac.be>
Source record: 23839

```
There is a commercial driver for Calamus SL.
If you don't want to buy SpeedoGDOS, buy NVDI 3.
This soft can handle Speedo fonts and True type.
And it speeeeed up your Atari.
```

4421. Re: MintNet and PPPD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: dancer@gateway1.brisnet.org.au
Message-ID: <47d332$349@gateway1.brisnet.org.au>
Source record: 23840

Mike Pelletier (sshifter@ophelia.waterloo.net) wrote:
: Has anyone successfully used MiNT Net and PPPD to connect to an
: internet provider? I'd appreceate getting a note from anyone who has.

: Hmm...

Yup. I've got 3 ST's on the net, quite happily. A gateway box talking through the modem with PPP (firegate), another talking to that via PLIP (ganelon) and a nullmodem SLIP to the third (thelbane)

Ask me questions. Once you've got MiNTNet installed, getting PPP or SLIP/CSLIP running is a matter of only a couple minutes.

Dancer

4422. Re: MegaFile Spins Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0311950842530001@47.85.0.99>
Source record: 23841

In article <DHFp4G.1Lo@freenet.carleton.ca>, cj439@FreeNet.Carleton.CA
(Robert Wills) wrote:

****** Stuff deleted about sticking drive *******

> The problem was physical sticking, which is supposedly prevented by a
> program called DCNOSTIC, which I had, but had not installed! It's freeware
> from the late Double Click Software.
> Thanks for all your helpful hints, fellow Atarians! I've seen other
> postings recently, listing similar symptoms as mine (hard drive won't
> boot; desktop shows no drive C:; drives D:& E: "Do not exist"; AHDI
> program run from A: doesn't change anything, and C: diappears, no matter
> how many times you install it). Try this fix before you panic!

Is the drive mechanism a Seagate?

The older Seagate drives were prone to having their libricants drying out.
The motor bearings would sieze or would be too stiff to allow the drive to
start up. Physically twisting the shaft will usually be enough to free it,
or sometimes if the drive is twisted quickly, it frees out also.

I think the program you are referring to was supposed to prevent the heads
from sticking.

If you leave the Megafile on, it will probably work for a long time.
If you power it off, the problem may return soon.

Good idea to back up the data & get a new drive mech.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4423. Re: [Q] Driver for Epson Stylus Colour PSE P2?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: Karim El Founas <elfounas@student.fsa.ucl.ac.be>
Message-ID: <47daad$e41@sci3.sri.ucl.ac.be>
Source record: 23842

```
There is a commercial driver for Calamus SL.
If you don't want to buy SpeedoGDOS, buy NVDI 3.
This soft can handle Speedo fonts and True type.
And it speeeeed up your Atari.
```

4424. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DHHD4t.CCD@cix.compulink.co.uk>
Source record: 23843

>There is no 'clean' way to find out how much *total* space there is free (ie
>summing the blocks)
PROFILE 2 does this very nicely and it's perfectly clean to add up the blocks
returned form Malloc(-1) on single-tasking systems.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

4425. PAK 68/3?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <47e8mf$or8@tornix.tornado.be>
Source record: 23844

Hi,

Has anyone some experiences with the PAK 68/3?
A specially with a Mega STE and 50 MHZ, more
memory and a vga card?

Pleas help, Jan Dooms. <jandooms@tornado.be>

4426. more than one SCSI hard disk for Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <47e86n$oi4@tornix.tornado.be>
Source record: 23845

Hi,

Does anyone know how to connect more than one SCSI
hard disk to the adaptor of the Mega STE?
I know it is possible but I have never found
the right discription of it.
Is it than also possible to connect two completely
difrent drives, with a difrent size and speed?

Please help me if you can.

Greetings, Jan Dooms <jandooms@tornado.be>

4427. 809-474-7607 ! Local Voice Personals/Live Chat! Code728

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: spotter@netcom.com
Message-ID: <spotterDHH173.EJy@netcom.com>
Source record: 23846

You must be 18 years of age or older. As low as $0.23/min

Available 24 hours a day!

ALL LIFESTYLES welcome

comp.sys.atari.st.tech

4428. ((((((Fetish Hotline Call 011-592-586-439)))))

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-03 00:00:00 UTC
From: temp995@ips.ca
Message-ID: <47p15a$2f3@news2.his.com>
Source record: 23847

[No readable article body recovered]

4429. Atari 1040 ST.TV hook-up?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-04 00:00:00 UTC
From: lithops@neosoft.com
Message-ID: <lithops-0411951000170001@scooter-ppp-a9.neosoft.com>
Source record: 23848

I have an earlier model of 1040 ST. I THINK I have TOS 1.0(sorry, it's been awhile!)
I also have a colour and mono monitor for it, and I occassionally use it with the mono monitor to
run Mac stuff with the Spectre emulation program. Because I have the two monitors, I had purchased the Monitor Master by Practical Solutions. Although I don't have a manual for the Monitor Master, I DID find an old magazine with an add for it stating, " Has video and audio out so that if your ST has a RF modulator, you can hook it up to a TV or VCR".

Now, I know MY ST does not have a built-in RF modulator like some(all?) of the 520 ST's, so what I did was go to Radio Shack and GET a RF modulator and connect it to the Video/Audio out's on the Monitor Master THEN connect that to the cable connection on the TV, but.....nothing, no video, no audio. However, I CAN get audio when I run the audio connection from the Monitor Master DIRECTLY to an RCA jack audio input on the TV, but the video doesn't come through. CAN I somehow, someway, get my Atari connected to my 48" inch TV so's I can play Metal Master and the like? Please post or e-mail if you have any practical suggestions! Thanks!!

4430. playing .SND wave files, programmed in GFA Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-04 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <47guht$b0d@tornix.tornado.be>
Source record: 23849

```
Hi,

Does anyone know how to program in GFA Basic,
to play simple .SND wave files?
Send me the information please.

Greetings, Jan Dooms. <jandooms@tornado.be>
```

4431. 1040ST video -- but no boot?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-04 00:00:00 UTC
From: gee@teleport.com
Message-ID: <47ga5o$p92@kelly.teleport.com>
Source record: 23850

I recently acquired a 1040ST with absolutely no documentation. It had a dead power supply, which I repaired. When I turn the thing on, here's what I get:
A white background. The superimposed image is as follows: A large rectangle that takes up most of the screen. The rectangle is made up of about 20 or so thin horizontal black lines along with about a zillion little violet colored squares of varying sizes.

The floppy disk drive sounds like it's homing to track 0 everytime I turn the computer on, so I suspect that the computer is running, but no matter what keys I press on the keyboard, zilch happens.

I would appreciate any advice on what I should try to get this thing to fly.

Thanks much...

--
gee@teleport.com

4432. Anybody got Game Cheets or Walk Thous they would like to contribute?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-04 00:00:00 UTC
From: andrew.richards@tdb.vision.net.au
Message-ID: <331.504.621@tdb.vision.net.au>
Source record: 23851

* Crossposted from: TDB_PUBLIC

Howdi All

I am in the process of gethering up all these damm cheets that are floating
around so I can put them into a single program so they are easier to find!!

All I am asking is if someone has a cheet or walkthou (must be own work because
I will now take something you haven;t typed up yourself) they would like to
contribute, if you do so you will be nentioned and also will be sent a free
copy of the program when I get it together.

Either E-Mail me or Netmail me (E-Mail prefer)

Drew

Today I saw a pale horse with a pale rider.
The horses name was pestilence the riders name was death.

** Fidonet: 3:670/301 *****************
** E-Mail: Jaymz@tdb.vision.net.au ***

-+- Olms 2.02.b4 [RRTAF55M]
---
* Origin: Tassie DataBank, tdb.vision.net.au - +61-03-44-9762 (3:670/301)

Internet: andrew.richards@tdb.vision.net.au (Andrew Richards)
This message was processed by NetXpress from Merlin Systems Inc.

4433. Re: Emacs 18.57 dump failure

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-04 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Nov4.115529.209@cathy.ijs.si>
Source record: 23852
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <47a9si$9eh@newshost.uni-koblenz.de>,
Jens Felderhoff <jmf@informatik.uni-koblenz.de> wrote:
>In article <4781hr$dfk@erinews.ericsson.se>,
> Daniel Eriksson <eradaer@gaera.ericsson.se> writes:
>>Personally I'm running emacs 19.29 on my MiNT-box! ;-)
>
>Are the Atari binaries of that version available on any ftp site?

What he said!
Please, please, please, post your binaries and/or patched sources to some
publicaly available FTP site.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4434. FIST FTN/Demon Gateway Message.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3558rcain@nest.demon.co.uk>
Source record: 23853

On 04 Nov 95 jandooms@tornado.be wrote:

j> Does anyone know how to connect more than one
SCSI
j> hard disk to the adaptor of the Mega
STE?

I seem to remember it will only take 2 drives max. without h/w
mods.

j> I know it is possible but I have never
found
j> the right discription of
it.

You really just need a new 50-way SCSI cable with a couple of connectors on it - one for the existing drive, one for the new one. Try to keep the cable length less than 1 meter (in theory 6 metres is possible but may be a bit flakey!).

j> Is it than also possible to connect two
completely
j> difrent drives, with a difrent size and
speed?

Yes, yes and yes! But make sure you can disable parity on the new drive and that it is SCSI-1 or SCSI-2
spec.

Roger
rcain@nest.demon.co.uk

--

4435. Re: more than one SCSI hard disk for Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-04 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <47g6m2$t8q@due.unit.no>
Source record: 23854

Jan Dooms (jandooms@tornado.be) wrote:
: Hi,
:
: Does anyone know how to connect more than one SCSI
: hard disk to the adaptor of the Mega STE?
: I know it is possible but I have never found
: the right discription of it.

It's not possible at all. And I have tried this a *lot*!

: Is it than also possible to connect two completely
: difrent drives, with a difrent size and speed?

If you have a decent host-adaptor this should be no problem. If you want
to do this you need the replacement host-adapter from Hard & Soft, it's called
Vantage 3P and supports parity-checking.

:
: Please help me if you can.
:
: Greetings, Jan Dooms <jandooms@tornado.be>

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4436. Re: CD-ROM audio commands driver

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DHJpxM.CAx@cix.compulink.co.uk>
Source record: 23855
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <massimo-0211951031070001@macmax.irfmn.mnegri.it>,
massimo@irfmn.mnegri.it said:
> Does anyone know if there is a PD/Shareware CD-ROM driver that supports
> audio commands ?

AUD_CD20.ACC - the old shareware version of 'Audio CD Master' did audio
control of CD-ROM players. I used to use it - but I'm on the comercial
version now.

:-)

Roland.

@CiX

4437. Re: Monitor PTC1426 is da

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DHJpxn.CBJ@cix.compulink.co.uk>
Source record: 23856
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message 23957@cix, tderrick@acpu.com said:
> HL> By a new SVGA monitor, it's a better monitor and it's very HL>
> affordable
>
> Will an ordinary SVGA monitor display ST Low, Med, and Hi, as my
> ptc1426 does? I am interested in enlarging my display, sooner or

No - you need a multisync of some description. An ordinary SVGA monitor will do ST-Hi, but won't sync low enough for the colour modes.

I have a Microvitec multsync monitor which does all 3 modes, All TT colour modes and works as a SVGA monitor for my PC as well.

> later. But dragging my TT into the local discount store is bound to

If its a TT you have - then an SVGA *will* do - as all the modes are VGA compatible - unlike a genuine ST. I needed ST compatibility still as I still have and use an ST.

Make sure you get one with a control to enlarge the picture in the horizontal. The TT's 'VGA' signal has rather large borders!

:-)

Roland.

@CiX

4438. Re: Help with new hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DHJpxr.CDA@cix.compulink.co.uk>
Source record: 23857

In message <gjwDH33q8.IEB@netcom.com>, gjw@netcom.com said:

> (to make it easy to daisy-chain another box). The internal,
> motherboard terminator packs must be REMOVED if you use external
> devices, because the TT motherboard is in the MIDDLE of SCSI buss.

Although entirely correct - many TT owners have left the motherboard
terminators in place in these situations - and have no problems.

I've even heard people saying it worked better this way.

:-)

Roland.

@CiX

4439. DIY Hardware hacks for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: tholmbom@news.abo.fi
Message-ID: <47i7q5$5qs@aton.abo.fi>
Source record: 23858

Hello Atarians,

I'm first year student studying electronics and general computers science. Since part of my studies consists of doing practical electronics work I've decided to do some work on my old Atari STM.

I would be interested in finding a little bit more information on the Atari ST hardware. The more detailed the better. I've spent part of this weekend scaning (I really hate the word "surf") the net for hardware hacks with quite poor results. Except for the contents in atari.archive.umich.edu I can't seem to find anything of use.

My goal is to learn a much as possible about electronics, but at the same time make the most of my Atari with a limited budget. This means I'm willing to do a lot of senseless work making something that cost nothing to buy. Well, maybe not a Do It Yourself transistor ;-)

My current hardware is:

Atari STm (NTSC modulator, worthless since I live in Europe)
- 6 part ROM TOS 1.0 and 1.2 Swedish
- 1/2 meg of 150ns memory standard
- 1/2 meg extra 80ns memory on a expansion board
- Overscan done with instruction from atari.archive
- Magic Sac+
- External keyboard, some German product
- clock calender chip (never worked)
- and a broken GLUE chip.

SM124
SC1224
SF314
MEGAFILE 30
- What can I do with this? Change the drive or add an extra?

I also have some components that may be of use:

MC68000P10 (10MHz 68000, not 68010)
3 MB worth of 32kB/120ns memory chips (81256-12?)
- on a RAMvantage! board for the PC

Project that come to mind:

- Getting a new GLUE ;-)
- Building a RAM expansion board from the 32kB chips.
Yes, I know about SIMM's
- Exchange processor and clock frequency.

- New TOS with Swithboard to toggle between 2 or 3 versions.
- Midi thru port
- High speed Serial port
- Getting rid of the fan in the Megafile for good.
- Blitter chip
- Fitting all of this into a Tower case.

I've got two days a week, pretty good tools, a good teacher, a basic knowledge of German if that helps, and I hope lot of technical support???

All replies a greatly appreciated,

Thomas

4440. Selling IDE harddisk interface for ST/F/M

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <47ik93$bn6@sinsen.oslonett.no>
Source record: 23859

I've got an IDE hard disk interface which I'm selling.

I wanted to use it myself, but found out that it won't work with my particular machine (STE), but it works with ST/F/M machines.

The interface is a DIY (do it yourself) project from a German magazine called C't. I've (very neatly) assembled the whole thing, ready to be installed inside an ST and a 3.5" or 2.5" IDE (AT) type disk drive connected to it. The hard disk driver to be used can be Atari's own AHDI (free) or other drivers which support IDE.

To be able to boot directly from the harddisk you need TOS 2.06 which there are sockets for in this card, so the interface actually doubles as a TOS 2.06 upgrade card as well.
You can ofcourse use it with your existing TOS, but you need a disk with the harddisk booting software to start it up.

There is also a socket on top of the card for future upgrades concerning the 68000 connections, like an accelerator etc.

As for connections- the interface needs to be soldered on top of the MC68000 micro-processor inside the ST, and one or two wires have to be connected to the existing harddisk connector and one of the ROM sockets.

I have the article as well, from the magazine (German), but shouldn't be too hard to figure out.

Contact me via email for more info.

Hallvard
--
[SunOS Unix/Sun SPARCstation 20/Atari STe]
Norway- land of the fjords and the midnight sun
[Online mail -Unix EMACS 19.28.1]

4441. FIST FTN/Demon Gateway Message.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3576rcain@nest.demon.co.uk>
Source record: 23860

On 04 Nov 95 gee@teleport.com wrote:

g> I would appreciate any advice on what I should try to get this
thing
g> to
fly.

You don't say what monitor you are using. You mention violet squares so I assume it is colour. It IS a proper analogue RGB is it? It won't work with (s)VGA.

If the flopy spins you have got close to the end of the boot sequence with no trouble. Try pressing home the socketed chips - they sometimes work loose.

Roger
rcain@nest.demon.co.uk

--

4442. Re: MegaFile Spins Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: grmeyer@mcs.net
Message-ID: <grmeyer-0511951837270001@grmeyer.pr.mcs.net>
Source record: 23861

In article <DHFp4G.1Lo@freenet.carleton.ca>, cj439@FreeNet.Carleton.CA (Robert Wills) wrote:

>The problem was physical sticking, which is supposedly prevented by a
>program called DCNOSTIC, which I had, but had not installed! It's freeware
>from the late Double Click Software.

Don't feel bad, DCNOSTIC wouldn't have prevented the problem. It helps prevent stiction about as much as screen savers help prevent burn-in.

--

Gordon R. Meyer <grmeyer@mcs.com>
Web Page: http://sun.soci.niu.edu:80/~gmeyer/
"Make Mine Macintosh!" (tm)

4443. shoving my quantum into a supra case

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: fivepin@passport.ca
Message-ID: <47k264$ji5@diplomatic.passport.ca>
Source record: 23862

heya all... thanks to all from c.s.a.st who've helped me get answers... im getting there. I have a quantum 80mb SCSI drive in a supra case (i just put the drive in) and i need some HD utils to see if the drive is working, etc... where can i get these? thanks! (cheep / free is good)

matt
FiVE PiN DiN Recording
Oakville Ontario

4444. Re: MintNet and PPPD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <47ijqp$h69@ophelia.waterloo.net>
Source record: 23863

Dancer (dancer@gateway1.brisnet.org.au) wrote:

: Ask me questions. Once you've got MiNTNet installed, getting PPP or
: SLIP/CSLIP running is a matter of only a couple minutes.

So I thought. Here's my current situation:

PPPD and CHAT seem to work properly to get me connected (No errors or warnings, even with debug messages)
TELNET works, but it is slow. I cannot TELNET back to my machine, however. in.telnetd is run, and so is login, but it never get to the remote machine and back to my machine. I cannot PING my machine from a telnet.
I cannot PING anything my myself.
FTP makes the initial connection, asks for my username, and there is no further communication.
GOPHER and LYNX make the initial connection, then wait forever for the first menu, but it never comes.
I can resolve host names with no problem or delay.

This pattern seems to hold true for pretty much everything. The initial connection is not a problem, but actual communication is impossible.

: Dancer

Hmm...

4445. New Atari CD

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-05 00:00:00 UTC
From: geoffc@adam.com.au
Message-ID: <309cb475.0@eden.adam.com.au>
Source record: 23864

```
************************************
* *
* C A T H E R I N E W H E E L *
* *
************************************
```

Dubble Dee Atari PD Library are proud to announce the immanent release of CATHERINE WHEEL.

Catherine Wheel is a CD that is specifically aimed at the Atari Falcon 030, but users of other Atari computers will find programmes and files that they can also use - in fact, so will users of most other computer platforms!

The CD contains:

* 130Meg of Falcon specific programmes, including games, graphic packages, utilities, MOD players, trackers, demos, utilities and application.
* 100Meg of ST/STE programmes that are 100% Falcon compatible. This also includes games, graphic packages, utilities, MOD players, trackers, applications and utilities.
* 800+ 4 (128Meg) track MOD files
* 90+ 8 (or more) track MOD and S3M files
* 20Megs of PD book files obtained from the Project Gutenberg data-base. Including greats like War of the Worlds, Around the World in 80 Days, Mars and Tarzan series by E.R. Burroughs and many, many more.
* 100 true Type fonts compatible with NVDI 3 and Speedo-Gdos 5
* 120Megs of some of the best GIF graphics you have ever seen.
* 120Megs of some of the best FLI animation files you have ever seen.

All pictures, animations, fonts and mod files have been tested on a Falcon with TOS 4.01 and 4 Megs of Ram. All S3M files will work with the shareware version of Mega-Player (v1.15).

Write today for further info...

geoffc@adam.com.au
paul@frisbee.net.au
geoffc@campg.mtx.net.au

4446. Re: Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: d95-dkr@hemul.nada.kth.se
Message-ID: <47kss8$doe@news.kth.se>
Source record: 23865
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Andreas Krall (andi@complang.tuwien.ac.at) wrote:
: I have problems connecting an Iomega Zip drive to my atari TT. I think the
: problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
: hard disk driver only seeks for address 0 to 3. With general SCSI programs
: like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
: cannot be used from desktop or tos. Is there a driver which can access
: drives at address 5 or 6.

Try a better hard disk driver, like HDDriver, ICD Pro, HuSHI etc... They are
easy to configure to read those ID:s...

/ David

--

.. David... OBSERVE that my adresses have _C_H_A_N_G_E_D_ !!
.. email://d95-dkr@nada.kth.se, http://www.nada.kth.se/~d95-dkr/...

4447. Re: DIY Hardware hacks for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DHLKC5.GLx@cix.compulink.co.uk>
Source record: 23866

In message <47i7q5$5qs@aton.abo.fi>, tholmbom@news.abo.fi said:

> I would be interested in finding a little bit more information on the
> Atari ST hardware. The more detailed the better. I've spent part of

> - Building a RAM expansion board from the 32kB chips.
> Yes, I know about SIMM's

Got to be worth looking at considering you have 3Mb worth. You will have to dump one of your .5Mb banks and somehow wire up 2Mb worth instead.

> - Exchange processor and clock frequency.

Not easy ;-)

> - New TOS with Swithboard to toggle between 2 or 3 versions.

This must be possible.

> - Midi thru port

AFAIK the 'spare' Midi pins are already wired for THRU. All you need to do is make up a 'Y' splitter lead of some sort.

> - High speed Serial port

There is a $5 hack to up the speed to MFP serial speed to 38400. Also its apparently possible to add an ESCC chip which gives 2 high speed serial ports like on the TT, MSTE and Falcon.

> - Getting rid of the fan in the Megafile for good.

I wouldn't advise this. Fans can be anoying - but the kit really does need cooling on hot days.

Have fun,

:-)

Roland.

@CiX

4448. Femdom In Search of Naughty Boys

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: vac@indirect.com
Message-ID: <DHLt20.5oo@goodnet.com>
Source record: 23867
Cross-posted to: comp.sys.atari.st.tech,alt.sports.baseball.minor-leagues

Seriously, this is a chance of a lifetime. I want all you naughty boys
to contact me at once. Do not delay. Location is unimportant.

Let me know how you've been naughty and what type of corrective
punishment you deem appropriate. It's time we clean up the net.

Anne

Anne Schoofs
vac@indirect.com Fax: 602 912 8823 Attn: RAS

4449. Re: Comm. between ST and PortFolio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <47kovr$8fu@daneel.sds.no>
Source record: 23868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've also developed ST - Portfolio Comms Software
And it's fast and not very expensive

I need to do a little patch to the PC-Portfolio cable (takes 2 minutes)
Just call for program and modification

(since the sales are low I might even make the stuff public !!)

--
Lars-Erik 0sterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
SysOp ABK-BBS Info/Picture at http://www.oslonett.no/~larserik/

4450. Re: Emacs 18.57 dump failure

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: Daniel Eriksson <eradaer@gaera.ericsson.se>
Message-ID: <47l3bv$68r@erinews.ericsson.se>
Source record: 23869
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jmf@informatik.uni-koblenz.de (Jens Felderhoff) wrote:
>>Personally I'm running emacs 19.29 on my MiNT-box! ;-)
>
>Are the Atari binaries of that version available on any ftp site?

No, not that I know of.

--
Daniel Eriksson, daniel@icon.pp.se
Peacekeeping - It's not a job for soldiers, but only soldiers can do it.

4451. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0611951031490001@138.110.7.161>
Source record: 23870

In article <DHHD4t.CCD@cix.compulink.co.uk>, msbaines@cix.compulink.co.uk
("Mark Baines") wrote:

> >There is no 'clean' way to find out how much *total* space there is free (ie
> >summing the blocks)
> PROFILE 2 does this very nicely and it's perfectly clean to add up the blocks
> returned form Malloc(-1) on single-tasking systems.
>
> Slainte mhath
> Mark
>

NeoDesk 4 also does this, to provide a description of how fragmented your
memory is.

Dan Wilga Tel: (413) 532-2434
Gribnif Software Fax: (413) 532-2540
PO Box 779 email: gribnif@genie.geis.com
Northampton, MA 01061-0779

4452. DIY TOS 2.06 in old ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.45.00174F39@euronet.nl>
Source record: 23871

How to get TOS 2.06 in an 520ST 1040ST or MegaST.
By Egbert Jan van den Bussche
egbert@euronet.nl
busscheh@ksepl.nl

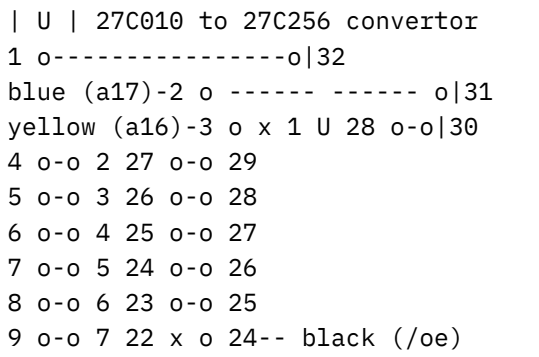
This is a description how to fit TOS 2.06 in ATARI 520/1040ST and MegaST.
All these have a 68000 in DIL version. Some soldering skills are needed.
The GAL will be soldered to the bottom of the board, under the 68000 processor.
Some wiring is needed.

Needed:

2 x 32 pin IC sockets
4 x 28 pin IC sockets (if you have sockets on your board, 2 is enough)
1 x GAL 16V8A
1 x TOS 2.06 in EPROMS type 27C010
some colored (Wire Wrap) wire

The converter sockets.

TOS 2.06 is bigger than older versions, you need 2 x 27C010 for it. These have
32 pins. A converter is needed. Easiest way to make them is to place a 32 pin
socket in a 28 pin socket. Before jamming them together, remove pin 1, 20 and 22
from the 28 pin sockets and cut the pins 3, 22 and 24 of the 32 pin sockets short
but leave enough left to solder the wires on. Assuming you have colored wires,
solder a blue wire of approx. 30 cm (12") to pin 2 of the 32 pin sockets.
Solder a yellow wire of the same length to pin 3 of the 32 pin sockets.
Solder a red wire to pin 22 of the 32 pin sockets and a black wire to pin 24 of
the 32 pin sockets. Also solder pins 1, 32, 31 and 30 together with a little piece
of blank wire, do this close to the socket; pin 30 needs to fit in pin 28 of
the 28 pin socket!
When this is ready you may put the 32 pin sockets into the 28 pin sockets in
such a way that pins 1, 2 and 31, 32 are not in the 28 socket. Put the 28 sockets
into a LO and a HI socket of the old (E)PROM bank.


+-------- -------+
| U | 27C010 to 27C256 convertor
1 o----------------o|32
blue (a17)-2 o ------ ------ o|31
yellow (a16)-3 o x 1 U 28 o-o|30
4 o-o 2 27 o-o 29
5 o-o 3 26 o-o 28
6 o-o 4 25 o-o 27
7 o-o 5 24 o-o 26
8 o-o 6 23 o-o 25
9 o-o 7 22 x o 24-- black (/oe)

```
10 o-o 8 21 o-o 23
11 o-o 9 20 x o 22---- red (/ce)
12 o-o 10 19 o-o 21
13 o-o 11 18 o-o 20
14 o-o 12 17 o-o 19
15 o-o 13 16 o-o 18
16 o-o 14 15 o-o 17
| -------------- |
+----------------+
```

Installation of the converter sockets.

Solder both blue wires to a17 of the processor or anywhere suitable.
Solder both yellow wires to a16 of the processor or anywhere suitable.
On a 1040 you may use the 256/1M solder pads. Solder them to the 1M
side.
Solder the red wires together, these will be connected to pin 17 of the
GAL later on.
Solder the black wire of the LO socket to lds (68000-8), and the black
wire of the HI socket to uds (68000-7).

The GAL

The pinout of GAL is choosen in such a way that it can be soldered directly
to bottom of the PCB. Bend all pins up to form a 'flat' IC, after programming
and verifying the device.
Place the GAL with its surface (with its name) against the bottom of
the PCB between the two rows of pins of the 68000. Solder pin 1 - 10 of the
GAL to 44 - 53 of the CPU.
Use little pieces of wire to connect the remaining pins:

GAL pin 11 to GND
GAL pin 12 to CPU pin 10
GAL pin 13 to CPU pin 9
GAL pin 14 to ROM2 line on GLUE pin 20 of the old ROMS (old /ce)
GAL pin 15 to CPU 6
GAL pin 16 is not connected
GAL pin 17 to the 32 pin sockets pin 22 (new /ce)
GAL pin 18 is not connected
GAL pin 19 is not connected
GAL pin 20 to Vcc

Well that is all. Recheck your work and put in the two EPROMS. Power
Offcause I cannot take any resposibility for your solderering and
tinkering with your ATARI. All standard disclaimers apply. Finally the
source listing and the JEDEC file. With some knowledge of GALS you can
easily add a switch to toggle between old and new TOS if you have the
old TOS in 2 (E)PROMs.

Good luck!
Egbert Jan

```
-------
The source of the GAL contents:

%ID
TOS206-2

%TYP
GAL16V8A

%PINS
A16: 1
A17: 2
A18: 3
A19: 4
A20: 5
PLUS: 6
A21: 7
A22: 8
A23: 9
NULL: 11
DTACK: 12
ROM2: 13
R_W: 14
AS: 15
NC: 16
TOS: 17
NC: 18
NC: 19

%LOGIC
DTACK = NULL;
DTACK.OE = A23 & A22 & A21 & !A20 & !A19 & !A18 & !AS;

!TOS = A23 & A22 & A21 & !A20 & !A19 & !A18 & !AS & R_W + !ROM2;
TOS.OE = VCC;
%END

----------
The JEDEC of the GAL:

Datei: MY_BITZ
Erzeugt mit MGP 16/20 V2.11.*

L0000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
```

```
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
11111111111111111111111111111111
10011011101110111111011101110111
11111111111111111111111111011111
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
```

```
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000*
L2048
11011111*
L2056
0101010001001111010100110011001000110000001101100010110100110010*
L2120
11111111*
L2128
11111111111111111111111111111111111111111111111111111111111111111*
L2192
1*
L2193
1*
C2075*
```

4453. scsi problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <47m3i6$4ad@epsilon.qmw.ac.uk>
Source record: 23872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all

A little problem.. maybe someone here can help

None of my external scsi drives now works with my Falcon... they did
earlier today, but suddenly stopped. Now when I boot up (with AHDI 6),
I get unable to identify, or something like that. Anyone know what is
wrong.. how I can fix it etc etc? The drives wiork on my STe though.

I look forward to your replies.

Best Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4454. power for zip drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-06 00:00:00 UTC
From: fezzy@iinet.com.au
Message-ID: <47l0ch$k75@jazz.iinet.com.au>
Source record: 23873

G'day all you people in c.s.a.s.t....
I need some help PLEASE....

I have a zip drive, a linkII and a STe 1040. I have read that 5vdc is
needed to power the linkII, the zip drive does NOT supply the required power.

I am not a 'full bottle' tech type person but given the CORRECT details I
can (I hope) make the required mods to either the cable, linkII or the zip
drive without any smoke !!!!

Is there any kind person out there who can supply this NEEDED info ?????

I have tried asking ICD but the answer I recieved was less than helpful,
maybe this is because at present they don't support the zip drive even
though they have produced 'zip utilities'

THANKS in advance, regards

--
_-_|\ Peter Feszczur E-Mail: fezzy@iinet.com.au
/ \ Known as Fezzy or: fezzy@perth.dialix.oz.au
*_.-_/ Perth West Australia -- Proud user of ATARI computer equipment
v ** "What, use a clone & windoze, Never!! There are other ways" **

4455. Re: Binhex 4.0. for ATARI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-07 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <47n40o$ef8@btmpjg.god.bel.alcatel.be>
Source record: 23874

In article <47651s$pqp@n.ruf.uni-freiburg.de>, gartmann@immunbio.mpg.de (Christoph Gartmann) writes:

> I have a C-source that runs even under VMS. If anybody is willing to port it
> to an Atari?

I might be ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/
Opinions expressed are purely personal unless otherwise stated.

4456. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-07 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <JDH6B9U@moacs.indiv.nl.net>
Source record: 23875

In article <47n5b8$b9c@hpscit.sc.hp.com>,
Claus Brod <clausb@hpbbn.bbn.hp.com> wrote:

> Chris Ridd (C.Ridd@imc.exec.nhs.uk) wrote:
> : No. TOS keeps an internal list of free memory blocks. There is no 'clean'
> : way to find out how much *total* space there is free (ie summing the blocks)
> : but TOS does provide a call (Malloc(-1)) which returns the size of the
> : largest block.
>
> You can use Malloc(-1) to compute a sum of all free blocks: Find the size
> of the largest block, Malloc() it, find the size of the second-largest
> block, Malloc() it, and so on, until Malloc(-1) returns an error.
> Under MultiTOS/MiNT, this may fail if another application preempts
> your code. You can enforce single-task behavior, though, by switching
> to supervisor mode for some time.

I think this only proves that Chris is right. The method you suggest is by
no means a *clean* way. It's not so bad if this dirty piece of software
were to fail, the problem is that other processes will fail when trying
to fork or allocate some memory.

Switching to supervisor mode when it is not absolutely necessary is very
bad behaviour. Furthermore, there is no guarantee that supervisor mode
will enforce single-tasking. It just happens to be that way in the current
MiNT kernel, but could be changed in a future version.

Anyway it just won't work under MiNT, because no process can get more
memory than the maximum size configured in mint.cnf.

Waldi
--
"If you think you're busy today, just wait till next week."

4457. WANTED: Atari Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-07 00:00:00 UTC
From: fburke@ccnet.com
Message-ID: <47pltp$r7v@ccnet3.ccnet.com>
Source record: 23876

I'm posting for a friend (we're both in the U.S.) who wants to
purchase an Atari Falcon. If anyone can help him find this machine, call
Scott at (510) 601-1584. Thanks.

--
fburke@ccnet.com "Common sense is an aftereffect of 2000 years of
philosophical scar tissue."
--Tom Price

Visit *DESTINY STARWORKS* at http://www.tq.com for 21st Century Astrology!

4458. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-08 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30A076B6.39FC@imc.exec.nhs.uk>
Source record: 23877

Waldi Ravens wrote:
> Anyway it just won't work under MiNT, because no process can get more
> memory than the maximum size configured in mint.cnf.

I'd forgotten about that, that's a very good point. I believe MagiC
has a similar sort of feature as well.

--Chris

4459. Rwabs to big partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-08 00:00:00 UTC
From: vspicer@cc.umanitoba.ca
Message-ID: <vspicer.815842814@pollux>
Source record: 23878

hello,

sorry if this is totally clueless, but i've been out of doing atari development for about 2 years. we need to use a partition on a big SCSI hard disk to log data onto, but going through the docs on Rwabs it says that the relative block-position is an integer, limiting us to 32767 blocks of 1k each.

we're working on a TT030- is there a patch to let Rwabs handle LONG relative-block positions, which would get around this limit?

thanks in advance
vic spicer

4460. Re: Selling IDE harddisk interface for ST/F/M

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-08 00:00:00 UTC
From: jan.sjoberg@p7.kockens.ct.se
Message-ID: <ftn_2.200.423.7_30a07d3c_Jan.Sjoberg@p7.kockens.ct.se>
Source record: 23879

In a message of 05 Nov 95 Hallvard Tangeraas (2:200/427.1) wrote to All :
HT> I've got an IDE hard disk interface which I'm selling.

Well, how much are you asking for the lot?

Greets from

Jan Sjoberg, Sweden

4461. Re: Megadrive 30 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-08 00:00:00 UTC
From: jdd@dataweb.nl
Message-ID: <47r0vt$1mo@stuyvesant.denhaag.dataweb.net>
Source record: 23880

In message <macdonald.209.0009DF1A@cfcsc.dnd.ca> - macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
:>
:>In article <791946190wnr@jmpax.demon.co.uk> Richard Lewis <richard@jmpax.demon.co.uk> writes:
:>>Does anyone know what sort of disk drive was used inside an Atari
:>>Megafile 30? ie is it SCSI, IDE etc.
:>probably MFM/RLL connected to a host adaptor to *make* it SCSI, then connected
:>to an Atari card to adapt the SCSI to ACSI(Atari SCSI)

Correct, but on on PCB. It's usually a Seagate ST238R (RLL).

:>>I am about to lend my drive to a friend and I wonder if I can
:>>swap the disk for an old PC one. I have access to several IDE
:>>drives (all >=80M) and an old 20M Seagate MFM(?) drive.

You can't use the IDE's but the Seagate should work. Just use
the same parameters as the ST238R and you'll get 30 Mb on your
Seagate 20Mb :-) (Assuming it's a ST225 or ST125)

:>IDE is out, unless you have a Falcon, to which one can hook up two IDE drives
:>(or so we've been told).
:>Question for the net?:
:>Is there any way one can bypass the electronics of the IDE drive to deal
:>directly with it (it is a MFM under all that stuff, non?)

No, Controller and Drive electronics are integrated. It's impossible
to find the connections that could be compared to those of a
normal MFM drive. They even could be inside a chip.

:>>I may be dreaming here - even if the hardware is compatible I
:>>don't know whether the Atari firmware can be told what type of
:>>drive it is connected to.
:>>Thanks in advance.
:>>Richard Lewis
:>no problem.pas probleme
:>
:>
:>Atari/TOS 1.62 & 4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
:>Kenneth Macdonald/ Coinneach Domhnullaich-speaking only for myself
:>CFCollege, Toronto, Ontario, Canada = macdonald@cfcsc.dnd.ca
:>OR ken.macdonald@canrem.com===Qu&#65533;bec dit oui, Qu&#65533;bec dit non===

Greetings,
Jaap.

Linux, OS2 Warp Connect, Atari/Tos 1.4, Netware 4.1, Sinclair ZX-Spectrum,
etc, etc, etc....

+---+
| J.D. van Duijn. +
| +
| Private e-mail: jdd@dataweb.nl +
| Business e-mail: duyn.j.van@ideta.nl +
+---+

4462. Re: Rwabs to big partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <47rqs5$q5o@inca01.inca.co.nz>
Source record: 23881

Vic Spicer (vspicer@cc.umanitoba.ca) wrote:
> hello,

> sorry if this is totally clueless, but i've been out of doing atari
> development for about 2 years. we need to use a partition on a big SCSI
> hard disk to log data onto, but going through the docs on Rwabs it says
> that the relative block-position is an integer, limiting us to 32767
> blocks of 1k each.

> we're working on a TT030- is there a patch to let Rwabs handle LONG
> relative-block positions, which would get around this limit?

According to my lattice C v5 manual, the Lrwabs call was introduced with
Ataris AHDI version 3.

The prototype is :
long Lrwabs(short mode, void *buf, short count, short dev, long lrec);

where:
mode = r/w mode to use
buf = pointer to buffer
count = number of sectors to transfer
dev = device to use
lrec = long logical sector to start at

short = signed 16-bit integer
long = signed 32-bit integer

If the recno value (for Rwabs) is more than 32767, Lrwabs should be used
instead of Rwabs.

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

4463. Re: Rwabs to big partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30A1D304.2063@imc.exec.nhs.uk>
Source record: 23882

Waldi Ravens wrote:
> or better yet, use the XHDI funtions XHInqDev2() and XHReadWrite(), if
> your harddisk driver software supports the XHDI protocol. The complete

Ask us@bruker.de if you want to buy an XHDI driver.

--Chris

4464. Re: RGB via SCART (Falcon/Jaguar)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DHrvz1.4DC@ridgecrest.ca.us>
Source record: 23883
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

wilsontjb@cix.compulink.co.uk ("BARRY WILSON") wrote:
>In message <46r2i7$8ob@ccnet3.ccnet.com>, scall@ccnet.com said:
>>: Be careful, if you have a VCR you can receive TV broadcasts and
should have a
>>: TV licence.
>>
>>Can you explain this to us Americans, I don't quite understand the
concept.
>
>In the UK we pay an annual 'licence fee' of about 80 pounds, I believe
this
>is to subsidise the BBC, which does not carry advertisements.
>
> Barry wilsontjb@cix.compulink.co.uk
>

Ohhh, now I get the Monty Python skit about the pet licence
for a fish :) (Love those guys). Now that I think of it, some
of the discussions in the comp.st group remind me of the
argument clenic, I'm still rolling :)

Mike

4465. FIST FTN/Demon Gateway Message.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3695rcain@nest.demon.co.uk>
Source record: 23884

On 08 Nov 95 C.Ridd@imc.exec.nhs.uk wrote:

CR> Waldi Ravens
wrote:
>> Anyway it just won't work under MiNT, because no process can
get
>> more memory than the maximum size configured in
mint.cnf.
CR>

CR> I'd forgotten about that, that's a very good point. I believe
MagiC
CR> has a similar sort of feature as
well.

MagiC comes with the utility LIMITMEM which will write a value for the max.
memory to be allocated to the program load block. Useful for things like
1STWP which grabs all it can find on
loading!

Roger
rcain@nest.demon.co.uk

--

4466. SC1224 Monitor Cable Needed BADLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: al215@FreeNet.Carleton.CA
Message-ID: <DHsKAy.MH4@freenet.carleton.ca>
Source record: 23885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for the cable that goes from the monitor output in the ST to the monitor. I have an SC1224 but I do not have the monitor cable. If someone out there knows someone who has one could you please email me.

I am also looking for just the keyboard portion of the ST. My joystick controller went so I can no longer use the mouse. A simple replacement of the keyboard will fix this. If you have a junked ST with the keyboard still working I will buy it.

James
--
James Kleist | 'All is not insignificant in our
Ottawa, Ontario | sand grain of time'
BBS: (613)569-5305 |
URL: http:\\www.achilles.net\~jkleist | - 15,000,001,995

4467. ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <47u86o$miu@ccnet3.ccnet.com>
Source record: 23886

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 9 Nov 1995 16:58:04 -0800]

MY POSTING TITLE SAYS ALL I AM INQUIRING.

DOES ANYONE KNOW IF THE FALCOBN PUTS OUT THE RIGHT KHZ TO RUN THE TT 195
19" MONITOR?
I REALIZE SOME MODS MAY HAVE TO BE DONE TO A CABLE.

--

\\\\\\\\\\ ^^^^ ^^^^ ////////
\\\\\\\\\ \=====/ ///////
\..... === ...../
selah @ccnet.com
--

\\\\\\\\\\ ^^^^ ^^^^ ////////
\\\\\\\\\ \=====/ ///////
\..... === ...../
selah @ccnet.com

4468. Re: power for zip drives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <47sun5$jnq@preeda.internex.net.au>
Source record: 23887

Hi Fezzy.

The link2 needs 5 volts onto pin 26 of the scsi bus in order to work.
Find 5 volts and connect it to pin 26 Via a diode and the little led on
the Link should glow nicely.....and the ZIP drive might even work too:-)
--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| (_ | |/ |/ / _|/�/�|
\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

4469. Speccy emulator games

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-09 00:00:00 UTC
From: geoffc@adam.com.au
Message-ID: <30a27ede.0@eden.adam.com.au>
Source record: 23888

Hi all...

Anyone know where I can get games for the Falcon Spectrum emulator??

I have tried ftp.ijs.si but I can't get the emulator to recognise their snapshot files.... I gather from their archive that these snapshots are made for another emulator. can they be made to work with the Falcons?

Thanks for the info.

Geoff

geoffc@adam.com.au geoffc@campg.mtx.net.au

4470. Re: SC1224 Monitor Cable Needed BADLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-10 00:00:00 UTC
From: jsd617s@cnas.smsu.edu
Message-ID: <4803a7$23md@nic.smsu.edu>
Source record: 23741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

James Kleist (al215@FreeNet.Carleton.CA) wrote:

: I am looking for the cable that goes from the monitor output in the ST to
: the monitor. I have an SC1224 but I do not have the monitor cable. If
: someone out there knows someone who has one could you please email me.

: I am also looking for just the keyboard portion of the ST. My joystick
: controller went so I can no longer use the mouse. A simple replacement of
: the keyboard will fix this. If you have a junked ST with the keyboard
: still working I will buy it.

If you can't find one from a dealer such as B & C or SFT (816)
353-1221. You can try a car stereo dealership and ask for a Blaupunk cd
changer cable. It's a little known(not anymore) secret that they use an
identical cable and you can get them in lengths from 6 feet to 18 feet....

4471. EZ135 info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-10 00:00:00 UTC
From: rbk1@aol.com
Message-ID: <4808jt$13u@newsbf02.news.aol.com>
Source record: 23742

I have been checking this group for info on the EZ135 but have not seen any.
Has anyone used the EZ135 with a 1040ST? Will it work with Link I or is Link II needed?
How is it? Experience with ST or PC either of interest.

rbk1

4472. Re: more than one SCSI hard disk for Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-10 00:00:00 UTC
From: Hans-Martin Vogt-Ostmann <hampf@ubka.uni-karlsruhe.de>
Message-ID: <Pine.HPP.3.91.951110171501.3585A-100000@ubkahp1.ubka.uni-karlsruhe.de>
Source record: 23743

Hi,

On 4 Nov 1995, Jo Even Skarstein wrote:
> Jan Dooms (jandooms@tornado.be) wrote:
> : Does anyone know how to connect more than one SCSI
> : hard disk to the adaptor of the Mega STE?

> It's not possible at all. And I have tried this a *lot*!

And it _IS_ possible. Just ask Michael_Ruge@wi2.maus.de, as he did the thing and AFAIK this modifications needs two threads and a resistor and a few snips here and there. But: be friendly, because there was a big flamewar in maus.sys.atari.hardware about the way he distributes the documentation of this modification. Normally he is very kind and answers even the most stupid questions with friendly e-mail.

> : Is it than also possible to connect two completely
> : difrent drives, with a difrent size and speed?

This should not be a problem, since this is handled by the SCSI specifications.

> If you have a decent host-adaptor this should be no problem. If you want
> to do this you need the replacement host-adapter from Hard & Soft, it's called
> Vantage 3P and supports parity-checking.

I would favour this solution, too, because you could then plug in 7 SCSI drives and because it replaces the internal adaptor.

> : Please help me if you can.
I hope I did.

So long,
Hampf
--- _____ ____=^=____
.____ Hans-Martin Vogt-Ostmann `------------..-----' <__________>
/OLIX/, Universitaetsbibliothek Karlsruhe ___!!_________/ /_
/____// Postfach 6920 / 76049 Karlsruhe `._______ NCC1701)(-
(____(/ Tel: (+49) 721 / 608-6129 `-------'

4473. Re: more than one SCSI hard disk for Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-10 00:00:00 UTC
From: Richard Krejstrup <di94rkr@pt.hk-r.se>
Message-ID: <30A35197.41C67EA6@pt.hk-r.se>
Source record: 23744

```
>: Hi,
>:
>: Does anyone know how to connect more than one SCSI
>: hard disk to the adaptor of the Mega STE?
>: I know it is possible but I have never found
>: the right discription of it.
>
>It's not possible at all. And I have tried this a *lot*!

Yea.. I've tried alot of things with mine too... I actually
posted a quiery about this here month ago and I got an
quite good(?) solution on this problem (I havn't actually
tryed it out yet.. :), you have to cut one of the wires
on the ribboncable conected to the second harddrive...
I don't have the text-file here at the moment, but if you're
interested I can send it to you.... I'd probably go for
the ICD-hostadapter anyway (easyer eh?)

--

/Richard

======================================================================
Computer Engineering --- University of Karlskrona/Ronneby
----------------------------------------------------------------------
| Richard Krejstrup|
| Elisbergsv.3 | ATARI Jaguar
| S-374 70 TRENSUM | (6)(4)(-)(B)(I)(T)
| SWEDEN | Have you done your math??
| +46 (0)454 61361 | http://www.atari.com/
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
URL: http://www.pt.hk-r.se/~di94rkr/
======================================================================
```

4474. More Memory Management ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-10 00:00:00 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1995Nov10.220404.24@mtroyal.ab.ca>
Source record: 23745

I missed the initial posting for this discussion, so I apologize for coming in so late. However, I have a question related to this memory management discussion. When using a single-tasking TOS and programming at the assembly level it was my understanding that a program was given all of the available memory and it was up to the program to Mshrink space back to the system. Therefore, there shouldn't be any available heap space. I tested this out and there is a heap. Thus, my question is does anybody know how much space is actually allocated to a program and is there always space allocated for a heap? Any idea on the method of memory management used by TOS?

Thanks

Paul Pospisil
Mount Royal College
Calgary, Alberta
Canada

4475. HELP!: HD problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-10 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <47u6mc$f7a@southern.co.nz>
Source record: 23889

Hi There...

I was wondering if anyone can help me on a 'largish' problem. I have a
Falcon030 with 340 meg IDE drive split into the following logical drives...
C=12mb, D=110mb, E=110mb, F=110mb
I have lost access to logical drive D, but cannot determine why, or if it
is possible to recover the 100mb of info I have on it. I did the following
prior to the drive dying...

Copied 250 .WAV files (off a Win95 PC) from floppy to D:
Tried to play them with SAM. SAM crashes the Falcon with 4 bombs.
Compressed disk with Chkdsk 3. Chkdsk 3 says 1 sector is corrupt.
Recover sector.
Delete some of the files to make a bit more room...
Computer will now not tell me info on D: via 'Show Info'.
A couple of cold starts later, drive access (until now still able to get
stuff) is completely lost.

I have two thoughts...One, that the extended file system used by Win95
(long filenames as ALL the .WAV files were in long format to begin, but
chopped down to 8.3 when dumped to floppy by the 'infamous' Win95
algorithm) has confused GEMDOS, and it has corrupted its FAT, or BPB for
drive D:. Chkdsk 3 now says that the BPB is unreadable. HDX says that
the bootsector is corrupt, or made with another HD Driver. Knife ST says
that the boot sector is non-standard. The other thought is that a sector
(maybe one under the BPB/FAT for D:) is now corrupt.

If anyone has had similar trouble and/or knows how to recover the drive,
then please e-mail me ASAP. I would be MOST grateful, as I've possibly
have lost a lot of VERY NEEDED software. Is there software to write a
copy of the FAT/BPB to a floppy, and re-write it if need be? That would
be a good way of saving the disk if ever the same problem occured again
(NEVER HOPEFULLY!!!). I don't wish to reformat the WHOLE physical unit,
so don't be shy if you know of a possible fix for this...

Thanks for your replies,

Chris Wilkinson. <chriswil@southern.co.nz>
/|\

4476. Falcon Microphone to Line In

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-10 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <47upmd$sc1@infa.central.susx.ac.uk>
Source record: 23890

I remember reading in ST Format about converting the microphone and headphone sockets on the Falcon to Line in and Line out sockets. I believe this is accomplished simply by putting some resistors onto the cables, but I can't remember what type (I am by no means an electonics buff, so no tech talk please!).

Cheers,

James Cox <jamesco@cogs.susx.ac.uk>

4477. WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: work@tecnation.com
Message-ID: <work-1111951433120001@tdw.vip.best.com>
Source record: 23746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.programmieren,z-netz.rechner.atari.programmieren

WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Nov 11, 1995 - 1.0

---

1. INTRODUCTION

TECNATION DIGITAL WORLD, the creators of the BiT BOPPER Dynamic Graphics from Audio software for the Atari / C-Lab Falcon are seeking a 3rd party company to take over the development and marketing of this innovative product.

The software is at release 1.5b, which is stable and had been well received by our initial customers.

---

2. YOU

If you think you can take on BiT BOPPER and continue to develop it, and market it world-wide on the Atari / C-Lab Falcon, we would like to here from you.

Requirements:

- You must be competent
- Previous experience with the Falcon
- Previous experience with the markets BiT BOPPER is targeted towards
- You must have the financial resources to further develop and promote BiT BOPPER world-wide
- You must have the ability to create high quality marketing material to backup the innovative and eye-catching nature of BiT BOPPER
- You must have a world-wide web site, or you may use our site to promote BiT BOPPER until you get your own. (The URL for ours is shown later in this document.)

---

3. QUESTIONS AND ANSWERS

- Why is Tecnation looking to pass on BiT BOPPER?
We are now too busy with other ventures, but firmly believe the market for BiT BOPPER is ready for exploitation - which is why we are keen to keep the product alive!

- What are the financial details?
We will require an advance payment, followed by royalties. All negotiable.

- What will you receive as part of the deal?
We will provide our development system, and all source code, documentation
and user documentation.

- What technical support will Tecnation provide?
We will provide some up front technical support to help with any transition.

- What about Mac and PC versions of BiT BOPPER?
This is negotiable.

- What specification Falcon does BiT BOPPER require?
4Meg of RAM and at least 10Meg of hard disk space. Audio input. MIDI IN.

- How many Falcons are their in the world?
Approx 100,000. However, now C-Lab are building them, the installed base
will grow.

- Was BiT BOPPER sold under a different name before?
Yes. Falcon BiT BOPPER was previously sold as SONOVISTA, but not any more.
It is known as VIBRAVISION in Germany, however, we ask the name BiT BOPPER
is used globally to simplify matters.

---
4. FOR MORE INFORMATION ON FALCON BiT BOPPER

Use your web browser and surf to:

http://www.tecnation.com/14/

---
5. IF YOU ARE INTERESTED,
OR KNOW A ANYONE THAT MAY BE INTERESTED

Please contact us at:

bitbop@tecnation.com

or via mail to:

Falcon BiT BOPPER licensing
c/o TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.

BiT BOPPER is a trademark of Tecnation. Falcon is a trademark of Atari
Corp, licensed to C-Lab. Copyright © Tecnation 1995. All Rights Reserved.

END

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.

http://www.tecnation.com

4478. Re: STe mouse pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: zrollinso@cuppa.curtin.edu.au
Message-ID: <481l21$93n@info.curtin.edu.au>
Source record: 23747

In Article <47tbvb$9c6@bundy.mdk.se>
ae@yin.kuai.se (a eriksson) writes:
>zrollinso@cuppa.curtin.edu.au wrote:
>: Does anybody have the mouse pinouts for the atari (STe) mouse?
.
.
>: - and my mouse is dying!
>
>Sorry, but PC mouses are usually serial, and will not work from the
>standard Atari mouse port. However, there are drivers to use PC serial
>mouses/trackballs via the serial port (modem). Check for an archive called
>mouse24.*.

What a bummer. I guess Amiga owners must be in s similar situation then on account of there are rodents that can be switched between Atari/Amiga. Trouble is, they cost a fair bit and are almost as crappy as the original Atari mouse.

My PC (Pretend Computer) mouse doesn't run from the serial port, it has a connector similar to the PS2 and has an 8-bit card. I've often wondered if there was any difference between the actual mouse and a serial mouse.

Does anybody have documentation on mouse standards? I'm starting to get curious now. (Most people I know say that I'm curious.)

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: All opinions are mine, the spelling is
computer generated and not my fault.

4479. Falcon Upgrades (French)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DHvMH1.48F@ridgecrest.ca.us>
Source record: 23748

Les Produits pr=E9sent=E9

Un grand nombre de nouveau produits fran=E7ais et =E9tranger sont attendus.

Cette liste n'est pas exhaustive elle est remis =E0 jour en fonction des
renseignement donn=E9 par les
exposants.

AFTERBURNER: Carte 68040 pour FALCON enfin dispo

(Does this product actually work now?)

MAGNUM: Carte TT RAM pour FALCON (1 barrettes 4 ou 8Mo).

(I have seen talk of this. Can someone give more info?)

AIX TT: Carte TT RAM pour TT (1 ou 2 barrettes 4,8,16 ou 32Mo).

CENTURBO I: Carte acc=E9l=E9ratrice 40Mhz pour FALCON.

(This is a new speeder to me. Info?)

CENTRAM 2/32: Carte d'extension m=E9moire FALCON (1 barrette 4 ou16Mo).

(Info?)

C-Lab FALCON MK-II: Compatible FALCON

ADAPTAKEY: Adaptateur clavier 102 touches pour toute la gamme ATARI .

Booster030: Booster vid=E9o pour FALCON

(Info?)

SBooster: Booster S-Vid=E9o pour FALCON

(Info?)

ITOS LAN: R=E9seaux pour FALCON/Mega STE et TT

STUDIO SON: logiciel de montage audio-num=82rique de qualit=82 professionnel.
pour FALCON

TOP CHORDS: Arrangeur MIDI en temps r=82el pour ATARI.

Let's Play Shangai !: Jeux de patience, qui utilise les pi=E8ces du
"MAH-JONG".

This info was copied from ex_CNAM. It was detailing
the Atari OXO is promoting.

Mike

4480. GEMAR Tape backup and F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4820e0$mnr@southern.co.nz>
Source record: 23749

Hiya Everybody...

I have had trouble backing up my HD to a Emerald Systems RapidRecover tape backup unit. The backup seemed to go OK, but when (after reformating my HD) I tried to Restore the tape to the HD. GEMAR read the backup info off the tape, but could not read the index file. There was 130MB of files on a 150MB tape.

Has anyone had trouble using GEMAR and Falcon, similar to what I have experienced, and do they know of a way to get around the problem...

Thanks for your replies...

Chris W.
/|\
-Falcon030 4meg/340meg/32MHz-

4481. Falcon Crystal Clock mods

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DHvnyG.4q5@ridgecrest.ca.us>
Source record: 23750

There is a document that details fitting a
48mhz crystal to clock the DSP on the Falcon.
It is a simple mod that requires cutting a
trace from the clock to the DSP clock-in,
and fitting the 48mhz clock, leaving the
existing 32mhz clock to run the DMA.
Is this possible because the DSP is an
independent processor and communicates
serial with the CPU? Can the additional
heat generated be controlled with a small
fan?

Looking through the Falcon Field Service
manual, it looks like the COMBEL controls
the bus for CPU-FPU functions. As the COMBEL
provides the 8/16mhz clock for these two, could
the free running clock (32mhz) off the COMBEL be fed to
the CPU-FPU? (This assuming the CPU will run at
32mhz and I have a 40mhz FPU installed).

Motorola makes a MC68EC030FE40B CQFP. (3 month
wait for ordering at this time). This CPU,
if compatible, would make for a more reliable
48mhz mod, would it not? (Anyone else game to mount
a 128 pin surface mount CPU, I may try).

As the Mighty Sonic (68030RC33) takes it clock
from a Crystal that is used for Video (32.157
or so) would the installation of a 68030RC50 and
a clock mod like the DSP on run the Mighty Sonic
at 50mhz (or higher <grin>)?

The COMBEL generates waits states for other
devices during Video memory w/r. Is this the reason for
some of the problems with accelerating a Falcon?

SCSI problems sometimes exits with clock mods above
32mhz. Would a clockpatch to the DMA help? The
DMA/DSP clock has iron beads on two of it's legs.
I am told this helps reduce the "noise" on the
clock signal. Should this be used (ironferrite beads)
at all problem clock in/out lines?

Excuse me for my ignorance, for any helpful information
I would be thankful.

Mike
(soldering iron hot).

4482. Re: DIY Hardware hacks for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <481q45$7fv@inca01.inca.co.nz>
Source record: 23751

Thomas Holmbom IFK (tholmbom@news.abo.fi) wrote:
> Hello Atarians,

> My current hardware is:

> Atari STm (NTSC modulator, worthless since I live in Europe)
> - 6 part ROM TOS 1.0 and 1.2 Swedish
>
> Project that come to mind:
> - New TOS with Swithboard to toggle between 2 or 3 versions.
> - Blitter chip

AFAIK, the Blitter will be near useless with a TOS 1.0 system, unless the software accesses it directly. TOS 1.02 was the first to recognise (and use) a blitter - obviously because it's (TOS 1.02) name was "Blitter TOS".

THe STM (ST + Modulator), AFAIAA, doesn't have a lot of space in the case to fit a blitter, so the tower case you mentioned in your post would likely be a wise early move.

BTW, I am a software-type, so some of the above hardware-talk may be in error. Please ignore any obviously erroneous data, and email me a (polite) reply telling me where I am in error, and what the correct data should be. If you intend to flame, please follow the advice in my signature... :)

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

4483. Re: TOS 2.06 upgrade problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FKLLEBBPUP@data.rhein-main.de>
Source record: 23752
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <DHruI0.3w8@ridgecrest.ca.us> Michael Grove wrote:

>Was the TOS chip set 2 or 6 roms? If this is a
>Wizztronics card, there is a "special" jump that
>must be made that was not in my documentation.
>Steve had said that only a few 1040's had the
>two roms set, and it was omitted from the doc's.
>I'm not familar with the 520's.
>I can dig it up if it will help.

Hi Mike! :-)

(Nice to see you) ;-)

Years ago, i have orderd my TOS 2.06 in Germany by H&S
The TOS 2.06 is comming up in two Chips.

I have include a TOS Card in my old 520ST
This Card have no Jumpers to select Chips.

What is a Wizztronics Card?

Best Regards
Robert

--

* * * Robert Schaffner @OF2.maus.de ** Home of DOITF030 **
* * * Tel/Fax/Modem: +49 (0)6103-67197 == CoMa-Voice ==
* * * Machines: F030, 520, Mac, 64Bit-Jaguar, LYNX I/II
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText, FtpMail

4484. Re: SC1224 Monitor Cable Needed BADLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-11 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DHvMD8.IzM@cix.compulink.co.uk>
Source record: 23753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <DHsKAy.MH4@freenet.carleton.ca>, al215@FreeNet.Carleton.CA said:
>I am also looking for just the keyboard portion of the ST. My joystick
>controller went so I can no longer use the mouse.

Try resoldering the 9 pin connectors on the keyboard.

Barry wilsontjb@cix.compulink.co.uk

4485. Gemulator / MIDI programs - any experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: nekosuki@sirius.com
Message-ID: <485n4a$pnj@sun.sirius.com>
Source record: 23754
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech

I was wondering if there are any Gemulator owners who are able to use
MIDI programs with it, specifically Dr.T's Omega (not copy protected).
What are your impressions of the Gemulator regarding MIDI? Thanks.

4486. FS: Falcon with no hard disk and ram

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <484p9d$oq7@hpg30a.csc.cuhk.hk>
Source record: 23755
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

For sale: Atari Falcon without harddisk and ram.
US$550/ negotiable

I am selling it because it can't run Cubase audio smoothly.
--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk===========

4487. For sale: Atari Falcon without harddisk and ram.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <484qdn$oq7@hpg30a.csc.cuhk.hk>
Source record: 23756
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

For sale: Atari Falcon without harddisk and ram.
(including NVDI3, and ICD Pro 6.5.5, LlamaZap,Pinball, all with origianl
manuals, plus all the bundled softwares like Atari works)

US$550/ negotiable, you pay shipping.

I am selling it because it can't run Cubase audio smoothly.

--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk===========

4488. Re: scsi problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DHxAEn.1sy@ridgecrest.ca.us>
Source record: 23757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:
>Hi all
>
>A little problem.. maybe someone here can help
>
>None of my external scsi drives now works with my Falcon... they did
>earlier today, but suddenly stopped. Now when I boot up (with AHDI 6),
>I get unable to identify, or something like that. Anyone know what is
>wrong.. how I can fix it etc etc? The drives wiork on my STe though.
>
>I look forward to your replies.
>
>Best Regards
>Danny
>--
>Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include
<std.disclaimer>
>---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524)
594287 :---
>e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk,
vctec@wmin.ac.uk,
> D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk,
rldb@dir.mcc.ac.uk

Check the cable. Check the cable. Check the Cable.
I have 4 bad SCSI2 cables and one good
one <the one i'm using>:). Sometimes a bad cable will
work, then with a slight repositioning, nothing. I have
read about bad SCSI controllers, but I have THRASHED my
machine with many different mods (read many mhz's) and
have yet to screw up the Logic chip.

Mike.

4489. Re: GEMAR Tape backup and F030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: pbaker@mettav.demon.co.uk
Message-ID: <6002_pbaker@mettav.demon.co.uk>
Source record: 23758

In a previous message chriswil@southern.co.nz wrote
> Organization: Southern InterNet Services
>
> Hiya Everybody...
>
> I have had trouble backing up my HD to a Emerald Systems RapidRecover
> tape backup unit. The backup seemed to go OK, but when (after
> reformating my HD) I tried to Restore the tape to the HD. GEMAR read
> the backup info off the tape, but could not read the index file. There
> was 130MB of files on a 150MB tape.
>
> Has anyone had trouble using GEMAR and Falcon, similar to what I have
> experienced, and do they know of a way to get around the problem...
>

A quick question....did you run Gemar from a floppy so the index file was
saved there instead of on your hard drive?

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

4490. Re: More Memory Management ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <816195322_OASIS_@swampdog.demon.co.uk>
Source record: 23759

In article <1995Nov10.220404.24@mtroyal.ab.ca>
ppospis@mtroyal.ab.ca said:-

>I missed the initial posting for this discussion, so I apologize
>for coming in so late. However, I have a question related to
>this memory management discussion. When using a single-tasking
>TOS and programming at the assembly level it was my understanding
>that a program was given all of the available memory and it was
>up to the program to Mshrink space back to the system. Therefore,
>there shouldn't be any available heap space. I tested this out
>and there is a heap. Thus, my question is does anybody know how
>much space is actually allocated to a program and is there always
>space allocated for a heap? Any idea on the method of memory
>management used by TOS?

This is a bit tricky. In CPM days, a program would be loaded and all
available memory after the program would be available to it. The
program itself designated this unused memory as heap space and made
its own arrangments to divide it up. This is a bad arrangement
because the memory is assigned to your program and cannot be used by
others, even if your program does not use it. Then again, it did not
matter because only one program could run at once.

TOS attempts to do this also but it is not as simple because even in
a single tasking TOS, it must deal with multiple processes such as
TSR's and Accessories. If any one of these were to be given the whole
memory space then the others could not load, let alone run.

TOS maintains two linked lists (the memory pool). One is the free
memory chain and the other is the allocated memory chain. When TOS
loads an application, it searches the free memory chain for a suitable
large enough block which it then uses. Any unused space left in this
block becomes the heap for your program. The Mshrink() call can be
used to hand the heap back to TOS because you do not need it. You can
and should use the free memory pool.

GEM for instance, needs memory which it obtains from the memory pool.
If your program hands back the heap then GEM will be able to obtain
the memory it needs. If your program does not hand back the heap, GEM
will probably be ok because it can obtain space from one of the other
unused blocks in the memory pool BUT if there was only a single free
block then GEM will not get the space it needs and things start to go
badly wrong.

TOS only hands the remaining free space from a block to the program
for backward compatibility. Mshrink() should always be used, followed

by a Malloc() for the required space.

--

Guy Harrison

guy@swampdog.demon.co.uk

4491. Re: Multsync Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: mlocka@cix.compulink.co.uk
Message-ID: <DHy87s.2yM@cix.compulink.co.uk>
Source record: 23760

In message <30A56B81.C10@aisaonline.net>, marvin@aisaonline.net said:

>Does anyone have information on conecting multisync monitors to
>STFM's ?
>
Which monitor ? I can help if it's NEC Multisync II

ATB Mick Lock

4492. Re: MegaFile Spins Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: d69stu <d69stu@cdsnet.net>
Message-ID: <Pine.BSD/.3.91.951112133418.20289A-100000-100000@ts1.cdsnet.net>
Source record: 23761

On Fri, 3 Nov 1995, Gerry O'Rourke wrote:

> In article <DHFp4G.1Lo@freenet.carleton.ca>, cj439@FreeNet.Carleton.CA
> (Robert Wills) wrote:
>
> ****** Stuff deleted about sticking drive *******
>
> > The problem was physical sticking, which is supposedly prevented by a
> > program called DCNOSTIC, which I had, but had not installed! It's freeware
> > from the late Double Click Software.
>
> Is the drive mechanism a Seagate?
>
> The older Seagate drives were prone to having their libricants drying out.

> Gerry O'Rourke

CONCERNING ALL OF THE ABOVE:

SEAGATE drives are notorious for sticking shafts! It took me awhile to
figure it out, too. After abusing it much, I came to the conclusion that
anydrive left on indefinitely will probably run indefintely with no
problems as a direct result - provided you keep it cool. They do tend to
heat up!

MY Seagate has been running uninterrupted now for about six years and
shows no sign of dying. I've had the Maxtor on for nearly four years
without any problems. These are both high volume for their time - 100m
and 120m.

DJS

Medford, Or

4493. Re: EZ135 info?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <485rjl$c2v@bundy.mdk.se>
Source record: 23762

Rbk1 (rbk1@aol.com) wrote:

: I have been checking this group for info on the EZ135 but have not seen
: any.
: Has anyone used the EZ135 with a 1040ST? Will it work with Link I or is
: Link II needed?
: How is it? Experience with ST or PC either of interest.

Read my article on comp.sys.atari.st, I have only tried the Syquest drive
together with a Falcon030, but I can't see no reason why it wouldn't work
on a ST. This drive is according to me a much better choice than the ZIP
drive. Faster, cheaper and better.

--
// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
No Ratios - 392Mb Online - 24h - Call +46-246-60187

4494. Track Ball Conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: gregor@shelly.goldengate.net
Message-ID: <bc7cb$11122f.179@goldengate>
Source record: 23763

I have an old atari trak-ball. Is their anyway to us it a ST?
Is it possible to rewire it or maybe a sw driver?
Thanks in advance!

4495. Re: Fw: upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30a62f42_Tom.Thomason@fpc.ct.se>
Source record: 23764

On 21 Oct 95, Jesper Kock shot this through the ether to Tom Thomason...

JK> ehh ?? What about the Falcon Magnum card ?? That one allow you to use
JK> a 4MB standard Falcon with SIMMS so that it can run with an extra 4/8
JK> or 12 MB RAM.

You cannot have an 8Mb _ST-RAM_ configuration. 8Mb can only be achieved
through a combination of ST-RAM and FastRAM. Unfortunately, not all software
can use FastRAM.

Mvh,
Tom

4496. Multsync Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-12 00:00:00 UTC
From: Mark Banfield <marvin@aisaonline.net>
Message-ID: <30A56B81.C10@aisaonline.net>
Source record: 23765

Does anyone have information on conecting multisync monitors to
STFM's ?

4497. Portfolio communication

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <487b76$qot@daneel.sds.no>
Source record: 23766
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

```
Portlink ST - Program for file transfer between Portfolio and Atari ST
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

Since the sales have been low I now release it into the public domain!

To companies that sell other products for communication Portfolio-ST:
this is not a rip-off, but a result of hard work and lots of research
with the help of other Atari ST developers both in Norway and Germany.

The ST software communicates with the build-in Portfolio file-transfer-
program and use the Portfolio parallel-interface and Portfolio-PC cable

The cable needs some modifications, but no one should have any problems
The communication speed is much faster than with a PC - And it's free !

Binaries & documentation at: ftp.oslonett.no/user/larserik/portlink.zip
or at ABK-BBS in Norway: Call +4767132659 and get the file PORTLINK.ZIP

Source-code is available on request, send email to adress in signature.

--
Lars-Erik 0sterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
SysOp ABK-BBS Info/Picture at http://www.oslonett.no/~larserik/
```

4498. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <486tt8$b2u@hpscit.sc.hp.com>
Source record: 23767

Waldi Ravens (waldi@moacs.indiv.nl.net) wrote:
: I think this only proves that Chris is right. The method you suggest is by
: no means a *clean* way. It's not so bad if this dirty piece of software
: were to fail, the problem is that other processes will fail when trying
: to fork or allocate some memory.

Not if you have configured a maximum size in mint.cnf 8-)

: Switching to supervisor mode when it is not absolutely necessary is very
: bad behaviour. Furthermore, there is no guarantee that supervisor mode
: will enforce single-tasking. It just happens to be that way in the current
: MiNT kernel, but could be changed in a future version.

I know that it is not guaranteed, but since nobody really works on big
extensions of the MiNT kernel, I wouldn't expect any changes here.
If there were some, I would suggest an explicit function to switch
off multi-tasking for some time, like there is in the AmigaOS.

BTW, while my proposal might not be the nicest, it still proves my
point that you *can* find out the amount of memory available to your
process in TOS (which was disputed in a previous message).

: Anyway it just won't work under MiNT, because no process can get more
: memory than the maximum size configured in mint.cnf.

So why would it cease to work then? It would still give you the maximum
amount of memory available to your process which is exactly what one
would ever want to know.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4499. ATARI PC5 Info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: e9327376@stud1.tuwien.ac.at
Message-ID: <e9327376.26.0037A5BE@stud1.tuwien.ac.at>
Source record: 23768

Hi!

Does anybody out there know what settings are needed in the BIOS
setup for the standard Harddrive? I got an old one but the former owner
messed with the settings, and he has lost the documentation... :-(

I would appreciate it a lot if someone could help me out!

Thanks in advance

Harald Riegler

PS: Please email me as I can't check this newsgroup so often...

e9327376@stud1.tuwien.ac.at

4500. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <487dno$gl3@dux.dundee.ac.uk>
Source record: 23769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dvhouse@datanet.ab.ca wrote:
: I need to transfer files from an Atari ST to an MSDOS machine.
: Anybody know of disk conversion utilities etc that might facilitate
: this process. I'd prefer direct email info if possible.

The ST should automatically format MS-DOS compatible disks. However
I have heard of a few problems. If it doesn't then perhaps
a visit to the umich FTP archive might be in order.

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

4501. STFM/STE Network

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: k959362@atlas.kingston.ac.uk
Message-ID: <487o8k$b8c@mercury.kingston.ac.uk>
Source record: 23770

I came across an advert in an old Atari mag that detailed a cartidge for the STFM/STE that enabled you to link several machines over what I think was ethernet cable.

I require this to connect an STFM to and STE so that I can easily share a hard drive between the two and still have quite a high data rate (MIDI is just too slow).

Does anyone know if these cartridges and the necessary drivers are still available anywhere in the UK, or how to construct them (schematics, driver code, etc.).

Any alternative solutions would also be appreciated.

- Michael Saunderson
- E-Mail : k959362@atlas.king.ac.uk
- Home Page : http://www.king.ac.uk/~k959362/home.htm

4502. 1040St Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: disco@nol.net
Message-ID: <487qp3$gbl@dazed.nol.net>
Source record: 23771

Ok, I have a few questions. I'm fixing to buy an Atari 1040st but it only has a flooy drive and 1 meg of memory. I need to know what kind of memory it take before I buy it and is it possible to install an IDE Hard Drive into it. Thanks in advance

David

4503. Re: 1040St Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: whylesc <whylesc@btlip03.bt.co.uk>
Message-ID: <487tbc$hk0@pheidippides.axion.bt.co.uk>
Source record: 23772

Welcome to the Atari world! A 1040ST is a relatively high end machine for this world! There are memory upgrades possible, but it isn't usually a matter of plugging in a few SIMMs. You would probably only be able to take it up to 2.5M RAM, depending on which model and revision it is.

However, in the Atari world you don't usually need loads of memory like the DOS or Mac world. Programmers are well aware of the limitations and write to suit. No code generators here!

You won't be able to fit any internal hard drive. Neither will you want to fit an IDE drive. The easiest way to fit a hard drive is to buy the Link 2 which plugs into the DMA port and provides SCSI. Then you can plug in an external SCSI hard drive. Atari doesn't have SCSI built in.

What you need really depends on what you want the machine for. If it is music and you intend to run Cubase, I would recommend a memory upgrade. Cubase seems to like it. Papyrus for word processing also benefits from more memory, because you would want to run GDOS or NVDI to get scaleable fonts.

Ataris are great, software is cheap. Buy it!

((:) |_ | |\| whyles

4504. Re: Re: TOS 2.06 upgrade saga finally ends in triumph

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: ptaylor@udcf.gla.ac.uk
Message-ID: <DHzs8F.L9K@udcf.gla.ac.uk>
Source record: 23773
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari

In article <477090$br9@info.curtin.edu.au>, zrollinso@cuppa.curtin.edu.au says:
>

>Another interesting thing that I encountered last night was after dragging
>an application to the desktop (waveplay.prg), drive A would vanish - a
>message would pop up saying that drive A does not exist. If I then clicked
>on the drive icon and tried to install a device, the icon would vanish as
>well.
>
>After rebooting I tried a different application and had no problem so I
>dragged waveplay down there again just to see if it was application specific
>and there was no problem this time. So, I figured it must be waveplay all on
>it's own that causes a problem, so I booted again (yes it was turning into a
>very late night at this stage) and dragged waveplay onto the desktop and
>found that there was no problem at all.
>
>Now, I must have done something wrong to start with, but what? Has anybody
>seen this before or is it just an elusion caused by too much sex, drugs and
>rock and roll or lead solder fumes?
>
I've got this problem too. Soon after I installed TOS 2.06 in my STE I
reported it to my supplier, Compo, who replied that they had never heard
of it.
When I power up from cold, four times out of five I don't get my floppies -
although the icons for A: and B: appear, if I then double-click on one of
them I get a cheery TOS message "Drive A/B does not exist". Or if I choose
Install Devices from the Options menu, the floppy icons vanish from the
desktop.

On the other hand if I reboot (Ctrl-Alt-Delete) or Reset (button at rear
of computer) I _do_ always get my floppies.
To alleviate this problem, I have put a wee homemade program in my Auto
folder which checks for the existence of drive A:. If not found, it halts
with a warning message. I can then either press any key - to continue
regardless, because I am not expecting to use a floppy - or Ctrl-Alt-Delete,
which does the necessary.

The Germans have lots of patches for many other bugs in TOS 2.06, but I've not
seen any mention of this one. Anyway, their patches are not directly
applicable to British (Oz, US,...?) ROMs because the absolute addresses are
different. Was fuer ein Pech !
Has anyone out there converted any of these addresses, please...?
TTFN, Philip Taylor

4505. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: dvhouse@datanet.ab.ca
Message-ID: <4885k7$oan@hermes.oanet.com>
Source record: 23774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <487dno$gl3@dux.dundee.ac.uk>,
rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>dvhouse@datanet.ab.ca wrote:
>: I need to transfer files from an Atari ST to an MSDOS machine.
>: Anybody know of disk conversion utilities etc that might facilitate
>: this process. I'd prefer direct email info if possible.
>
>The ST should automatically format MS-DOS compatible disks. However
>I have heard of a few problems. If it doesn't then perhaps
>a visit to the umich FTP archive might be in order.
>
>Rod
>
Hi Rod,

I have an old Atari ST520...and it does not format MSDOS disks.
There is a utility called st2dos that runs on
he MSDOS machine and allows the MSDOS computer
to read and write to Atari disks. However,
while I have managed to read Atari disks on the
MSDOS machine this way, the disks then seem
to be unreadable on the Atari after they
have be MSDOSsed.

I've seen a description of another program that promises
to do this but can find a copy. Its called Ataridsk.zip
but all of the archives I've tried fail to deliver the thing.

Dave

4506. HP LaserJet 5L

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <488b8f$7hr@bundy.mdk.se>
Source record: 23775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am probably soon going to buy the new HP-LaserJet 5L printer, and I was wondering if there are anyone who knows if there is any existing printer driver for this printer. I do have NVDI and the driver for HP-LaserJet 4L, is this one going to work? The new model has support for 600x600dpi, is it easy to modify the old 4L driver to support this?

I would appreciate all information I can get about this! Thank you!

--
// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
No Ratios - 392Mb Online - 24h - Call +46-246-60187

4507. Megafile 60 PORT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: Roland Hoelscher <praktmb2@bmdgt.bbn.hp.com>
Message-ID: <30A76461.480F@bmdgt.bbn.hp.com>
Source record: 23776

Hi Man !

I got a Megafile 60 in the February of 95, and i don't have
a Connection - Cable for it.

I decided to create one on my own.
But i need a descrition for the Hard diskdrive port of the
Magefile 60.

The description could be in the Maunual, i don't have.

Please help me !!! =:-o

ROLAND

4508. GEMDOS libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: ghsst6+@pitt.edu
Message-ID: <488lut$6tp@usenet.srv.cis.pitt.edu>
Source record: 23777

I was trying to compile a program with GCC under MiNT, and it couldn't find the _gemdos, _bios, and _xbios symbols to link with. i have all of the libs (latest version) on the umich archive in the Mint/Lib directory, and i was using the -lgem command line option. does anyone know where i can find the libs with the GEMDOS calls, or how to get the stuff to compile if i don't need additional library files?

thanks in advance.
--
Geoff Spear | this space unintentionally left blank.
http://www.pitt.edu/~ghsst6/| fnord.

4509. Re: More Memory Management ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-13 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <T1N6B8U@moacs.indiv.nl.net>
Source record: 23778

In article <1995Nov10.220404.24@mtroyal.ab.ca>, <ppospis@mtroyal.ab.ca> wrote:

> When using a single-tasking
> TOS and programming at the assembly level it was my understanding
> that a program was given all of the available memory and it was
> up to the program to Mshrink space back to the system.

A program gets the largest continuous chunk of memory available.

> Therefore,
> there shouldn't be any available heap space. I tested this out
> and there is a heap.

Fragmentation is not a heap. ;-) Try Malloc(Malloc(-1)) from within
a bootsector program. You'll get one big chunk of memory, from *_membot
upto *_memtop. If you don't call Mshrink() a subsequent Malloc() will
(obviously) fail.

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

4510. ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30a87877_Tom.Thomason@fpc.ct.se>
Source record: 23691

On 10 Nov 95, falcon shot this through the ether to All ...

f> DOES ANYONE KNOW IF THE FALCOBN PUTS OUT THE RIGHT KHZ TO RUN THE TT
f> 195 19" MONITOR?
f> I REALIZE SOME MODS MAY HAVE TO BE DONE TO A CABLE.

To the best of my knowledge, the problem lies with the fact that there
are no Falcon compatible screen drivers for this monitor.

ATB,
Tom

4511. RE: Track Ball Conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: zrollinso@cuppa.curtin.edu.au
Message-ID: <488vgr$43d@info.curtin.edu.au>
Source record: 23692

In Article <bc7cb$11122f.179@goldengate>
gregor@shelly.goldengate.net (Bradly Maurer) writes:
>I have an old atari trak-ball. Is their anyway to us it a ST?
>Is it possible to rewire it or maybe a sw driver?
> Thanks in advance!
>

I would have thought that if it is an atari track ball it would be right for
an ST. What sort of connector does it have on it?

I'm about to post some atari pinouts for mouse ports.

(Lucky bugger, I've been looking for a track ball for years).

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

4512. Mouse pinouts (if you're interested).

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: zrollinso@cuppa.curtin.edu.au
Message-ID: <4890o0$43d@info.curtin.edu.au>
Source record: 23693

Last week I posted a request for info on connecting a PC mouse to an Atari.

This caused a bit of confusion since most PC rodents tend to be serial these days, but I have two BUS mice (mouses?) which apparently CAN be connected to an atari. One is the original microsloth mouse and the other a 3 button Logitech, which is a very comfortable mouse to use and doesn't have the clunky sound that the Atari mouse has.

My machine is an STe (not a Mega) and I don't know if the mouse port changed when the STe came out, but here is the info anyway for anybody interested.

The Logitech bus mouse is compatible with the Microsloth bus mouse except the Logitech mouse has a centre button.

The Logitech mouse connector is a 9 pin miniature DIN connector that looks a bit like this:

```
Pin Signal _---_
------------ / \___/ \
1 +5v | 7 8 9 |
4 Y1 | 3 4 5 6 |
5 Y2 \ 1 2 /
2 X2 \_____/
3 X1
9 GND (Artists impression of
7 Middle a mini 9 pin DIN :-)
8 Right
6 Left
Shell ESD GND
```

The Atari mouse port (at least for the STe) looks like this:

```
Pin Signal
------------
1 Xb
2 Xa +-------------------------+
3 Ya \ Insert diagram of a /
4 Yb \ db9 connector in here /
5 not connected +---------------------+
6 Left
7 +5v
8 GND
9 Right
```

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not share my opinions
on computer pointing devices. No mice were
harmed in producing this posting (yet).

4513. FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: STEPANSKI@saturn.rowan.edu
Message-ID: <4892du$odb@gboro.rowan.edu>
Source record: 23779

FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
All for $250
Call Karen at 609-953-1987
or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language

4514. Re: Re: TOS 2.06 upgrade saga finally ends in triumph

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <4893pp$83r@newdelph.rtsg.mot.com>
Source record: 23780
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari

In article <DHzs8F.L9K@udcf.gla.ac.uk> ptaylor@udcf.gla.ac.uk writes:
>I've got this problem too. Soon after I installed TOS 2.06 in my STE I
>reported it to my supplier, Compo, who replied that they had never heard
>of it.
>When I power up from cold, four times out of five I don't get my floppies -
>although the icons for A: and B: appear, if I then double-click on one of
>them I get a cheery TOS message "Drive A/B does not exist". Or if I choose
>Install Devices from the Options menu, the floppy icons vanish from the
>desktop.
>

I have this problem, too, but I know why. When I want to use my Sang
graphics card in my Mega STe (TOS 2.06), I have to turn on my ICD
hard drive AFTER I turn on my computer. If I don't wait for the floppy
to finish running its "test" (or whatever it is its doing when the little
green light turns on after power up) before I turn on the hard drive,
I get this problem.

In other words, are you turning your hard drive on before you are turning
on your computer? Or after?

Mike White

4515. Boston Area Atari Users...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: dhbutler@stat.mps.ohio-state.edu
Message-ID: <48arsm$geu@osustat.mps.ohio-state.edu>
Source record: 23781
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

This i sonly going to be of interest to Boston area ST/TT/Falcon owners;

I was pleasently surprised to find, about two weeks ago, that my employer (Micro Center) is now carrying ST Format! At this point we are only receiving 5 copies per month, and I am the only person buying one! Anyone interested should stop by and pick up a copy to help ensure that we continue to carry this product. It is a nice glossy rag from Europe with a fair layout and reasonably good articles, plus a cover disk. We also carry a few Amiga magazines if anyone is interested.

BTW, this is not meant to be an advertisement for Micro Center, just an errrr. public service announcement, yeah, that's it...

It is interesting the number of comments my little Atari emblem on my name badge gets. The most common comment goes something like "Wow, Atari, I still have my ST and love it" or "I wish I could still get products for my ST, it was much better than my PC is." I have even been doing some Technical Support for the ST/TT/Falcon line (usually I do Mac Tech Support). Heck, if you have a question about your system stop by and see me - I work in the Tech Support department.

Long live Atari!
-->
|-! -David Butler- dhbutler@osustat.mps.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

4516. Re: For sale: Atari Falcon without harddisk and ram.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: jsd617s@cnas.smsu.edu
Message-ID: <48ahd1$4bll@nic.smsu.edu>
Source record: 23782
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Bob Stoute (stoute@luna.nl) wrote:
: In article <484qdn$oq7@hpg30a.csc.cuhk.hk>, s925799@mailserv.cuhk.hk
: (Malcolm) wrote:

: > I am selling it because it can't run Cubase audio smoothly.

: I was just wondering what kind of problems you had with Cubase Audio. I'm
: using it myself and I'm also having problems. Do you think Cubase Audio
: will run better on a Mac or PC. I'm just thinking of switching to Mac.

That's funny, My brother just sold his Mac and bought a used Falcon because
he couldn't get the Mac version to run properly....

4517. Re: SPANISH KEYBOARDS?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DI1xnr.KLJ@cix.compulink.co.uk>
Source record: 23783

In message <5xhsXDrLDhB@ollom.prima.ruhr.de>, Oliver@ollom.prima.ruhr.de
said:
> Do exist spanish Atari-keyboards?

IIRC when I was in Spain in 1986 I saw a 1040STF in a shop with what I can only presume was a Spanish keyboard. The machine was brand new and it certainly didn't have a UK one.

:-)

Roland.

@CiX

4518. Re: tranfer between Atari and Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-1411951051370001@150.102.161.162>
Source record: 23784

In article <stoute-1411950527580001@01-dynamic-c.rotterdam.luna.net>,
stoute@luna.nl (Bob Stoute) wrote:

> Can anyone outthere tell me how to exchange files from an Atari to a Mac
> and vice versa ??
>
The way I do it is to format my disks on the Mac (w/PCExchange) as DOS
720K. Both machines seem happy with this arrangement (which can't be said
of some of the Atari PD formatters). Getting your applications to
understand your files after they have been successfully read is another
matter entirely...

paul

4519. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <816319512_OASIS_@swampdog.demon.co.uk>
Source record: 23785

In article <4885k7$oan@hermes.oanet.com>
dvhouse@datanet.ab.ca said:-

>In article <487dno$gl3@dux.dundee.ac.uk>,
> rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>>dvhouse@datanet.ab.ca wrote:
>>: I need to transfer files from an Atari ST to an MSDOS machine.
>>: Anybody know of disk conversion utilities etc that might facilitate
>>: this process. I'd prefer direct email info if possible.
>>
>>The ST should automatically format MS-DOS compatible disks. However
>>I have heard of a few problems. If it doesn't then perhaps
>>a visit to the umich FTP archive might be in order.
>>
>>Rod
>>
>Hi Rod,
>
>I have an old Atari ST520...and it does not format MSDOS disks.
>There is a utility called st2dos that runs on
>he MSDOS machine and allows the MSDOS computer
>to read and write to Atari disks. However,
>while I have managed to read Atari disks on the
>MSDOS machine this way, the disks then seem
>to be unreadable on the Atari after they
>have be MSDOSsed.
>
>I've seen a description of another program that promises
>to do this but can find a copy. Its called Ataridsk.zip
>but all of the archives I've tried fail to deliver the thing.

I've just been asking a PC owning friend of mine a similar question.
With HD disks, the tracks are thinner so the "fat" ST disk drive head
can get confused. It's better to format the floppy on an ST to reduce
the chance of read errors after the PC has written to the disk, then
copy to another ST formatted disk for reliability.

The newer desktops format to PC standard. Numerous programs such as
Knife_ST, Kobold etc also do the same thing. Afaik, the only thing
which makes PC's complain is a couple of bytes in the bootsector which
can be changed manually with a disk editor.

--

Guy Harrison

guy@swampdog.demon.co.uk

4520. Re^2: Fw: upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_30a85fc8_Jesper.Kock@kockens.ct.se>
Source record: 23786

Hello android Thomason! The 12.11.95 you talked about "Fw: upgrade",and my
reply is:

JK>> ehh ?? What about the Falcon Magnum card ?? That one allow you to use
JK>> a 4MB standard Falcon with SIMMS so that it can run with an extra 4/8
JK>> or 12 MB RAM.
>
> You cannot have an 8Mb _ST-RAM_ configuration. 8Mb can only be achieved
> through a combination of ST-RAM and FastRAM. Unfortunately, not all
> software can use FastRAM.
>

Yes, i have heard that now. And unfortuanally my brother wanted the extra RAM
for graphics and raytracing, and it is NOT working with the FastRAM :-(
So he is not interested of the Magnum card anymore.

Grtz Jesper Kock,WiZZard on /#Kockens BBS#/ +4646250256,Atari Only

--
Never ever trust a klingon! I dont!

4521. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5xqGpaDiqnB@parkview.iaf.nl>
Source record: 23787

In a public message dated 14.11.95 Rod (rmccall@mcs.dundee.ac.uk) writes:
> dvhouse@datanet.ab.ca wrote:
> : I need to transfer files from an Atari ST to an MSDOS machine.
> : Anybody know of disk conversion utilities etc that might facilitate
> : this process. I'd prefer direct email info if possible.
>
> The ST should automatically format MS-DOS compatible disks. However
> I have heard of a few problems. If it doesn't then perhaps
> a visit to the umich FTP archive might be in order.
>
> Rod
>
If the PC is really close to the Atari (maybe drag one of them close enough) there's the nullmodem cable solution. Run a comms prg on both machines, make sure the speed is the same and start uploading. This way you can easily transfer 100Mb in one night, saves a quite some running up and down with these halfwit DD floppies..

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx

4522. /dev/mouse questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <48a1dk$4eq@whitbeck.ncl.ac.uk>
Source record: 23788

Does anyone know how to get the MiNT /dev/mouse device to work
WITHOUT interfering with the VDI mouse handling.
As it stands, although mouse coords are updated whilst /dev/mouse
is open, the actual on-screen image of the mouse isn't updated
until you hide/show the cursor (so it stays fixed in one place).

My reason for this is so that I can use a non-busy wait loop
in the XaAES mouse handler - but I do have to keep the VDI
stuff going so that GEM programs work (my current mouse handler
uses vex_motv() and vex_butv() to track clicks and motion, but
has a busy wait in it).

Craig.

4523. a hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: aj217@FreeNet.Carleton.CA
Message-ID: <DI1Lux.795@freenet.carleton.ca>
Source record: 23789

i have a sh204. 20 meg. can i put a larger scsi drive into it?
--
"there are no losers in amateur sports." Mark Templeton
"Look out, HES GOT A SWORD! . . . .you idiot... WE'VE ALL GOT SWORDS!"
"..stood here before inside the pouring rain with the world turning circles
running round my brain, because i always thought you would end this reign"

4524. FS: ST MIDI software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-14 00:00:00 UTC
From: mercury30@aol.com
Message-ID: <489nsc$2d0@newsbf02.news.aol.com>
Source record: 23790

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also
a top of the line MIDI sequencing program is also included in this bundle
plus another MIDI program. $50 shipped to you. A great MIDI package!
Email Mercury30@aol.com

4525. Re: Re: TOS 2.06 upgrade saga finally ends in triumph

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: pbaker@mettav.demon.co.uk
Message-ID: <6043_pbaker@mettav.demon.co.uk>
Source record: 23694

In a previous message ptaylor@udcf.gla.ac.uk wrote
> Organization: University of Glasgow Computing Service
>
> In article <477090$br9@info.curtin.edu.au>,
> zrollinso@cuppa.curtin.edu.au says:
>
>
> I've got this problem too. Soon after I installed TOS 2.06 in my STE
> I reported it to my supplier, Compo, who replied that they had never
> heard of it.
> When I power up from cold, four times out of five I don't get my
> floppies - although the icons for A: and B: appear, if I then double-
> click on one of them I get a cheery TOS message "Drive A/B does not
> exist". Or if I choose Install Devices from the Options menu, the
> floppy icons vanish from the desktop.
>
> On the other hand if I reboot (Ctrl-Alt-Delete) or Reset (button at
> rear of computer) I _do_ always get my floppies.
> To alleviate this problem, I have put a wee homemade program in my
> Auto folder which checks for the existence of drive A:. If not found,
> it halts with a warning message. I can then either press any key - to
> continue regardless, because I am not expecting to use a floppy - or
> Ctrl-Alt-Delete, which does the necessary.
>
> The Germans have lots of patches for many other bugs in TOS 2.06, but
> I've not
> seen any mention of this one. Anyway, their patches are not directly
> applicable to British (Oz, US,...?) ROMs because the absolute addresses
> are different. Was fuer ein Pech !
> Has anyone out there converted any of these addresses, please...?
> TTFN, Philip Taylor
>

I must admit I HAVE had this problem....the ONLY time this happens to me is
when I turn off my hard drive system and only warmboot the STE.

What appears to happen is that the DMA get's VERY confused...I lose A & B and
have to Coldboot to get them back again..

Do you have a hard drive attached by any chance?

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
~~~~~~

| the Sysop of the Tavern BBS |
~~~~~~
~~~~~~

4526. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: stevehol@lucky.cloverleaf.com
Message-ID: <48c0l9$imv@news.cloverleaf.com>
Source record: 23695

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <4885k7$oan@hermes.oanet.com>
: dvhouse@datanet.ab.ca said:-

: >In article <487dno$gl3@dux.dundee.ac.uk>,
: > rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
: >>dvhouse@datanet.ab.ca wrote:
: >>: I need to transfer files from an Atari ST to an MSDOS machine.
: >>: Anybody know of disk conversion utilities etc that might facilitate
: >>: this process. I'd prefer direct email info if possible.
: >>
: >>The ST should automatically format MS-DOS compatible disks. However
: >>I have heard of a few problems. If it doesn't then perhaps
: >>a visit to the umich FTP archive might be in order.
: >>
: >>Rod
: >>
: >Hi Rod,
: >
: >I have an old Atari ST520...and it does not format MSDOS disks.
: >There is a utility called st2dos that runs on
: >he MSDOS machine and allows the MSDOS computer
: >to read and write to Atari disks. However,
: >while I have managed to read Atari disks on the
: >MSDOS machine this way, the disks then seem
: >to be unreadable on the Atari after they
: >have be MSDOSsed.
: >

MSdos will not recognize a disk unless it sees a valid jump instruction
at the beginning of the boot sector. On (looking to see what's handy) an
MSdos 5.0 disk that happens to be EB 3C 90 - I believe that it's a
different value for 3.3 dos and below. The instruction is a jump past
the disk "info" to the executable boot code which dos format puts on
every disk whether you actually make the disk bootable (with the "/s"
option or using SYS.COM) or not. So even though the code only gets used
when you actually "boot" a disk, dos won't consider it a valid disk
unless the jump is there. Go figure.

Also, even though MS defined the information in the boot sector to
indicate things like number of sectors per track, in their typicaly
arrogant fashion their dos is written to ignore the setting and assume
9 sectors per track on all double-density 3.5 inch disks, so if you're
formatting your Atari disks for 10 or 11 sectors per track (notice how
Atari actually wrote their OS to follow the standard set by but ignored

by MS), they won't work with MSdos (however, if you're using DR dos from Digital Research, it, too, will cope with the non-standard sectors per track. DR was later bought by Novell and the dos became Novell Dos 7.0).

: I've just been asking a PC owning friend of mine a similar question.
: With HD disks, the tracks are thinner so the "fat" ST disk drive head
: can get confused. It's better to format the floppy on an ST to reduce
: the chance of read errors after the PC has written to the disk, then
: copy to another ST formatted disk for reliability.

Dead wrong and very common misinformation. With _5.25"_ disk drives, there was a change in track width when the same size disk went to 80 tracks instead of 40 tracks. So yes, if you format a 360K disk in a 360K disk drive and then write to it with a 1.2M drive, the head is thinner and will leave part of the old information surrounding the new track. This will not cause a problem for the 1.2M drive, but if you take the disk back to the 360K drive it's wider head will read the new _and_ the old information simultaneously and this can be a problem. If you must take information from a machine with a 1.2M drive to a machine with a 360K drive, the only way to do it with 100% reliability is to take a virgin or bulk-erased floppy and format it in the 1.2M drive using the "/4" option to make a 360K floppy. This way there won't be any "wider" track information on the disk, and thus the 360K drive will have no problem reading the disk.

However, the 3.5" drives have ALWAYS been 80 track disks - the difference between 720K disks (double-density) and 1.44M disks (Quad or High Density) is the higher data rate going to the disk resulting in the ability to write twice the sectors per track (18 instead of 9, typically). The track width is _exactly_ the same, and therefore there is no problem with a 720K drive reading a 720K disk which has been written on using a 1.44M drive.

Now there _is_ a difference in media with the HD disks - and a 1.44M disk which has been formatted in a 1.44M drive will be unreliable or unusable if you try to reformat it in an ST drive for 720K. When a 1.44M drive senses the second hole which indicates a HD disk it uses increased write current and the ST drive will not be able to overwrite the higher magnetism left by the 1.44M drive. Oh, and as for the difference in the media, this isn't always the case anymore. A lot of manufacturers decided that even though the HD media is a little more expensive, it's a lot cheaper to only have to maintain ONE production line and put the same media in both cases. When disks were more expensive, it was practical to use the hole punches which were popular for converting the low density disks to high by adding the little sense hole; I only ran into a couple of brands which didn't work reliably, most did. This is kind of a moot point with the price of disks today.

: The newer desktops format to PC standard. Numerous programs such as
: Knife_ST, Kobold etc also do the same thing. Afaik, the only thing
: which makes PC's complain is a couple of bytes in the bootsector which
: can be changed manually with a disk editor.

Exactly. The bytes in question are the aforementioned jump instruction.
If you're stuck on a PC and desperate to read an Atari disk, start
Norton's disk editor with the "/m" option - this will allow you to access
the boot sector of the disk and make the change to the first three
bytes. Without the "/m" even Norton will refuse to read the disk, as it
makes it's calls through dos instead of directly to the FDC.

Steve Holiman / stevehol@cloverleaf.com | The rogue opinions which just
HACK / Holiman Audio/Computer Kibitzing | escaped do not necessarily reflect
Los Angeles CA (310) 942-0314 voice/fax | my moments of clear perception ...

4527. Re: Where can I find MacMint???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1511951343530001@47.85.0.99>
Source record: 23696

In article <48chv8$q59@cpca3.uea.ac.uk>, u9324372@cpca5.uea.ac.uk
(T.A.Newton) wrote:

> Hello,
>
> I am looking for MacMint, but I can't find it anywhere... Can anyone help?
> cheers,
>

MacMiNT stuff can be found at
nic.switch.ch in /software/mac/src/macmint,
suniams1.statistik.tu-muenchen.de in /incoming/MacMiNT, and at
archive.cis.ohio-state.edu in /pub/mac-unix/macmint.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4528. Re: GEMDOS libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <DOP6B5W@moacs.indiv.nl.net>
Source record: 23697

In article <488lut$6tp@usenet.srv.cis.pitt.edu>,
Geoffrey H Spear <ghsst6+@pitt.edu> wrote:
> I was trying to compile a program with GCC under MiNT, and it couldn't
> find the _gemdos, _bios, and _xbios symbols to link with. i have
> all of the libs (latest version) on the umich archive in the Mint/Lib
> directory, and i was using the -lgem command line option.

The mintlib only defines those three in the 16-bit integer version
(mint16.olb) of the library (see osbind.cpp for details). Could it
be that you're compiling with the -mshort option, while linking in
the 32-bit integer libraries? If so, remove the -mshort option from
${CFLAGS}, or if you really, really, really need -mshort add
-lmint16 to ${LDFAGS} (and also change -lgem to -lgem16).

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

4529. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <WMP6BHL@moacs.indiv.nl.net>
Source record: 23698

In article <486tt8$b2u@hpscit.sc.hp.com>,
Claus Brod <clausb@hpbbn.bbn.hp.com> wrote:
> Waldi Ravens (waldi@moacs.indiv.nl.net) wrote:
> : Furthermore, there is no guarantee that supervisor mode will
> : enforce single-tasking. It just happens to be that way in the
> : current MiNT kernel, but could be changed in a future version.
>
> I know that it is not guaranteed, but since nobody really works on big
> extensions of the MiNT kernel, I wouldn't expect any changes here.
> If there were some, I would suggest an explicit function to switch
> off multi-tasking for some time, like there is in the AmigaOS.

I would oppose to such function. Applications should not be given
the power to destroy the purpose of the OS. If the user wants
single-tasking she/he can halt the system and boot TOS.

I also believe that the Super() and Supexec() functions should not
really switch to cpu supervisor mode, but rather simulate it; so
that, for example, reading system variables would be allowed, but
not writing them, and hardware registers should not be accessible
in simulated supervisor mode.

> BTW, while my proposal might not be the nicest, it still proves my
> point that you *can* find out the amount of memory available to your
> process in TOS (which was disputed in a previous message).
>
> : Anyway it just won't work under MiNT, because no process can get more
> : memory than the maximum size configured in mint.cnf.
>
> So why would it cease to work then? It would still give you the maximum
> amount of memory available to your process which is exactly what one
> would ever want to know.

Different interpretation of "*total* space". IMO that's what sysstat
under NetBSD or free under Linux display, the total amount of unused
physical and virtual memory. Probably _not_ very interesting for an
application, but extremely interesting from the sysadmins point of
view. :-)

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

4530. Re: Lighthouse tower help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <48d0r0$7jr@wn1.sci.kun.nl>
Source record: 23699
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <48aga4$336@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phil Davey) writes:

>How much space is there inside a Lighthouse Tower case?
>(an approximate size would be helpful)

>The reason I ask is that I want to put in a PC power supply, to power
>the falcon board as well as a couple of hard disks. From what I can tell,
>the producers of this case want you to buy a separate PSU for the mother
>board and each drive.
>Once I know how much space there is, I can get a PC supply which will fit.

I have the Lighthouse Tower for my Falcon. The design is somewhat
strange: It has two halves; the lower half is filled with the
motherboard (and has lots of space left), the upper half is mounted
with the drives. They are connected with hinges. Each half is
approx. 7 cm high (figures from my head). Basically the height is
thus quite limited, the two other dimensions are large enough.

Please let me know what you find out; I will have to install a
separate power supply too.

Hope this helps.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4531. test

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3831rcain@nest.demon.co.uk>
Source record: 23700

On 15 Nov 95 mbecroft@iconz.co.nz wrote:

m> Somehow or other, a file has appeared in the clipboard directory
on
m> my Hard Disc drive c which doesn't have any name. The file can
be
m> selected at the desktop, but trying to view it doesn't work, as
the
m> application cannot find the file. In the directory listing on
the
m> dektop, it just shows up as " .
".
m>

m> Deleting the file doesn't work either, as it cannot be found.
Aside
m> from zeroing the partition and restoring everything from a
backup,
m> does anyone have an idea about how I might delete this
file?

Using a disc editor find the directory entry for this file and write $E5
into the first character. Then run a de-fragger. This should report "lost
clusters" and you should select for them to be
recovered.

There's probably loads of other ways but this way does not rely on any
particular behaviour of a disc utility
program.

Roger
rcain@nest.demon.co.uk

--

4532. Re: [Q] How to delete file with no name?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <30A9D976.41C67EA6@cs.man.ac.uk>
Source record: 23701

Mario Becroft wrote:
>
> Hello,
>
> Somehow or other, a file has appeared in the clipboard directory on my
> Hard Disc drive c which doesn't have any name. The file can be selected
> at the desktop, but trying to view it doesn't work, as the application
> cannot find the file. In the directory listing on the dektop, it just
> shows up as " . ".
>
> Deleting the file doesn't work either, as it cannot be found. Aside from
> zeroing the partition and restoring everything from a backup, does anyone
> have an idea about how I might delete this file?

When I had a similar problem (a file with illegal characters in then name)
and it did something similar, I used Knife-ST to rename it, as it showed it
to me, and alowed me to change it...

I think it was from the 'directory' viewer...

Another alternative, which I have used, is when a file was created by a program
that gave it a bad filename. I just wrote a short C program in prospero C to
delete the file with that specific filename (It worked!). Obviously, the
filename checking is not done by the OS...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

4533. Re: STFM/STE Network

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <48cq7b$tho@bundy.mdk.se>
Source record: 23702

```
: I came across an advert in an old Atari mag that detailed a cartidge
: for the STFM/STE that enabled you to link several machines over what I
: think was ethernet cable.
: I require this to connect an STFM to and STE so that I can easily
: share a hard drive between the two and still have quite a high data
: rate (MIDI is just too slow).
: Does anyone know if these cartridges and the necessary drivers are
: still available anywhere in the UK, or how to construct them
: (schematics, driver code, etc.).
: Any alternative solutions would also be appreciated.

What you're looking for is available in the U.S. from ST-Informer, you
can reach them at: stinformer@chatlink.com

--
// Take Care, Daniel Hedberg of New Beat Development.
---------------------------------------------------------------------
TiME BOMB - The Home of New Beat Development and Addiction Software
No Ratios - 392Mb Online - 24h - Call +46-246-60187
---------------------------------------------------------------------
The Home Page of New Beat Development - http://www.kuai.se/~dhedberg/
```

4534. Re: HP LaserJet 5L

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <48cqhv$tho@bundy.mdk.se>
Source record: 23703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

: >I am probably soon going to buy the new HP-LaserJet 5L printer, and I was
: >wondering if there are anyone who knows if there is any existing printer
: >driver for this printer. I do have NVDI and the driver for HP-LaserJet
: >4L, is this one going to work? The new model has support for 600x600dpi,
: >is it easy to modify the old 4L driver to support this?

: We got a 5MP some weeks ago, but until now I didn't find a driver that
: works with it. All LJ3 or LJ4 drivers have different problems. Perhaps
: you can get a new driver from ASH for NVDI.

Hello Harald,

Thank you for your reply. You say perhaps I can get a new driver from ASH
for NVDI, what is ASH? The LaserJet 4L driver shouldn't have any problems
with the LaserJet 5L I guess... but I won't be able to take advantage of
the higher 600*600dpi resolution. 8-/

// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
No Ratios - 392Mb Online - 24h - Call +46-246-60187

The Home Page of New Beat Development - http://www.kuai.se/~dhedberg/

4535. Re: Fw: upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-15 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <48cr7l$6ta@news.iesd.auc.dk>
Source record: 23704

In article <ftn_2.203.203.15$fidonet.org_30a62f42_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:
> On 21 Oct 95, Jesper Kock shot this through the ether to Tom Thomason...
>
> JK> ehh ?? What about the Falcon Magnum card ?? That one allow you to use
> JK> a 4MB standard Falcon with SIMMS so that it can run with an extra 4/8
> JK> or 12 MB RAM.
>
> You cannot have an 8Mb _ST-RAM_ configuration. 8Mb can only be achieved
> through a combination of ST-RAM and FastRAM. Unfortunately, not all software
> can use FastRAM.

It's only VERY old software that can`t use FastRAM.
Pre-1990 works fine.

Keep Cool and Flying...

ChainXOR...

4536. Re: Boston Area Atari Users...

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <DI44pE.327@cix.compulink.co.uk>
Source record: 23705
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In response to dhbutler@stat.mps.ohio-state.edu's message:
> I was pleasently surprised to find, about two weeks ago, that my
> employer (Micro Center) is now carrying ST Format! At this point we
> are only receiving 5 copies per month, and I am the only person buying
> one! Anyone interested should stop by and pick up a copy to help
> ensure that we continue to carry this product. It is a nice glossy
> rag from Europe with a fair layout and reasonably good articles, plus
> a cover disk. We also carry a few Amiga magazines if anyone is
> interested.

It's a comic compared to Atari World. STF still carries the ST Review
logo on it's cover, but all the STR writers went to AW. Get your store
to stock AW and do all your local Atarians a BIG favour.

All this IMHO of course (but I am right).

==
Al (agoold@cix.compulink.co.uk)
==
It's the Land. It is our wisdom.
It's the Land, It shines us through.
It's the Land. It feeds our children.
It's the Land. You cannot own the Land.
The Land owns you.
(C) Dougie MacLean
==

4537. FS: HD Cases CHEAP! (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <48esek$3a4@express.ior.com>
Source record: 23706

F O R S A L E

* Hard Drive Case *

Will hold up to 4 drives. Comes with the power cable, power supply,
and fan. It's not great to look at, but it deffinaly does the job!
it's grey with an off-white face. Asking $20 + shipping

* Hard drive Case *

Desktop style case that will hold 2 drives with LOTS of room left over.
It's off-white in color. It looks fairly nice! Comes with power supply,
power cable and fan. Asking $20 + shipping

OR... $35 + Shipping for both!

** Prices are Negotiable! ***

If you have any questions, or your interested in one of the items
listed above, PLEASE Email me (danbrown@on-ramp.ior.com), or call
(509) 326-1128.

Thanks for your time!

Dan Brown

4538. Re: ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DI45t2.54K@cix.compulink.co.uk>
Source record: 23707

> f> DOES ANYONE KNOW IF THE FALCOBN PUTS OUT THE RIGHT KHZ TO RUN THE
>
> To the best of my knowledge, the problem lies with the fact that there
> are no Falcon compatible screen drivers for this monitor.

I think its more fundemental than that. The Falcon's monitor socket is not electrically compatible with the TT-hi monitor. True there are no drivers either ;-(

Roland.

@CiX

4539. Re: [Q] How to delete file with no name?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: Hans-Martin Vogt-Ostmann <hampf@ubka.uni-karlsruhe.de>
Message-ID: <Pine.HPP.3.91.951116103802.16957J-100000@ubkahp1.ubka.uni-karlsruhe.de>
Source record: 23708

Hi,

On Wed, 15 Nov 1995, Anthony Jacques wrote:
> Mario Becroft wrote:
> > Hello,
> >
> > Somehow or other, a file has appeared in the clipboard directory on my
> > Hard Disc drive c which doesn't have any name. The file can be selected
> > at the desktop, but trying to view it doesn't work, as the application
> > cannot find the file. In the directory listing on the dektop, it just
> > shows up as " . ".
> >
> > Deleting the file doesn't work either, as it cannot be found. Aside from
> > zeroing the partition and restoring everything from a backup, does anyone
> > have an idea about how I might delete this file?
>

If you an see it on the desktop, you should be able to click on it and
use "File/Show Info..." and rename it. Then you can delete it. Worked OK
for me many times...

just my $0.02 worth

So long,
Hampf
--- ____________________ ____=^=____
.____ Hans-Martin Vogt-Ostmann `------------..-----' <___________>
/OLIX/, Universitaetsbibliothek Karlsruhe ___!!_________/ /_
/____// Postfach 6920 / 76049 Karlsruhe `._________ NCC1701)(-
(____(/ Tel: (+49) 721 / 608-6129 `-------'

4540. Re: [Q] How to delete file with no name?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <48fdhq$o80@daneel.sds.no>
Source record: 23709

Some COMMAND-shells can delete such files... The other way is to change
the name from "nothing" to "something" and then delete in a normal way..
To do this you need some kind of diskeditor and to know what you are
doing :-)

--
Lars-Erik 0sterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
SysOp ABK-BBS Info/Picture at http://www.oslonett.no/~larserik/

4541. Positive image available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DI59B2.4tL@cf.ac.uk>
Source record: 23710
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know if the photo retouching program "Positive Image" is available yet? If so, can someone tell me if the speed problem with graphics cards has been solved...

Simon

4542. Re: [Q] How to delete file with no name?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1611951528560001@138.110.7.161>
Source record: 23711

In article <48b4ph$3ab@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) wrote:

> Hello,
>
> Somehow or other, a file has appeared in the clipboard directory on my
> Hard Disc drive c which doesn't have any name. The file can be selected
> at the desktop, but trying to view it doesn't work, as the application
> cannot find the file. In the directory listing on the dektop, it just
> shows up as " . ".
>
> Deleting the file doesn't work either, as it cannot be found. Aside from
> zeroing the partition and restoring everything from a backup, does anyone
> have an idea about how I might delete this file?
>

GEMDOS itself cannot delete that file, AFAIK. Any attempt to tell it to delete that name will produce an error. So you have to use something that edits disk sectors on a "raw" basis.

TRY THIS AT YOUR OWN RISK - MAKE A BACKUP OF YOUR HARD DRIVE FIRST

If you feel up to it, you can use a tool like my MemFile program to look for the name of another file in the same folder. Do this:

1. Copy some file to the same folder and rename it to something unique like XYZZYFOO.

2. Find this string. In MemFile, use the Search feature.

3. Confirm that there is another file in that folder with the name " " (that's 11 spaces; the name stored on disk does not have the "." in it). This is the damaged file.

4. Change the name of the 11-space file to something more friendly like "DAMAGED DAT" (no period!) and delete the file using normal means.

Even if you do this, this may not clear up your entire problem. There is still the fact that you somehow got this bogus filename in the first place. It may have been caused by a programming bug, but you may also have a damaged directory structure. I suggest you get a program like Diamond Edge or ICD's CleanUp to check this.

Dan Wilga
Gribnif Software

4543. Re: ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.816515856@YE>
Source record: 23712

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > f> DOES ANYONE KNOW IF THE FALCOBN PUTS OUT THE RIGHT KHZ TO RUN THE
> >
> > To the best of my knowledge, the problem lies with the fact that there
> > are no Falcon compatible screen drivers for this monitor.

>I think its more fundemental than that. The Falcon's monitor socket is not
>electrically compatible with the TT-hi monitor. True there are no drivers
>either ;-(

Yes you are correct. The TT high signal is Emitter Coupled Logic (ECL)
which reqires -5.2 Volt driver chips.

dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4544. FS: Comps & more! (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <48erlc$18t@express.ior.com>
Source record: 23713

I need space for new hardware! And $$$'s to upgrade exhisting
hardware! So the unneeded equipment has to go! Not to mention,
I could use the room.... It's getting crowded in here!

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen. And I've seen a many!
Asking $250 + shipping

* 520 ST *

Power Supply
Original Box
Mega Touch Keyboard
512K RAM
RF Modulator
A 'games' machine mostly
Asking $50 + shipping
Note: I will throw in a copy of the docs to do the 1 meg (cheap)
upgrade for this.

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $75 + Shipping

* 14.4 baud Modem *

Made by Intel
New Condition
Original Box
Manual
Power Supply
S/R 14.4 fax
Asking $60 + shipping

OR...

$400 for the package, and you pay shipping ... Plus I'll throw in some magazines and some Joysticks if you want them.

* Prices are Negotiable so please don't hesitate to make a reasonable offer! *

If you have any questions, or your interested in one of the items listed above, PLEASE Email me (danbrown@on-ramp.ior.com), or call (509) 326-1128. If you reply here, please keep the same title, or I may miss the message!

Thanks for your time!

Dan Brown

P.S.

Sorry to all the people who responded before that I didn't get back to. School was taking all my time, and every time I got a chance to do something, something else came up. This WILL NOT happen again. I applogize for the inconvience that I must have caused people....

4545. Re: a hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: martinna@cf.ac.uk
Message-ID: <DI5oEw.oAI@cf.ac.uk>
Source record: 23714

Mark Templeton (aj217@FreeNet.Carleton.CA) wrote:

: i have a sh204. 20 meg. can i put a larger scsi drive into it?

and I have an ICD 20meg. Can I put a larger scsi (or whatever?) drive
into it, preferable in conjunction with it?

thanks.

Best wishes

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==-==-==-==-==-==-==-==-==-==-==-==

4546. Re: ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30abbd20185331e@discworld.oche.de>
Source record: 23715

falcon (selah@ccnet.com) wrote:

f>DOES ANYONE KNOW IF THE FALCOBN PUTS OUT THE RIGHT KHZ TO RUN THE TT 195
f>19" MONITOR?

Definitely not.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4547. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <48f9if$iut@hpscit.sc.hp.com>
Source record: 23716
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

whylesc (whylesc@btlip03.bt.co.uk) wrote:
: The ST does not format MS-DOS compatible disks unless you use a specific
: formatter such as Diamond Format.

Not true. Beginning with TOS 1.04, the disk format is *completely*
DOS-compatible. Before TOS 1.04, some clones had difficulties, but
only because they didn't really implement the full Microsoft
specification for detecting the disk parameters from the bootsector.
(Those clones just looked at a single byte in the bootsector,
the media byte, and derived all other parameters from it.)

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4548. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-16 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951116124501.13799B-100000@planetx.bloomu.edu>
Source record: 23717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 13 Nov 1995, whylesc wrote:

> My earlier reply must have gone missing!!
>
> The ST does not format MS-DOS compatible disks unless you use a specific
> formatter such as Diamond Format.
>
> The ST will read MS-DOS disks formatted (720K only!) on a PC.
>
> That is your simplest solution.

A small footnote, TOS 1.4 or higher will format 720K floppies in DOS
format in the Format option in the desktop. But I use M-Disk accessory
to do the DOS formating and it works everytime :) To format a DOS disk
with any formatter, use 80-9 double side. Thanx, and enjoy :)

Eric Noss
a.k.a
Mr. Maddog

4549. Re: Re: TOS 2.06 upgrade saga finally ends in triumph

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-17 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <6104_Spencer@mettav.demon.co.uk>
Source record: 23718

Out of the ether, the following was mentioned by ptaylor@udcf.gla.ac.uk...:

p> On the other hand if I reboot (Ctrl-Alt-Delete) or Reset (button at
p> rear of computer) I _do_ always get my floppies.
Hmmm, this sounds like a possible problem with either the DMA, Yamaha sound chip or the WD1772. I've also seen this problem when there is a dodgy connection to either a floppy drive or a hard disk (it results, I believe, in an overloaded DMA chip!)

I couldn't see the dodgy connection disappearing on a reboot however, so would suspect more of a transient problem on one of the above mentioned c

Why not try giving someone like Paul Rossiter a call as he is very helpful over the phone and is very reasonable on the cost of repairs.

His number is (0115) 968-1870.

p> The Germans have lots of patches for many other bugs in TOS 2.06, but
p> I've not
I can't forsee this being a problem with TOS 2.06 in its own right as I know of quite a few people using this version of TOS on their STe's with no signs of the problem that you experiencing, but I could be wrong ;-)

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

4550. Re: tranfer between Atari and Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-17 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <48hkdi$6lf@hpscit.sc.hp.com>
Source record: 23719

Bob Stoute (stoute@luna.nl) wrote:
: Can anyone outthere tell me how to exchange files from an Atari to a Mac
: and vice versa ??

At least for smaller files, DOS disks are the way to go. I have also
seen a reader program for the Atari which understands Mac disks written
on the more current drives (the "DOS"-compatible drives).

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4551. Re: Track Ball Conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-17 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <DI783y.G63@cix.compulink.co.uk>
Source record: 23720

In message <488vgr$43d@info.curtin.edu.au>, zrollinso@cuppa.curtin.edu.au said:

> (Lucky bugger, I've been looking for a track ball for years).

Don't PC trackballs work? I have a trackball for my Falcon which was originally a PC one. I don't know if my supplier had to alter the cable (which seems quite likely) or the circuitry (which I think he didn't).

Now I'm looking for a decent trackball for my Mac (have just gone the MagicMac route, quite largely for access to a wide range of CDs). The one that's most praised, the Kensington Turbo Mouse, isn't a patch on PC trackballs, and the Logitech TrackMan, which seems good, is no longer available in the Mac version in England.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

4552. Re: Re: TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-17 00:00:00 UTC
From: "Philip Taylor"
Message-ID: <DI7CLF.E4L@udcf.gla.ac.uk>
Source record: 23721
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari

In article <4893pp$83r@newdelph.rtsg.mot.com>, whitema@vance.cig.mot.com (Michael A. White) says:
>
>In article <DHzs8F.L9K@udcf.gla.ac.uk> ptaylor@udcf.gla.ac.uk writes:
>>I've got this problem too. Soon after I installed TOS 2.06 in my STE I
>>reported it to my supplier, Compo, who replied that they had never heard
>>of it.
>>When I power up from cold, four times out of five I don't get my floppies -
>>although the icons for A: and B: appear, if I then double-click on one of
>>them I get a cheery TOS message "Drive A/B does not exist". Or if I choose
>>Install Devices from the Options menu, the floppy icons vanish from the
>>desktop.
>>
>
>I have this problem, too, but I know why. When I want to use my Sang
>graphics card in my Mega STe (TOS 2.06), I have to turn on my ICD
>hard drive AFTER I turn on my computer. If I don't wait for the floppy
>to finish running its "test" (or whatever it is its doing when the little
>green light turns on after power up) before I turn on the hard drive,
>I get this problem.
>
>In other words, are you turning your hard drive on before you are turning
>on your computer? Or after?
>
>Mike White

After. I'll try your suggestion, thanks. But in pratice it will be a nuisance to power up this way, because I run all devices from a distribution board i.e. they all get power at the same time.
Philip Taylor

4553. ATARI-LCD displays on development board ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-17 00:00:00 UTC
From: 100672.520@compuserve.com
Message-ID: <48j3je$ct@dub-news-svc-6.compuserve.com>
Source record: 23722

I want to develop a graphical application wich will control a dedicated processor on a target.

At the moment the only solution I can come up with is a PC based Board (386) with ROMmed windows and a VGA/LCD interface, the application can be written on a PC (Visual C or Labwindows CVI)

Is there a ATARI (680XX) solution wich can provide me with a better(= cheaper) solution??

4554. SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-17 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951115213625.29010C-100000-100000-100000-100000-100000-100000-100000-100000-100000-100000-100000-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 23723
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

So finally I've got the new SpeedUp accelerator installed in my falcon.=20
It is the first accel with internal CPU working at 50 MHz and BUS at 25MHz.
It works great! All the windows and dialogs just flyes, all the mpegs are=
=20
running much much faster, virtual memory looks more stable, and so on,=20
and so on :)) The only problem is that blitter can't handle 25MHz speed,=20
but lets look forward at software blitting performance! And one more good=
=20
news --- Linux works just perfectly (12.33 BogoMips). So now here are=20
tech info:

CPU can works at 16/20/25/40/50 MHz
BUS handles 16/20/25 MHz
DSP is configurable for 32/50 MHz
Videl is timing by 50 MHz clock (it allows to run 800*600 in HiColor on MS!=
)
FPU acorddingly to the nominal speed can works at 40-70 MHz=20
(if present on the system)

Known incompatibilities:

At 25/50 MHz modes blitter has to be turned off or switched to it's half=
=20
speed (12.5MHz). So some applications can unfortunetly switch the blitter=
=20
on without any warning.

Some applications can claim exact timings while DSP transmisson, but for=
=20
the moment the only one is mgt-player 1.05-1.15 (previous versions works=20
well).

There should be "easy to install" version available at december '95 /=20
february '96.=20

The price is 150$ + shipping from Poland.

And here are some benchmarks:

GEM Bench v4.02 =BD Ofir Gal - 16 Feb 95
=3D=3D=3D

```
NVDI 3.01 present
Video Mode: 640*480*16
LineF FPU installed (FPU at 66MHz)
Run and Malloc from STRAM
Ref: F030 + FPU, 640*480*16
* SpeedUp Enabled
=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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GEM Dialog Box: 1.150 401%
VDI Text: 0.365 1315%
VDI Text Effects: 1.185 864%
VDI Small Text: 0.600 766%
VDI Graphics: 2.215 519%
GEM Window: 0.895 245%
Integer Division: 0.985 315%
Float Math: 0.155 238%
RAM Access: 1.240 205%
ROM Access: 1.185 181%
Blitting: 3.290 111%
VDI Scroll: 2.320 293%
Justified Text: 1.805 299%
VDI Enquire: 0.445 393%
New Dialogs: 1.880 311%
=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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Graphics: 501%
CPU: 234%
Average: 430%

And here is the comparision of the same system with SpeedUp turned on and=
=20
off:

GEM Bench v4.02 =BD Ofir Gal - 16 Feb 95
=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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Falcon 030 TOS 4.02
AES v3.40
Blitter Disabled
NVDI 3.01 present
Video Mode: 640*480*16
LineF FPU installed
Run and Malloc from STRAM
Ref: User Set - Falcon + NVDI 3.01, SpeedUp Disabled
Same prefs + SpeedUp Enabled
=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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GEM Dialog Box: 1.150 173%
VDI Text: 0.360 201%
VDI Text Effects: 1.185 147%
VDI Small Text: 0.600 211%
```

VDI Graphics: 2.210 203%
GEM Window: 0.895 172%
Integer Division: 0.985 314%
Float Math: 0.150 190%
RAM Access: 1.235 207%
ROM Access: 1.185 205%
Blitting: 3.290 105%
VDI Scroll: 2.320 194%
Justified Text: 1.800 204%
VDI Enquire: 0.435 193%
New Dialogs: 1.940 168%
=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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Graphics: 179%
CPU: 229%
Average: 192%

Please write for more info...

Simon.

ATARI is NOT dead!

4555. OASIS/NOS @ 28.8 Kbps????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: csh@falcon.sdi.agate.net
Message-ID: <816654242_OASIS_@falcon.sdi.agate.net>
Source record: 23724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all--
I've got a Falcon, and I'm trying to get NOS to work with a 28.8 Kbps modem.

In my auto folder I have FPATCH1, FPATCH2, DRVIN, and SCC. And I have trashed the Atari supplied modem CPX.

The fastest speed NOS will accept is 19200, so even with my new modem, I'm only getting about 1600 cps throughput, the same as my old 14.4 modem.

I thought I read here that someone else had gotten NOS to work at high speeds, or was I mistaken?

Can someone PLEASE help me out? I will be eternally grateful.

--chris

--

csh@falcon.sdi.agate.net

"now take a trip with me to a world of insanity
where no souls could live, where no souls could rest"

4556. Re: MEMORY FRAGMENTATION ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: mk@anuurn.ruhr.de
Message-ID: <30ae06ec484940@anuurn.ruhr.de>
Source record: 23725

In <WMP6BHL@moacs.indiv.nl.net>,
Waldi Ravens (waldi@moacs.indiv.nl.net) wrote:

>> BTW, while my proposal might not be the nicest, it still proves my
>> point that you *can* find out the amount of memory available to your
>> process in TOS (which was disputed in a previous message).
>>
>> : Anyway it just won't work under MiNT, because no process can get more
>> : memory than the maximum size configured in mint.cnf.
>>
>> So why would it cease to work then? It would still give you the maximum
>> amount of memory available to your process which is exactly what one
>> would ever want to know.
>
>Different interpretation of "*total* space". IMO that's what sysstat
>under NetBSD or free under Linux display, the total amount of unused
>physical and virtual memory. Probably _not_ very interesting for an
>application, but extremely interesting from the sysadmins point of
>view. :-)

Under MiNT, you can find out the *real* amount of used/free RAM
by calling Dfree() on the u:\shm file system, i.e.:

```
Dsetdrv('u'-'a') ;
if ( Dgetdrv() == 'u'-'a' )
{
if ( Dsetpath("\\shm")==0 )
Dfree(&buf,0) ;
}
```

This may or may not work under MagiC3/4...

Martin

--
Martin Koehling // NEW email address: mk@anuurn.ruhr.de

4557. Re: [Q] How to delete file with no name?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: martinna@cf.ac.uk
Message-ID: <DI8MBx.M11@cf.ac.uk>
Source record: 23726

Mario Becroft (mbecroft@iconz.co.nz) wrote:

: Somehow or other, a file has appeared in the clipboard directory on my
: Hard Disc drive c which doesn't have any name. The file can be selected
: at the desktop, but trying to view it doesn't work, as the application
: cannot find the file. In the directory listing on the dektop, it just
: shows up as " . ".

Hello Mario

If renaming it hasn't worked you could try what I did with the same
problem the other day:

De-fragment the partition with sttools or somesuch. Then you can delete
the orphans.

Best wishes

Neil

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==-==-==-==-==-==-==-==-==-==-==-==

4558. Re: Positive image available yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <48kq61$h3d@bundy.mdk.se>
Source record: 23727
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dr Simon G.K. Williams (williamssg@cf.ac.uk) wrote:
: Does anyone know if the photo retouching program "Positive Image" is
: available yet? If so, can someone tell me if the speed problem with
: graphics cards has been solved...

Positive Image is now available from Floppyshop, it requires 1Mb of
memory, and a hard drive is recommended, though not essential.
For a limited period Floppyshop are offering the package at an
introductory price of 65UKP (normal price 79UKP).

I don't know if the speed problems with the graphics cards has been
solved, but I guess so. Why don't you give Floppyshop a call at:

Credit Card Line: 01224-312756, Technical Helpline: 01224-586208.

--
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development - http://www.kuai.se/~dhedberg/

4559. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <48l37n$iot@cxc1.cl.msu.edu>
Source record: 23728

hallvart@oslonett.no (Hallvard Tangeraas) writes:

>>>>: I need to transfer files from an Atari ST to an MSDOS machine.
>>>>: Anybody know of disk conversion utilities etc that might facilitate
>>: this process. I'd prefer direct email info if possible.

>It doesn't format MSDOS correctly! But there are several
>copiers/formatters that do. I use a shareware program called
>"Hcopy 1.6", which works great! It can probably be found at just about
>any Atari FTP site.

There's a program called ST2DOS that runs on the DOS machine. It re-writes
the offending boot sector on the ST disk to make it compatible with the
inadequacies of DOS.

You can find it on Atari Archive in the Diskutils directory.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4560. Re: 1040 ST(E) & 14400 bps.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <80499-816729680@mindlink.bc.ca>
Source record: 23729

Just select for the 19.200 speed selection and the Modem will set itself to the highest speed it can handle under 19.200, if that happens to be 14.400 then that is the speed it will use......

4561. Re: Track Ball Conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <DI8Dzy.2Mn@cix.compulink.co.uk>
Source record: 23730

In message <488vgr$43d@info.curtin.edu.au>, zrollinso@cuppa.curtin.edu.au said:

> (Lucky bugger, I've been looking for a track ball for years).

Don't PC trackballs work? I have a trackball for my Falcon which was originally a PC one. I don't know if my supplier had to alter the cable (which seems quite likely) or the circuitry (which I think he didn't).

Now I'm looking for a decent trackball for my Mac (have just gone the MagicMac route, quite largely for access to a wide range of CDs). The one that's most praised, the Kensington Turbo Mouse, isn't a patch on PC trackballs, and the Logitech TrackMan, which seems good, is no longer available in the Mac version in England.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

4562. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-18 00:00:00 UTC
From: regis <santadog@ns.cencom.net>
Message-ID: <48krb0$64g@news.cencom.net>
Source record: 23731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if it is compatible with Cubase Audio?

4563. Re: Re: TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-19 00:00:00 UTC
From: d69stu <d69stu@cdsnet.net>
Message-ID: <Pine.BSD/.3.91.951119103426.2359A-100000@ts1.cdsnet.net>
Source record: 23732
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari

Try leaving the HD on ALL the time! If nothing else you will save wear and tear on your HD mechanism ...

The only thing I ever turn off is the monitor(s) since they will burn out eventually. Once in a great while I get a power outage that always gets caught by the protection grid on our main box, but otherwise the system has not been down in six years. I have a cooled case so the CPU and TOS never get very hot (warm at best) and the drives (3) have probably 60000+ hours on them.

I have a M-4 that is Ser # 0000645 and probably was in the second or third runoff. Charles Cherry had it for a couple of years before I acquired it from him! He put the bug-free ATARI-made 1.04s in it along with new 70ns chips and upgraded controller (memory). Also the blitter and some other stuff.

Anyway, the need toi shut things down all the time is a myth!

DJS

4564. Re: 1040 ST(E) & 14400 bps.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-20 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951120131320.16810A-100000@iris.amp.uni-hannover.de>
Source record: 23733

On Sat, 18 Nov 1995, sinan bilaloglu wrote:

> I have an Atari 1040 STE. I know that it can handle serial port speeds
> upto 19.200 bps. But the 14.00 bps speed does NOT exist in standart
> speeds of ST. and i am wonderig if my STE can handle 14.400 bps by using
> any way like a patch prg. or any comms prg. Waiting your comments...
>
Why do you want this ? 14000 bps is not a standard RS 232 speed, and I
can't see any application for it.
In case you wanna hook up a 14000 bps modem : Don't get confused with the
phone line speed. The speed via phone line to the remote modem will be
14400 bps, but the speed of the local connection (computer to modem) is
an altogether different thing. The latter speed should be higher than the
modem -- modem speed, since modern modems all do online compression.
The proper speed for the connection computer -- modem would be 57600 bps,
but because a bare ST(E) does not provide it you have to revert to 19200
bps. But that fine, the modem will recognize the speed automagically.

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

4565. Nothing runs from AUTO folder

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-20 00:00:00 UTC
From: <>
Message-ID: <48q0ag$7qv@btmpjg.god.bel.alcatel.be>
Source record: 23734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I installed a newer version of AHDI (6 or so) and it seems
that nothing is run from the AUTO folder anymore.

any suggestions?

I am using a plain 1040 STf with MEGAFILE 30.

Peter

4566. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-20 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <48q161$p4m@news.iesd.auc.dk>
Source record: 23735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does this accelerator feature FastRAM ?

Looks nice, though! It's impressive that a original 16 Mhz CPU can be run at over
200 % the normal clock-speed.

I'm impressed with the 25 Mhz BUS, sounds VERY nice.
Suddenly my BlowUP FX doesn't look so impressive :-/

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4567. SCSI Partition Crisis

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-20 00:00:00 UTC
From: bowyerp@cuug.ab.ca
Message-ID: <DID7nG.CL@cuug.ab.ca>
Source record: 23736

I have an Atari STE with 4MB, set up with a SCSI hard drive and a Link cable. Suddenly, for no reason I can see, the D partition on my hard drive won't save any files. All the other 4 partitions work okay. I have reformatted the hard drive 3 times now, each time with different sizes on the partitions, but it still isn't working. Going mad, please help!!!!

PamB

4568. Which SLIP package is best?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-20 00:00:00 UTC
From: caffeine@charm.net
Message-ID: <48pflt$pg@canton.charm.net>
Source record: 23737

I'd like to know which package most of you are using for SLIP or PPP connections. I have an Atari 1040STf with 2.5m of RAM, a 1.2gig HD (currently lended out to a friend), a 130m HD, colour and mono monitors, a 14k4 modem, and an ICD Adaptor (the circuit board one, not the Link).

I've used MiNT to create links between lots of my directories on the 130m HD (to make life a bit easier) but have little clue about MiNTnet and KA9Q or KA9Q-NOS. I also recently leeched all the Mintnet archives from a.a.u.e in addition to the KA9Q archives. All i want to do is use my SLIP account to get files, read news, email, and use the web. that's it. nothing overly special. i also have CAB (nice!) if that makes any difference. Please email me or post a response. thx in advance!

--
caffeine@charm.net

"Work for knowledge, learn for freedom, die for nothing."

4569. Lattice C5 object or TTP file conversion to sformat or bin.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-20 00:00:00 UTC
From: ninob@physics1.physics.monash.edu.au
Message-ID: <ninob.79.30B01C0D@physics1.physics.monash.edu.au>
Source record: 23738

How can I assemble an absolute asm source file using the LC5 assembler and create a absolute or position independant s-format file with no Atari specific headers attached. I am desperate at this point in time.

Any help would be most appreciated.....
Thanks in advance.....

Nino Benci.

4570. Jaguar as video card?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <48sdln$qim@grau.sci.kun.nl>
Source record: 23641

Jag prices are very low ATM. Isn't it possible to hook one up
somehow to my Falcon and use the processor power of the Jag? Like as
a video card? (Though the resolution of the Jag isn't that high).

That would be fun...

Regards,
--

```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4571. Re: HP LaserJet 5L

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <48tl2p$v83@bundy.mdk.se>
Source record: 23642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: I thought it was fairly easy to modify the NVDI drivers. All you need
: to know are the proper escape-codes for 600dpi graphics and you can
: easily add a new mode to your driver.

: Or am I dreaming now?

No that's right... I think I have succeded in modifying the escape-codes,
don't know for sure until I get my printer and can try it out, though. I
will get it at monday, I'll let you all know how it turned out by then!

@ @
-------------------------------------------------------------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
-----------------------------------------------------------------------------
oOo oOo
U U
```

4572. Janus, Janus10

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: Jaroslaw Banachowicz <rbd038@loqi.elka.pg.gda.pl>
Message-ID: <48t0ab$cm@sunrise.pg.gda.pl>
Source record: 23643

Is there anybody who has any comments on this subject? Any benchmarks, tests, anything?

Banan.

4573. Re: 1040 ST(E) & 14400 bps.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <48s9c9$i5c@orm.southern.co.nz>
Source record: 23644

sinan bilaloglu (e073893@narwhal.cc.metu.edu.tr) wrote:
:
: I have an Atari 1040 STE. I know that it can handle serial port speeds
: upto 19.200 bps. But the 14.00 bps speed does NOT exist in standart
: speeds of ST. and i am wonderig if my STE can handle 14.400 bps by using
: any way like a patch prg. or any comms prg. Waiting your comments...

I've got basically the same setup, all I do is use the 19200 setting
but because the max speed (without hardware hacking) is 19200 you need
to disable data compression (error correction is ok tho).

My modem is an Ellcon 14400 ARN and the init string I use is:
ats0=0 s11=51 w1 f0 e1 l0 q0 v1 x4 &c1 &g2 %c2

s0=0 turns off auto answer
s11=51 dials quickly (some phone permits say that it has to be more
than 51 tho)
w1 just says a more detailed CONNECT message
f0 floating baud rate (if a BBS is a 2400 it won't force it to
connect at 14400)
e1 echo's commands
l0 quitens the speaker down (good for 2am logins)
v1 says OK's instead of number codes
x4 follows busy tones, dial tones, etc
&c1 follows the state of the carrier instead of thinking it's always on
&g2 the guard tone required by Telecom New Zealand
%c0 disables data comression

As I said above, the command was for an Ellcon 14400 ARN but because it
is Hayes compatible it should work on most modems (check your manual tho).

You should disable data compression otherwise you will get lotsa errors
and jerky screen fulls. If you leave error correction on then you should
get a Z-Modem transfer speed of approximately 1600 cps

Hope this helps

4574. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951121001721.3149B-100000-100000@bull.mimuw.edu.pl>
Source record: 23645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 20 Nov 1995, Henrik Lunardi Weide wrote:

> Does this accelerator feature FastRAM ?

Unfortunetly not yet :(

> Looks nice, though! It's impressive that a original 16 Mhz CPU can be run at over
> 200 % the normal clock-speed.
>
> I'm impressed with the 25 Mhz BUS, sounds VERY nice.
> Suddenly my BlowUP FX doesn't look so impressive :-/

regards,

Simon.

4575. * Experienced Video Telecommunications Programmer Wanted *

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: power@inch.com
Message-ID: <power.49.30B23579@inch.com>
Source record: 23646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.dec,comp.sys.dec.micro,comp.sys.handhelds,comp.sys.hp.hardware,comp.sys.hp.hpux,comp.sys.hp.misc

New York City based company seeks experienced programmer to
work on new innovative video teleconferencing application.
Should have knowledge of the internet, web servers, video
teleconferencing, dialogic boards, and general programming
skills.

Competitive compensation.

[Power Media Communications]
Please email resume and salary requirements to:
power@inch.com
Or fax to:
(212) 223-8765

4576. 1040STf, and 28.8 Modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: you@somehost.somedomain
Message-ID: <48tj8q$hkl@lonepeak.wasatch.com>
Source record: 23647

I was wondering if a 28.8 will work on a ST, or if it will work is there any problems I will have to figure out.

Stuart Thorpe - sthorpe@wasatch.com

4577. Re: a hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <48rgas$k1o@dns.plano.net>
Source record: 23739

kim@dksoft.ping.dk (Kim Andersen) wrote:
>In <DI1Lux.795@freenet.carleton.ca> Mark Templeton wrote:
>
>>
>>i have a sh204. 20 meg. can i put a larger scsi drive into it?
>>--
>
>Nope, cause it's not an SCSI interface.
>
I had a 20 meg SH204 and upgraded it to 40 meg with a Seagate 251-N. The 20 meg drive was a 3 1/2 inch hard disk, but the case is clearly built for a 5 1/4 inch mechanism. This Seagate drive is an MFM drive--that refers to recording technology somehow--I'm not sure if the interface is SCSI. I thought that the controller in the SH204 converted what came oujt of the back of my ST 1040 to SCSI. The only problem is formatting software and a driver--what came with the SH204 would *not* work with the 40 meg drive. I got a copy of some formatting software that came from Supra, I think.

One other thing--the Seagate 251-N is an auto-park drive. My 20 meg drive was *not*.

4578. Atari ST stuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-21 00:00:00 UTC
From: princess@midtown.net
Message-ID: <48s7bu$2tc@ulysses.midtown.net>
Source record: 23740
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,sac.swap,ba.forsale

I have the following for sale

1 Atari 1040ST-F computer
This is a full Atari computer with a 3.5 inch drive. The keyboard
and
computer are integrated into one case. It has 2 joystick ports, a
mouse port, modem port, printer port, hard disk port, floppy disk
port, 2 midi ports, and an extention port (no idea what it's for)
This is in great condition.
I suggest that whoever buys this also buys the SM124 monitor. they
go
well together.

1 Atari SM-124 monitor. I have NO specs on this monitor. I'm not
even
sure if it's color. I made sure it works, but the screen I brought
up
was black and white. It is in perfect working order, and great
condition

4 ATARI 520ST computers
This is a full Atari computer with a 3.5 inch drive. The keyboard
and
computer are integrated into one case. It has 2 joystick ports, a
mouse port, modem port, printer port, hard disk port, floppy disk
port, 2 midi ports, and an extention port (no idea what it's for)
These will hook to a standard TV set. They are in great condition.
They do need a power cord.

If you are interested in any of these, please email
princess@midtown.net

Princess@midtown.net

4579. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-22 00:00:00 UTC
From: jja@pressimage.fr
Message-ID: <ACD819FD966836D9D@mon2-01.planete.net>
Source record: 23648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4885k7$oan@hermes.oanet.com>,
dvhouse@datanet.ab.ca wrote:

>
>I've seen a description of another program that promises
>to do this but can find a copy. Its called Ataridsk.zip
>but all of the archives I've tried fail to deliver the thing.
>
>Dave

There are several programs who format MSDOS compatible floppies:

Kobold, Ease (commercial)
Gemini, Fastcopy

Jean-Jacques Ardoino
jja@pressimage.fr

4580. 68000 FP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-22 00:00:00 UTC
From: David Mitchell <dmitchel>
Message-ID: <48ur5r$4tm@dux.dundee.ac.uk>
Source record: 23649

Can anyone help with Floating point
routines in assembly??

thanks,

Davy

The truth is that there are few problems confronting
humanity that are incapable of solution if only a
sufficient number of human beings apply their
hearts and energies. - Lady Ryder

4581. Is this the right monitor for TT high?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-22 00:00:00 UTC
From: Yves Pelletieri <afsfpel@cmc.aes.doe.ca>
Message-ID: <Pine.SGI.3.91.951122024141.14676A-100000@castor>
Source record: 23650

I have in my possession a used 19 inch "Laserview" high resolution
monochrome monitor by Sigma Designs. It bears a strong physical
resemblance with some of the TT high res monitors that I have seen,
(Moniterm? Viking?) except that the connector at the back is a db-9,
instead of the db-15 that is needed to connect it to the back of my TT.
So...

1. Does anyone know if this is indeed the type of monitor I need?

2. Does anyone know how to build the adaptor?

Thanks

Yves Pelletier
All standard disclaimers apply

4582. Re: help with DMAread/DMAwrite or long Rwabs (TT)?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-22 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzlop90y65.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 23651

In article <CNW6BHF@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net (Waldi Ravens) writes:

|> In article <vspicer.816880825@merak>,
|> Vic Spicer <vspicer@cc.umanitoba.ca> wrote:

|>> are we better off using the DMAread/DMAwrite vectors,

|> No, this is terribly slow. The name is misleading, the xbios does not
|> use dma, but polling.

Moreover these functions do only limited error testing, you can end up
with corrupt data without notice. They are really only usefull for
booting, before the real driver is loaded.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4583. Re: HP LaserJet 5L

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-22 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30b3604e_Tom.Thomason@fpc.ct.se>
Source record: 23652

On 15 Nov 95, Daniel Hedberg shot this through the ether to All ...

DH> Thank you for your reply. You say perhaps I can get a new driver from
DH> ASH for NVDI, what is ASH? The LaserJet 4L driver shouldn't have any
DH> problems with the LaserJet 5L I guess... but I won't be able to take
DH> advantage of the higher 600*600dpi resolution. 8-/

ASH stands for Application Systems Heidelberg.

Mvh,
Tom

4584. W.O.R.M. Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-22 00:00:00 UTC
From: Peter.Wieckowski@1657.gigo.com
Message-ID: <e25_9511230042@gigo.com>
Source record: 23653

Does anybody know of a W.O.R.M. (Write Once Read Many) Drive Driver for
the Atari ST??
--
: Fidonet: Peter Wieckowski 1:203/1657 .. speaking for only myself.
: Internet: Peter.Wieckowski@1657.gigo.com

4585. Re: 1040STf, and 28.8 Modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <30b3b0304dacb00@oslonett.no>
Source record: 23654

Your Name Here (you@somehost.somedomain) wrote:

>I was wondering if a 28.8 will work on a ST, or if it will work is there any problems I will have to figure out.

First of all- keep your lines to around 70 columns! (not everybody has 114 columns on their monitors).

Yes, you can use 28.8K modems with your ST provided you do a hardware modification (like the "RSVE" circuit) and put drivers for this in your Auto folder.
Naturally your comms program should support the new speed, but if not you can add a program that "re-maps" your modem-speeds.

Hallvard
--
___
<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4586. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951123104758.28400A-100000@bull.mimuw.edu.pl>
Source record: 23655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 18 Nov 1995, regis wrote:

> Does anyone know if it is compatible with Cubase Audio?

Yes it is.

Write to me with any tech-questions. I'm in a still contact with the
author of SpeedUp.

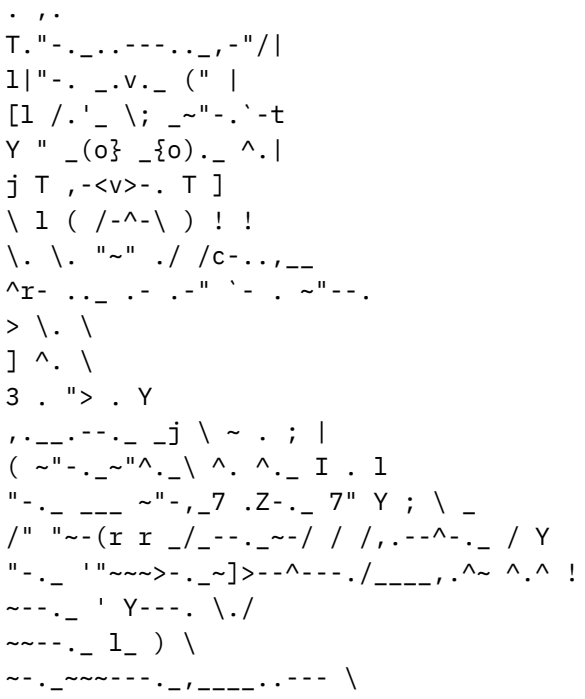
best regards,

Simon.

4587. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: lavigne bruno <blavigne>
Message-ID: <49259f$aqf@ufrima.imag.fr>
Source record: 23656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In addition of J.J Ardoino,some programs optimizes the format of the disk:
you should choose in Kobold PC normal 3.5 or 18/79 & tos in Fastcopy.
For copying with Kobold , mark drive as GEMDOS drive,or it would copy it with a particular way and the disk couldn't be read on a MS-Dos computer.
--



4588. WANTED: Falcon030 Motherboard

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: steve-j@teleport.com
Message-ID: <491b0n$a0a@linda.teleport.com>
Source record: 23657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If anyone has a Falcon030 motherboard in perfect working
condition for sale at a relatively inexpensive price
(maybe someone has a 1MB/no HD model with a broken keyboard
or ruined case or somesuch), please Email me. Thanks!

Steve

Internet Email: steve-j@teleport.com
steve-j@genie.com
ukds36a@prodigy.com

4589. Re: Is this the right monitor for TT high?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: Han van Almkerk <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <30B4E19E.4B63@ns-nl.att.com>
Source record: 23658

Yves Pelletieri wrote:
>
> I have in my possession a used 19 inch "Laserview" high resolution
> monochrome monitor by Sigma Designs. It bears a strong physical
> resemblance with some of the TT high res monitors that I have seen,
> (Moniterm? Viking?) except that the connector at the back is a db-9,
> instead of the db-15 that is needed to connect it to the back of my
TT.
> So...
>
> 1. Does anyone know if this is indeed the type of monitor I need?
>
> 2. Does anyone know how to build the adaptor?
>
> Thanks
>
> Yves Pelletier
> All standard disclaimers apply

I don't know the monitor you described, all I know is that I have an
original Atari TTM194 19" monitor (Moniterm I believe) and this one
also has a 9-pin D connector on the back.
I use one cable going from a 15-pin D to 9-pin D connector.

Hope this helps.

Han van Almkerk
j_l_v_almkerk@ns-nl.att.com

4590. Re: 1040STf, and 28.8 Modems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: pbaker@mettav.demon.co.uk
Message-ID: <6208_pbaker@mettav.demon.co.uk>
Source record: 23659

In a previous message you@somehost.somedomain wrote
> Organization: Your Organization
>
> I was wondering if a 28.8 will work on a ST, or if it will work is
> there any problems I will have to figure out.
>

I'm running an upgraded 28.8 (31.2) at the moment...mind you I do have a T28
accelerator installed to get the best throughput..:->

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

4591. Psion / Atari FAQ - Update.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4133rcain@nest.demon.co.uk>
Source record: 23660

On 22 Nov 95 you@somehost.somedomain wrote:

y> I was wondering if a 28.8 will work on a ST, or if it will work
is
y> there any problems I will have to figure
out.

It will work OK but you won't get the full speed unless you do the RSVE (or
similar) mod, to the serial
port.

At the moment the computer->modem speed is limited to 19200 bps which is
fine for modem->modem speed of 14.4 but too slow too allow full transfer
rate on a 28.8
connection.

The RSVE mod. raises the computer->modem speed to 38400 bps which is fast
enough to feed a 28.8 line
speed.

Roger
rcain@nest.demon.co.uk

--

4592. WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-23 00:00:00 UTC
From: work@tecnation.com
Message-ID: <work-2311952332520001@tdw.vip.best.com>
Source record: 23661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.programmieren,z-netz.rechner.atari.programmieren

WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Nov 23, 1995 - 1.3

---
1. INTRODUCTION

TECNATION DIGITAL WORLD, the creators of the BiT BOPPER Dynamic Graphics
from Audio software for the Atari / C-Lab Falcon are seeking a 3rd party
company to take over the development and marketing of this innovative
product.

The software is at release 1.51, which is stable and had been well
received by our initial customers.

If you're on the web, surf to:
http://www.tecnation.com
and choose CHANNEL 14

---
2. YOU

If you think you can take on BiT BOPPER and continue to DEVELOP it, and
MARKET it world-wide on the Atari / C-Lab Falcon, we would like to hear
from you.

Requirements:

- You must be competent
- Previous experience with the Falcon
- Previous experience with the markets BiT BOPPER is targeted towards
- You must have the financial resources to further develop and promote BiT
BOPPER world-wide
- You must have the ability to create high quality marketing material to
backup the innovative and eye-catching nature of BiT BOPPER
- You must have a world-wide web site, or you may use our site to promote
BiT BOPPER until you get your own. (The URL for ours is shown later in
this document.)

---
3. QUESTIONS AND ANSWERS

- Why is Tecnation looking to pass on BiT BOPPER?
We are now too busy with other ventures, but firmly believe the market for

BiT BOPPER is ready for exploitation - which is why we are keen to keep
the product alive!

- What are the financial details?
We will require an advance payment, followed by royalties. All negotiable.

- What will you receive as part of the deal?
We will provide our development system, and all source code, documentation
and user documentation.

- What technical support will Tecnation provide?
We will provide some up front technical support to help with any transition.

- What about Mac and PC versions of BiT BOPPER?
This is negotiable.

- What specification Falcon does BiT BOPPER require?
4Meg of RAM and at least 10Meg of hard disk space. Audio input. MIDI IN.

- How many Falcons are their in the world?
Unsure. However, now C-Lab are building them, the installed base will grow.

- Does it matter where you are based?
No! Although we would prefer a German company due to the popularity of the
Falcon in Germany, we welcome anyone from anywhere.

- Was BiT BOPPER sold under a different name before?
Yes. Falcon BiT BOPPER was previously sold as SONOVISTA, but not any more.
It is known as VIBRAVISION in Germany, however, we ask the name BiT BOPPER
is used globally to simplify matters.

---
4. FOR MORE INFORMATION ON FALCON BiT BOPPER

Use your web browser and surf to:

http://www.tecnation.com/14/

---
5. IF YOU ARE INTERESTED,
OR KNOW A ANYONE THAT MAY BE INTERESTED

Please contact us at:

bitbop@tecnation.com

or via mail to:

Falcon BiT BOPPER licensing
c/o TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.

BiT BOPPER is a trademark of Tecnation. Falcon is a trademark of Atari
Corp, licensed to C-Lab. Copyright © Tecnation 1995. All Rights Reserved.

END

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

4593. Re: Which SLIP package is best?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951124134055.11467B-100000@iris.amp.uni-hannover.de>
Source record: 23662

On 20 Nov 1995, Caffeine wrote:

> I've used MiNT to create links between lots of my directories on the 130m
> HD (to make life a bit easier) but have little clue about MiNTnet and
> KA9Q or KA9Q-NOS. I also recently leeched all the Mintnet archives from
> a.a.u.e in addition to the KA9Q archives. All i want to do is use my
> SLIP account to get files, read news, email, and use the web. that's it.
> nothing overly special. i also have CAB (nice!) if that makes any
> difference. Please email me or post a response. thx in advance!
>
In my opinion MiNTNet is the most comprehensive solution, although it is
a little tricky to set up. With a little help by Kay Roemer I seem to
have managed it (he is very friendly and ready to help). The trap in my
case was that I tried to test the installation using software compiled
with too old libraries -> test software didn't work.

CAB is nice, and if no one comes up with an overlay to make it work with
MiNTNet I'll probably write my own. As it comes CAB only has an overlay
(software interface from CAB to the TCP/IP stack) for STik, a net
software running as an accessory.

I don't really know but I got the impression that KA9Q is a little
outdated and poorly supported nowadays. I might be wrong, can anybody
tell ?

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

4594. Re: 1040 ST(E) & 14400 bps.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951124135608.11467C-100000@iris.amp.uni-hannover.de>
Source record: 23663

On Wed, 22 Nov 1995, Mr N A Barnes wrote:

> Data loss only occurs because either the computer this end, or the other
> end or one or the other of the modems is not CONFIGURED properly, not
> because the port can't keep up (if it's configured properly, everyone
> will wait for your slow port)...
>
> This is all true in principle of course..
>
In theory that's right. But things are a little different. It is a well
known problem that TOS is rather slow in picking up bytes from the serial
interface, and the MFP-chip only has a buffer of one byte. Therefore with
original TOS routines you will have data loss due to slow data handling.
That can be fixed by using optimized routines, like the HSMODA?? package
from Harun Scheutzow. Actual version is HSMODA06 AFAIK.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

4595. Re: S: ATARI-ST_Emulator fuer PC gesucht

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-24 00:00:00 UTC
From: S.COCHE@nobody.gun.de
Message-ID: <5ySkvJ7xyOB@a-s-s.nobody.gun.de>
Source record: 23664
Cross-posted to: zer.z-netz.rechner.ibm.programmieren,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.software,maus.sys.atari.talk,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.programmieren,zer.z-netz.rechner.ibm.allgemein,maus.sys.atari.st,fido.ger.ibm,fido.ger.windows.prog,fido.ger.atari,stgt.atari,zer.t-netz.rechner.atari.diskussion

> Hallo Ihr lieben Leute!

Hey,

>
> Ich suche fuer einen 386SX einen ATARI-ST Emulator.
> Wuerde gerne mein altes ST-Vokabellernprogramm weiter benuetzen.
> Wer kann mir da weiter helfen?

Ein solches Teil wï¿½rde mich ebenfalls interessieren. Antworten im
BRETT oder PM (mir ist beides recht) ......

> weiss@braunschweig.netsurf.de

Gruï¿½
Steve

###
Ketelhut Computersysteme Z-NETZ: S.Coche@Nobody.gun.de
Friedensstr. 12-18 InterNet: S.Coche@Nobody.gun.de
41236 Mï¿½nchengladbach
Tel. 02166-42448 / 42440 Fax 02166-42449
NOBODY 02166-185293 (Zyxel 1200-19200 8 N 1)
02166-915081 (1200-28800 8 N 1)
02166-915082 (ISDN)
(Groï¿½e Quick Basic / PDS Basic / VB Toolbox Sammlung)
###
CrossPoint v3.1

4596. Repost: Compiling EGEM LIbraries with Lattice C v5.04

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-24 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <4947v2$221@netty.york.ac.uk>
Source record: 23665
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'm trying to get back into programming GEM apps, and I thought
that I'd use the EGEM libraries, unfortunately I'm having difficulty in
compiling them using Lattice C 5.04. I've got a `Make' program, and I'm
trying to use the MAKEFILE.LCC... However, LC1 doesn't seem to like
the various .C files. I would appreciate any help, as my Atari C programming
is a bit rusty (Too long programming SmallTalk I guess!!)

thanks.

john..

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

4597. Harddisks OK with CAF ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-24 00:00:00 UTC
From: solmik@eua.ericsson.se
Message-ID: <493t90$nqa@euas20.eua.ericsson.se>
Source record: 23666

Which external SCSI drives are recommended to use
with Cubase Audio Falcon on a C-lab Falcon mkII ?

M. Hillborg
mikhi@softlab.se

4598. SM 124 (us)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-24 00:00:00 UTC
From: gregor@shelly.goldengate.net
Message-ID: <b177cb$15121.3a2@goldengate>
Source record: 23667

Anyone in the US looking to sell an Sm124? mine is about to die!

4599. Re: Is this the right monitor for TT high?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-25 00:00:00 UTC
From: sanity@mgl.ca
Message-ID: <495per$u1m@thunder.mgl.ca>
Source record: 23668

Yves Pelletieri (afsfpel@cmc.aes.doe.ca) wrote:

: I have in my possession a used 19 inch "Laserview" high resolution
: monochrome monitor by Sigma Designs. It bears a strong physical
: resemblance with some of the TT high res monitors that I have seen,
: (Moniterm? Viking?) except that the connector at the back is a db-9,
: instead of the db-15 that is needed to connect it to the back of my TT.
: So...

: 1. Does anyone know if this is indeed the type of monitor I need?

: 2. Does anyone know how to build the adaptor?

: Thanks

: Yves Pelletier
: All standard disclaimers apply

This is the exact same monitor I use. It came with a card for a pc, 2
full length cards back to back packed with circuitry.. to think we do it
on the motherboard....

Anyway, we had to do a bit of modifying to get it to work, we had to
change the sync frequency, and we also had to build a circuit to invert
the sync as well..

I'll have to check on what we did though, I can't remember off-hand.

--
__Desk____File____View____Options____
| About |::
|_______|::::sanity@mgl.ca George Kirkaldie:::::::::::::::::::::::::::::::
::
::::::::::::::ATARI TT030/48Mhz Linux 68k::::::::::::::::::::::::::::::::::
::

4600. Hi-res Monitors for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-25 00:00:00 UTC
From: stuart@reverend.demon.co.uk
Message-ID: <817303932.16645@reverend.demon.co.uk>
Source record: 23669

I wonder if anyone would be good enough to tell me the details of connecting a VGA mono monitor to the Atari for use with the high-res mode.

My brother has just got round to buying the keyboards (music) that he's promised himself for ages, but 'Cubase' is a high-res only program. I have tried running the emulators that exist but this is far from a great solution.

Basically what I'm looking for is either a schematic diagram of the hardware, or details of people who sell/distribute it. I feel sure that it must exist somewhere, since I remember reading about it several years ago when I had my own Atari.

Any help on this matter would be greatly appreciated (or if you've got an Atari Hi-res monitor for sale, within England, please get in-touch)

--
Stuart Peters
Rochester, Kent, England
stuart@reverend.demon.co.uk

4601. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-26 00:00:00 UTC
From: ae@yin.kuai.se
Message-ID: <498b5b$tod@bundy.mdk.se>
Source record: 23670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:
: > Does anyone know if it is compatible with Cubase Audio?
: Yes it is.
: Write to me with any tech-questions. I'm in a still contact with the
: author of SpeedUp.

I heared from someone that the price were only 300 zloty, is that correct?

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

4602. Re: 1040St Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-26 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30b7b340f4f1121@sn.no>
Source record: 23671

Danny Lynch (danny.lynch@pcms.com) wrote:

>In message #3, DISCO DAVE writes:

>> Ok, I have a few questions. I'm fixing to buy an Atari 1040st but it
>> only has a flooy drive and 1 meg of memory. I need to know what kind
>> of memory it take before I buy it and is it possible to install an IDE
>> Hard Drive into it. Thanks in advance

>If I'm not mistaken, you can't use an IDE HD with that computer.

YES you can!!!!! And I have an IDE interface like that which I'm about
to sell. The STE is the machine which has problems with IDE drives
(I've been trying to get the info about it, but no luck as of yet- and
that's why I'm selling this interface, because it doesn't fit my STE).

As for the floppy drive- I hope it's a 720K type, and not the old 360K
model!

>You need a SCSI HD with a special host adaptor such as an ICD LINK II.

Or an onboard-hard disk host adaptor like ICD's ADSCI. But the above
solution is a lot better, since you can use any SCSI unit, which might
be easier to get hold of than an Atari specific drive.
(I'm using the Link II right now).

>You wouldn't need more memory just to install the HD, though the more
>memory the better for everything else.

I'm not sure about the details, but I seem to recall that the ST has
different configurations as to memory, but what I've heard is that you
can install a SIMM board, then upgrade memory with SIMMs just as you
would with an STE.

> If your ST has TOS 1.0, then you would
>either want to upgrade to at least TOS 1.4, or you would want to get
>ahold of a little AUTO program called FATSPEED to make your HD access
>happen at an acceptable rate.

I'd rather change my TOS if I were you. I've got 2.06 (the latest TOS
for normal ST machines) and it's such a big improvement over my
previous 1.6 (STE TOS), so I can't imagine how the change will be from
1.0 or 1.4!!! By the way, my IDE harddisk interface also allows you to
install TOS 2.06 without any extra circuits- it doubles as an IDE
harddisk interface and a TOS 2.06 upgrade board.

(you need 2.06 to boot with the harddisk, but if you really want to,
you can use the existing TOS and boot from a diskette).

Hallvard
--
___
<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4603. Need help with KGMD and smail

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-26 00:00:00 UTC
From: root@lilfort.mlnet.com
Message-ID: <WI26BAG@lilfort.mlnet.com>
Source record: 23672

I have installed Knarf's German MiNT Distribution and am having problems with smail. I can't seem to send out mail. I get my news and mail with uucp. When I try to send a letter with elm it always gets returned - unknown host. According to the smail docs I am supposed to setup a smart_host so that the mail will get spooled to be sent out later. I've been trying to set it up over the last couple of weeks with no luck. Is there any MiNT guru out ther that can help me?

I also can't get lpdev to load. When I put lpdev.xdd in the mint folder my computer locks up when MiNT tries to load it. What's wrong here?

Thanks in advance for any help.

Brad

4604. Re: Hi-res Monitors for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-26 00:00:00 UTC
From: gregor@shelly.goldengate.net
Message-ID: <b197cb$153417.150@goldengate>
Source record: 23673

Here's a couple of things that might help you....

1. an ascii UL...
2. try mono5 avaialble on hensa. It seems to work with cubase!

Atari RGB to Composite Video Converter

: Basically what I'm looking for is either a schematic diagram of the :
hardware, or details of people who sell/distribute it. I feel sure : that
it must exist somewhere, since I remember reading about it : several years
ago when I had my own Atari.

: Any help on this matter would be greatly appreciated (or if you've got :
an Atari Hi-res monitor for sale, within England, please get in-touch)

: --
: Stuart Peters : Rochester, Kent, England : stuart@reverend.demon.co.uk
RGB TO COMPOSITE VIDEO CONVERTER DOCUMENTATION
December 27, 1986
version 1.0
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lowing the instructions given below. Please mail corrections
and/or suggestions for improvement to the address given below.
Anees Munshi
58 York Road
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Canada.
(416) 246-0670
27 Dec 1986 (C) Anees Munshi 1
Atari RGB to Composite Video Converter
1. INTRODUCTION
The schematic described in this document converts the
analog
RGB video signal that is output by the ST to an NTSC composite
signal which can be displayed on a colour or monochrome
composite
monitor, or on a TV set by adding a modulator. Please be careful
when building the circuit. Should anything in the schematics or
this documentation seem suspicious, use your better judgement.

A
certain amount of experience at building electronic circuits
will
be very helpful. Also, a good oscilloscope and knowledge of the
theory of RGB to composite conversion may be necessary in order
to debug the circuit (should you have to). I have tried to pro-
vide some background in this article.
2. AN_OVERVIEW
The MC1377 RGB to composite video converter IC used does
most of the work in converting the red, green and blue signals
to
composite video. The red, green, blue, horizontal sync and
vert-
ical sync signals are taken from the ST and fed into the 1377. A
colour burst carrier (3.579545 Mhz) is fed in from a separate
oscillator [1]. The 1377 generates the R-Y, B-Y and luminance
signals by passing the red, green and blue signals through a
1.
The separate oscillator is not really necessary since 1377
contains a common-collector Colpitts oscillator which can be
used to generate the colour-burst on-chip. However, I found
it easier to generate the signal off-chip to make sure the
thing is indeed oscillating.

matrix. Then, the B-Y signal is modulated using the
colour-burst
frequency carrier, and the R-Y signal is modulated using a 90
deg. phase shifted carrier. This results in the I and Q (in-
phase and quadrature) components of the chroma signal. The two
components of the chroma signal are added and amplified and made
available on pin 13 of the chip. This allows the chroma to be
band-pass filtered [2] externally and then fed back into pin 10.
The band-pass filter should be centered at the colour-burst fre-
quency and should have a bandwidth of about 1.6 Mhz. Not having
a
very good colour TV to experment with, I chose to do an
el-cheapo
filter since it wouldn't make any difference on my set anyway.
(Besides, I plan to use my board on an old green-screen monitor
to run an occasional colour-only program). A simple second order
LC filter may be used. Set the resonant frequency of the tank to
the colour-burst frequency, and choose an appropriate R so that
you get the 1.6 Mhz bandwidth [3]. Introducing a second (or
higher order) BPF to do chroma-filtering will probably result in
2.
If the chroma signal is not band-pass filtered, the low
frequency components it contains (those components having
frequency less than 2Mhz or so) will interfere with the
luminance signal since it is very hard to put the chroma

specral lines exactly in between the luminance spectral
lines
without any interference between the two.
3.
Note Filter bandwidth = Wo/Q, where Wo is the resonant
frequency in radians/second (Wo=2*PI*3.15 Mhz) and Q is the
quality factor required. Q=R*sqrt(C/L). A few filters are
sketched in the Motorola Application Notes if you don't want
to design one. A reference to these notes is in the
appendix.

a visible delay on the chroma-signal. So, to make sure the
colours are not offset from the B&W image (like in sloppily
coloured comic books), the luminance signal must be delayed an
equal amount so that the luminance information is not ahead of
the chrominance information. To allow this, the luminance
signal
is looped out from pin-6 to pin-8. An approprate delay line
inserted between pin-6 and pin-8 will create the required delay
[4]. The luminance signal does not need any filtering.
3. INTERFACING
The horizontal and vertical synchs from the Atari must be
combined and fed into the composite synch input of the 1377
(pin-2). The HSYNC and VSYNC are taken from the ST's monitor
out-
put, AND-gated and fed into the comp-sync input. This works fine
since the syncs are active low, TTL level signals and satisfy
the
(-0.6V, 0.9V) active and (1.7V, 8.2V) inactive threshold levels.
The colour signals, red, green and blue must be
capacitively
coupled through 22uF capacitors and attenuated through 2-4 Kohm
resistors (in series with the input) so as to not interfere with
the chip's bias and satisfy the 1Vp-p signal requirement respec-
tively. All the three colour signals output by the ST have a
4.
The Motorola Application notes show how to hook up a TDK
delay line if you need one.

1.8Vp-p range with a 1.2V DC bias. 1377 inputs: Pin 3: red
input;
Pin 4: green input; pin 5: blue input.
The colour-burst carrier signal is generated as shown in
the
attached schematic and coupled to pin-17 through a 2.2Kohm
resis-
tor and a 0.1uF capacitor in series.
The colour-burst is added after every sync pulse, (burst is

not suppressed after VSYNC) approximately 5.5us (micro-seconds) after the sync's leading edge and it lasts for approximately 3us or 10.7 cycles of the carrier. This timing is done by an R-C timer in a fashion similar to an LM555 operating in astable mode.
A 0.001uF capacitor is connected between pin 1 and ground, and a 51Kohm resistor is connected between pin 1 and an 8.2V reference (available at pin 16). When a sync occurs, the capacitor is unclamped from ground and begins charging through the 51Kohm resistor from 8.2V DC. When the capacitor voltage reaches 1.0V (approx 5.5us after the sync), the colour-burst carrier is gated on. When the capacitor voltage reaches 1.3V, the colour-burst is
gated off. The capacitor continues to charge until the voltage reaches 5.0V. At this point, the capacitor is discharged to 0V. Clearly, by changing the RC values (and hence the time-constant),
the burst can be made shorter or longer (8 cycles of colour-burst
is the NTSC spec, but I don't think a slightly longer period will
hurt (gives the PLLs in the receiver plenty of time to lock)). If
the time constant (Time const. = R*C) is increased the burst will
occur later and last for a longer time. The converse is true if the time constant is decreased. If the time-constant is made too

long, the ramp may not reach 5.0V before the next HSYNC, which will result in the some missing bursts (not too good). If you feel like it, put a 50Kohm potentiometer instead of the 51Kohm resistor. You may be able to get some cheap special effects while
calibrating the pot. :-)
A chroma band-pass filter must be introduced between pins 13
and 10 as mentioned before. You may use the simple bandpass filter shown in the schematic, or to get better results, use one of the many shown in the Application Notes or design one your-self. As mentioned before, if you design your own, the filter should have a bandwidth of about 1.6-2.0 Mhz and a center fre-quency of 3.58 Mhz. Since most colour TV's have a BW around 3 Mhz, the BP filter will help reduce cross-talk between the lumi-nance and chroma components (on some TVs, you would never see the
cross-talk in all the noise!). If your TV has a comb filter, you won't need a fancy BP filter (and the corresponding de lay line);
in this case, the simple bandpass filter sketched in the

schematic will do.
Again, as mentioned before, if you do insert a fancy band-pass filter and see a noticeable shift between the outlines of objects and their colour fill, you will need to put a delay line between pin 6 and 8. The Motorola Application Notes should help in this department.
Pin 20 must be grounded to select NTSC operation [5].
5.
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Atari RGB to Composite Video Converter
Pin 19 provides the reference voltage for the voltage-controlled phase shifter (needed for I-Q phase shifting). It must
be capacitively de-coupled to ground through a 0.01uF capacitor to provide a stable voltage reference at the pin. By pulling the pin up through a resistor to 8.2V, or by pulling it down through a resistor to ground, the axes can be tilted to get some colour adjustment (about 7 degrees, for a slight effect, according the application notes).
A 12V power supply is to be connected to pin 14. The power supply need not be regulated.
The 8.2V DC reference voltage appears at pin 16. A 0.1uF cap between pin 16 and ground will provide adequate filtering for
this reference voltage.
Pin 15 is the ground connection.
Pins 11 and 12 are coupled through 0.1uF capacitors to ground. By sourcing or sinking some current through these pins, whites may be made whiter and the blacks blacker (sounds like a detergent commercial) by compensating for the balanced modulator feedthrough thus.
Pin 7 is coupled to ground via a 0.01uF capacitor.
If pin-20 is connected to the power supply, PAL operation is selected. For all you PAL hackers: If you replace the 3.58 Mhz crystal with 4.43 Mhz crystal, and if you have a properly
serrated vsync, you should be able to use this circuit to get
PAL composite. If you do hack and get it working, please post. (PAL is the colour system used in England, India and some other countries.)
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Atari RGB to Composite Video Converter
Pin 9 is the composite video output. It has an output impedance of about 50ohms. To drive a 75ohm monitor input termi-nal, put a 25 ohm resistor in series with pin 9 and a 75 ohm co-axial cable. Connect the other end of the co-axial cable to the monitor.
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Atari RGB to Composite Video Converter

4. CONSTRUCTION
You will need to buy a colour monitor cable from Atari [6].
Start by cutting the cable in half. Then, strip about 2 inches
of
insulation off the end of the cable. Now carefully remove the
shielding without cutting the wires underneath. This should
expose 7 wires. Four of the wires are shielded themselves;
these
are the red, green, blue and audio out wires. Strip the
shielding
off these wires as well. The following is a colour-code chart
to
help you find the wires:
colour of wire signal pin#
white RED output 7
red GREEN 6
black BLUE 10
yellow HSYNC 9
blue VSYNC 12
green AUDIO out 1
brown ground 13
6.
If this is not available, you may kludge one up as mentioned
in the Abacus Internals book.)
27 Dec 1986 (C) Anees Munshi 9
Atari RGB to Composite Video Converter
The pins are labelled as follows (looking at the monitor
output plug from outside). Please test the cable with an
ohm-meter to see if my colour code is applicable to your
cable.
pin 4 -> 0 0 0 0 <- pin 1
0 0 0 0 <- pin 5
0 0 0 0 <- pin 9
0 <---- pin 13
Solder the cable onto the board you will be using, then
solder or wire-wrap the circuit as shown in the schematic. Try
to keep the construction as clean as possible. Keep as much of
the shielded cables shielded as you can. Try to RF shield the
whole enclosure if you can. All the best.
27 Dec 1986 (C) Anees Munshi 10
Atari RGB to Composite Video Converter
Bibliography
+ Motorola Application Note AN-932
+ Motorola Linear Data Book
+ Communication Systems , Simon Haykin, Wiley 1983. pp. 168,
169.
27 Dec 1986 (C) Anees Munshi 11

4605. Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-26 00:00:00 UTC
From: vlarue4797@aol.com
Message-ID: <499o6f$mmp@newsbf02.news.aol.com>
Source record: 23674

I lost another SC1224, and there very hard to find, anyway I know of
a commodore 1084SD2 , looks like my old SC1435 color, switch on back
ect...
anyway my question is will the 1084 analog work on the STE??

4606. How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-26 00:00:00 UTC
From: tomduc@micronet.fr
Message-ID: <tomduc-2611951933550001@ppp04.micronet.fr>
Source record: 23675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I am looking for a software to read Atari's 520 ST floppydisk on my LC Macintosh.

Thank you to the one who can answer this question.

4607. AdSCSI Trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-26 00:00:00 UTC
From: bowyerp@cuug.ab.ca
Message-ID: <DIoCMM.I6x@cuug.ab.ca>
Source record: 23676

I have an Atari STE hooked up to a SCSI hard drive by an ICD Link cable. I have 5 partitions on my hard drive, and one of them refuses to save files. How can I get this partition fixed? Any help would be appreciated. I have reformatted the hd 5 times, and the D partition just refuses to save files every time, no matter what size it is. Going mad.....please help : {

PamB

4608. Re: Transfering files from Atari ST to MSDO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: jlaw@unixa.nerc-keyworth.ac.uk
Message-ID: <49caes$cmc@kwuz.nerc-keyworth.ac.uk>
Source record: 23677

>>I've seen a description of another program that promises
>>to do this but can find a copy. Its called Ataridsk.zip
>>but all of the archives I've tried fail to deliver the thing.

>There are several programs who format MSDOS compatible floppies:
>Jean-Jacques Ardoino
>jja@pressimage.fr

But (we?) well certainly I don not want to format m$d*s compatible floppies ;
I want my PC to be able to read TOS format. I have 100+ TOS format disks, and it will take me ages to reformat all of them. And where am I gonna buy 100 disks for not much money?

f

4609. PC mouse on an STe works nicely

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: zrollinso@cuppa.curtin.edu.au
Message-ID: <49b4b5$5na@info.curtin.edu.au>
Source record: 23678

Last night I finally got around to soldering a Db9 connector onto the end of a PC logitec bus mouse and it works wonderfully.

I had a little problem initially with movement when I had left/right movement around the wrong way and up/down around the wrong way but the movement is MUCH better than the original ST mouse. The only other interesting thing is if I move the mouse too quickly the STe can't seem to track it fast enough and the pointer moves backwards - but I have to move it very fast.

It seems that the Atari mouse pinouts are labeled differently to the PC pinouts - unless I got it wrong, but it looks like these are equivalent:

Atari PC
XA --> X2
XB --> X1
YA --> Y2
YB --> Y1

Thanks to all those who offered advice on getting this thing going - especially those that said it couldn't be done :-)

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer thinks that Internet is used for trapping tuna and dolphins.

4610. Emulating Falcon on Mac?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: cjrider@students.wisc.edu
Message-ID: <cjrider-2711951501350001@f180-205.net.wisc.edu>
Source record: 23679

Hi!

I am looking for a way to emulate Falcon on my PowerMac.

Does anyone know where I can obtain the software to do so (in the states)?

--
Christopher J Rider
cjrider@students.wisc.edu

4611. TT high rez & others 21" EIZO monitor for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DIp80p.KL@cf.ac.uk>
Source record: 23680
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a beautiful 21" Eizo monitor, fst, with ECL (TT high) inputs and standard video inputs for rez's upto 1600*1400 ni. It's immaculate, boxed and hardly used, condition is brand new. COst over ï¿½1300, undoubtely the finest greyscale 21" monitor there is! Must sell because I'm short of space! Open to offers around ï¿½700, buyer collects!

Email: Dr SImon Williams
spesgw@cf.ac.uk

4612. Re: ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30b98904_Tom.Thomason@fpc.ct.se>
Source record: 23681

On 16 Nov 95, "Roland Givan" shot this through the ether to Tom Thomason...

G> I think its more fundemental than that. The Falcon's monitor socket is
G> not electrically compatible with the TT-hi monitor. True there are no
G> drivers either ;-(

The socket incompatibility should be solveable using a simple adapter.
IIRC, the 19" monitor required a special graphics card and specific drivers.
These are the things that are missing in Falcon versions. OTOH, it's perfectly
possible to use standard 17" and 20" SVGA monitors with the Falcon. There is,
of course, the cost of buying such unit to be taken into consideration.

ATB,
Tom

4613. Harddisks OK with CAF ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30b9898b_Tom.Thomason@fpc.ct.se>
Source record: 23682

On 24 Nov 95, Mikael Hillborg shot this through the ether to All ...

MH> Which external SCSI drives are recommended to use
MH> with Cubase Audio Falcon on a C-lab Falcon mkII ?

Any SCSI drive with an access time of 12ms or less should do the trick.
For further information you can call me at 031-54 55 26.

Mvh,
Tom

4614. Re: 1040St Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30b98b12_Tom.Thomason@fpc.ct.se>
Source record: 23683

On 15 Nov 95, Danny Lynch shot this through the ether to All ...

DL> If I'm not mistaken, you can't use an IDE HD with that computer.
DL> You need a SCSI HD with a special host adaptor such as an ICD LINK
DL> II. You wouldn't need more memory just to install the HD, though the
DL> more memory the better for everything else. If your ST has TOS 1.0,
DL> then you would either want to upgrade to at least TOS 1.4, or you
DL> would want to get ahold of a little AUTO program called FATSPEED to
DL> make your HD access happen at an acceptable rate.

There is a card from Hard & Soft in Germany which allows the use of IDE drives on computers in the ST series. The only requirement is that you have TOS 2.06. The interface is called AT-Buss Karte. I'm not sure if it's still available. Apart from the price of IDE vs. SCSI units, I'd recommend a SCSI unit and Link2.

Cheers,
Tom

4615. Re: Which SLIP package is best?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: martinna@cf.ac.uk
Message-ID: <DIpzoA.G5n@cf.ac.uk>
Source record: 23684

Caffeine (caffeine@charm.net) wrote:
: I'd like to know which package most of you are using for SLIP or PPP
: connections. I have an Atari 1040STf with 2.5m of RAM, a 1.2gig HD
: (currently lended out to a friend), a 130m HD, colour and mono monitors,
: a 14k4 modem, and an ICD Adaptor (the circuit board one, not the Link).

You'd be best to go with linux and mintnet for web access - StiK and CAB
are promising but need some work.

FWIW if you want to get email, news, rlogin, ftp and telnet set up in ten
minutes then try oasis135.tos from ftp.demon.co.uk. Oasis is a front end
for NOS (v0.42 is included) and the author provides good support. There
are some gripes about oasis but have a look at the number of users :-)

Best wishes

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==-==-==-==-==-==-==-==-==-==

4616. Falcon and Internet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: "B.I. Student" <student@cvhp221.gpt.co.uk>
Message-ID: <49clmq$13d@cvhp99.gpt.co.uk>
Source record: 23685

I am interested in getting a Falcon.

But I haven't got a clue as to what I will need for it to get on the NET.

I have an STE at the moment with STIK and CAB, but I am not sure if they are the best , and if they work with the Falcon.

I have a 28.8K modem so that's no problem.

But it is just the software.

I would be very gratefull if someone could help me out.

Also does anyone know any rough price guides for new and sceond hand Falcons????

Email

****
* Nigel * Nige@zenbreve.demon.co.uk * Nigel *
****
* Jones * student%cvhp152@ncp.gpt.co.uk * Jones *
****

4617. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30b9e088afed211@sn.no>
Source record: 23686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jean Jacques Ardoino (jja@pressimage.fr) wrote:

[...snip]
>There are several programs who format MSDOS compatible floppies:

>Kobold, Ease (commercial)
>Gemini, Fastcopy

Hcopy 1.6 (shareware)

Hallvard
--
___
<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4618. FS: Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: hudsonp@cs.man.ac.uk
Message-ID: <49c7i6$7lp@m1.cs.man.ac.uk>
Source record: 23687

F030, 4meg RAM, 127 HD, 68882 FPU, boxed, all monitor leads, software

550pounds

email hudsonp@cs.man.ac.uk

or phone 0161 248 7132 and ask for Paul.

4619. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2711951124120001@138.110.7.161>
Source record: 23688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <tomduc-2611951933550001@ppp04.micronet.fr>, tomduc@micronet.fr (Thomas Duclert) wrote:

> Hello, I am looking for a software to read Atari's 520 ST floppydisk on my
> LC Macintosh.
>
> Thank you to the one who can answer this question.

It's very easy. Format the disk on the Mac as a PC-compatible disk. Just make sure you don't use a 1.44M floppy unless you have that type of drive on the Atari. Then just take it over to the Atari and write the files to it.

Dan Wilga Tel: (413) 532-2434
Gribnif Software Fax: (413) 532-2540
PO Box 779 email: gribnif@genie.geis.com
Northampton, MA 01061-0779

4620. Space News InNet numero 10

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4265rcain@nest.demon.co.uk>
Source record: 23689

On 27 Nov 95 bowyerp@cuug.ab.ca wrote:

b> I have an Atari STE hooked up to a SCSI hard drive by an ICD
Link
b> cable. I have 5 partitions on my hard drive, and one of them
refuses
b> to save files. How can I get this partition fixed? Any help would
be
b> appreciated. I have reformatted the hd 5 times, and the D
partition
b> just refuses to save files every time, no matter what size it
is.
b> Going mad.....please help :
{

Your description of the symptoms makes MY brain hurt
too!

To be honest I haven't a clue, I would have thought that the formatting
would have indicated an error if the medium was faulty around the region of
your D:
partition.

I can't see that continual formatting is going to get you anywhere but,
OTOH, I can't think of anything much more
useful.

You could just try using the ICD UTILS and first Map out any bad sectors,
then Zero the directory (this also re-initialises the
FATs).

Have you got ICD CleanUp? This may give some better indication of where the
trouble
is.

This is a real head-scratching one
:(

Roger
rcain@nest.demon.co.uk

--

4621. Teac FD-235HF on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-27 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <49cl4l$uhk@c4.hrz.uni-giessen.de>
Source record: 23690

Hi *

I was just trying to connect an Teac FD-235HF to my ST using a HD-Modul from
ddd in Hannover/Germany.

Unfortunately I was not able to read _any_ disk.
I tried every configuration:
- HD or DD disk
- Manually changing clock speed for the disk controller from 8 to 16 MHZ.
(drive select on 0, this is OK)

Does anybody have expirience using this disk drive? I assume I have to
change some of the soldering jumper on the floppy board, but there is no
technical information aviable.

Thanks for your help in advance.

Martin
---
martin.schmidt@ap.physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
(Hallo BND: Plutonium, Heroin, RAF, Attentat, Bombe, Stalin, Castro, Stasi)

4622. Sell: Atari TT30 & 19" TT195 Monochrom Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: andi@complang.tuwien.ac.at
Message-ID: <49f7a0$9bb@news.tuwien.ac.at>
Source record: 23541
Cross-posted to: comp.sys.atari.st.tech,at.tuwien.hardware,comp.sys.atari.programmer,at.anzeigen.privat.computer

I sell my Atari TT030 (2+4MB Ram, 500MB Disk, HD-Floppy) and my 19" monochrome monitor.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

4623. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: ae@yin.kuai.se
Message-ID: <49fitr$uc2@bundy.mdk.se>
Source record: 23542

A. Gilmour (ELUAG@leeds.ac.uk) wrote:
: So what do you Falcon owners with IDE drives use?

You need AHDI v6.06 for IDE drives.
Or better, HuSHI from the SCSITOOLS package.

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

4624. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DIs24s.K6E@cix.compulink.co.uk>
Source record: 23543

In message <49emnk$7u8_001@leeds.ac.uk>, ELUAG@leeds.ac.uk said:

>So what do you Falcon owners with IDE drives use?

AHDI 6.061, also he could consider HDDriver which is available from
System Solutions for about 10-15 pounds IIRC.

Barry wilsontjb@cix.compulink.co.uk

4625. Re: ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_30bb4792_Magnus.Kollberg@p11.straight.ct.se>
Source record: 23544

In a message Tom Thomason wrote to "Roland Givan":
TT> On 16 Nov 95, "Roland Givan" shot this through the ether to Tom
TT> Thomason...
G>> I think its more fundemental than that. The Falcon's monitor socket is
G>> not electrically compatible with the TT-hi monitor. True there are no
G>> drivers either ;-(
TT>
TT> The socket incompatibility should be solveable using a simple adapter.

The problem isn't with the socket it self, but that the falcon and TT-high uses different signal types. If I understand it all right a VGA signal is of TTL type and the TT-high of ECL, because of the higher frequency. The only solution would be to build a converter from TTL to ECL (there is standard components for this), but I don't know if it will be enough.

// Magnus Kollberg

4626. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951128090340.3489C-100000@bull.mimuw.edu.pl>
Source record: 23545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 26 Nov 1995, a eriksson wrote:

> Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:
> : > Does anyone know if it is compatible with Cubase Audio?
> : Yes it is.
> : Write to me with any tech-questions. I'm in a still contact with the
> : author of SpeedUp.
>
> I heared from someone that the price were only 300 zloty, is that correct?

It was a price for a beta (a little buggy) release (300 zloty = 130$). The
price for public release with some new gadgets shoudn't exceed 160$.

regards,

Simon.

4627. ST / Microvitec Cub monitor ??

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: kdw3@student.open.ac.uk
Message-ID: <memo.306646@cosy.open.ac.uk>
Source record: 23546

Hi,

Does anyone know if it is possible to connect an ST to a Microvitec Cub monitor (as used on the old BBC micros).

My friend has tried it, but cannot seem to get it to sync correctly.

Can I ask for e-mail replies please ?.. Thanks.

Kev.

kdw3@student.open.ac.uk

4628. Re: HP LaserJet 5L

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: "LSD, He is the Master" <s141003>
Message-ID: <49f1eu$cm@mailnews.kub.nl>
Source record: 23547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to know how u think of the printer in usage,

Plz let me know *use Calamus also?*

CU
L.J.Sak@Kub.nl
Ludo
<a href="machtig.kub.nl:2080/infolab/studenten/s141003_home.html">

4629. Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <49emnk$7u8_001@leeds.ac.uk>
Source record: 23548

Hi all
A friend of mine, well actually he is my tutor at evening
classes, has been frustrated for the last couple of weeks, trying to
install a 135Mb IDE drive into his Falcon. He came to me in despair,
last night during our fag/coffee-break to report the latest
developments. Beyond putting him straight about installing drives on
the desktop, but the thing is I wasn't sure if AHDI.PRG version 5 is
the right driver for IDE drives. My SCSI-ACSI setup for my STe works
well for me.
So what do you Falcon owners with IDE drives use?

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician tel.0113 2332647

4630. Using X windows in colour?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <49fii9$hln@lyra.csx.cam.ac.uk>
Source record: 23549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Why is it all the different ways of running X windows on an Atari can only do mono, as opposed to colour?
We now have Mint, Linux, and NetBSD that I know of and none of them do colour.

Is it impossible to do, (unlikely I would have thought) or is it in the process of being done now?

It doesn't have to be millions of colours, just 16 would do... :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

4631. Re: Need help with KGMD and smail

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-28 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <7N56BEQ@moacs.indiv.nl.net>
Source record: 23550

In article <WI26BAG@lilfort.mlnet.com>,
Operator <root@lilfort.mlnet.com> wrote:
> I have installed Knarf's German MiNT Distribution and am having problems with
> smail. I can't seem to send out mail. I get my news and mail with uucp. When I
> try to send a letter with elm it always gets returned - unknown host. According
> to the smail docs I am supposed to setup a smart_host so that the mail will get
> spooled to be sent out later. I've been trying to set it up over the last
> couple of weeks with no luck. Is there any MiNT guru out ther that can help me?

Set the smart_path and smart_transport variables in /etc/smail/config.
See smail(5) for more details (unfortunately, configuring smail is very
complex compared to sendmail).

> I also can't get lpdev to load. When I put lpdev.xdd in the mint folder my
> computer locks up when MiNT tries to load it. What's wrong here?

Sounds familiar. This problem has been reported more than once,
haven't seen a solution sofar...

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

4632. Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: A.Dijk@PTT-Telecom.nl
Message-ID: <49hkkh$bub@hdxx05.telecom.ptt.nl>
Source record: 23551
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know of programs (source or executables) on both ST and PC
that make it possible to use a PC's harddisk from an ST?

--
Albert Dijk

Albert Dijk | Telephone : +31 50 5855186
PTT Telecom B.V. | Telefax : +31 50 5855711
I&AT | E-mail : A.Dijk@PTT-Telecom.nl
P.O. Box 188 | DISCLAIMER: This Statement is not an
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NL-9700 AD Groningen | statement from, nor does it represent
an
The Netherlands | official position of, PTT Telecom B.V.

4633. Re: Transfering files from Atari ST to MSDO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30bc882e2c2e57c7@sn.no>
Source record: 23552

John Lawrence (jlaw@unixa.nerc-keyworth.ac.uk) wrote:

>>>I've seen a description of another program that promises
>>>to do this but can find a copy. Its called Ataridsk.zip
>>>but all of the archives I've tried fail to deliver the thing.

>>There are several programs who format MSDOS compatible floppies:
>>Jean-Jacques Ardoino
>>jja@pressimage.fr

>But (we?) well certainly I don not want to format m$d*s compatible
>floppies ; I want my PC to be able to read TOS format.
>I have 100+ TOS format disks, and it will
>take me ages to reformat all of them.
>And where am I gonna buy 100 disks for not much money?

You don't need to reformat them!!!! There are several programs
available that "modify" TOS disks to become MSDOS, just be
re-arranging the boot-sector or something.
I have a couple of programs somwhere that can do this. If you have
problems getting hold of them yourself, drop me a mail and I'll send
you a copy.

Hallvard
--

<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4634. Re: Falcon and Internet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <49hqnh$cpf@whitbeck.ncl.ac.uk>
Source record: 23553

B.I. Student (student@cvhp221.gpt.co.uk) wrote: > I am interested in getting a Falcon.

> But I haven't got a clue as to what I will need for it to get on the NET.

Loads of stuff, but it works well.

> I have an STE at the moment with STIK and CAB, but I am not sure if they are the best , and if they work with the Falcon.

That works better on a falcon, 'coz you can run it in 256 colour mode to get prettier pictures, and set it up to play MPEG's & stuff using one of the DSP MPEG players.

> But it is just the software.

I tend to use MiNT-net, 'coz it's stabler than STiK and has PPP and Ethernet support as well as SLIP. It's also got a lot more programs that support it (telnet, mail, news, gopher, ftp (esp. DUftp, my own GEM based ftp client - although I'm working on a STiK version, to be released after I've got the first release of XaAES)).

> I would be very gratefull if someone could help me out.

> Also does anyone know any rough price guides for new and sceond hand Falcons????

Craig.

4635. For Sale: Atari Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: djmikem@aol.com
Message-ID: <49i5sr$fuv@newsbf02.news.aol.com>
Source record: 23554

Mega STe With 4 megs of ram -120 meg Hard Drive, Pagestream (Original Disks with Manuals, etc) Migraph Hand Scanner with Touch Up Software, AtariWorks, Books, Manuals, over 150 DSDD disks, - act now and I will throw in a Supra 2400 Baud modem for free. Asking Price -$400.00
Includes color monitor (But it is on the way out)

Please E-Mail me if you are intrested. or call me voice (516)254-4243 ask for Mike
Micael Mielko - Master Sounds Entertainment
(516)254-4243 - Pro Club & Mobile DJ Services

4636. Re: Is this the right monitor for TT high? Yes!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: Yves Pelletieri <afsfpel@cmc.aes.doe.ca>
Message-ID: <Pine.SGI.3.91.951129212256.7960A-100000@castor>
Source record: 23555

Yes: if you are looking for a TT-high monitor, and happen to come across a Sigma Designs "Laserview" monochrome high-res monitor (model number LDM-0019)... that model worked on my TT with no need for any internal modifications. (Your mileage may vary; someone reported they had to carry out some mods on a similar model.) We only disconnected a -5V line that went from the power supply directly to the DB9 connector at the back of the monitor. This was a precautionary measure to protect the TT's electronics against possible unwanted voltage.=20

Those who may want more details should feel free to email me at ypelletier@securenet.net.

Thanks to the people who responded to my initial message.

Yves Pelletier

"Une fois arriv=E9 =E0 ce point, arr=EAte-toi et ne te pr=E9ocuppe plus de = rien.=20
La raison n'a plus de pouvoir ici. Quand elle arrive =E0 l'oc=E9an, elle=20 s'arr=EAte, et m=EAme le fait de s'arr=EAter n'existe plus pour elle." --R= =DBMI

4637. Second IDE with diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: fvdakker@sterbbs.nl
Message-ID: <8061-207862101@sterbbs.nl>
Source record: 23556

Is it possible to connect an second IDE-drive in my Falcon?
I have an extra connector coming from the flatcable that leads to the
A-drive. I think the guy that sold me the Falcon (in TT-case), said
this was possible, but I don't know that for sure. Can it be done
somehow?

Greetings,

Frits.
P.S. What HDX-version do I need to format/partition the IDE?
Frits van den Akker, JFA Software, E-mail: fvdakker@sterbbs.nl
MajorNet: Program@STR Fido: Frits van den Akker@2:2802/221

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)181 - 640035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4638. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <342_9511291611@genesplicer.org>
Source record: 23557

Re: _Falcon-IDE Hard-Disk_, "BARRY WILSON" wrote to All on 28 Nov 95:

>> So what do you Falcon owners with IDE drives use?
W>
W> AHDI 6.061, also he could consider HDDriver which is available from
W> System Solutions for about 10-15 pounds IIRC.

ICD Pro also works, but HDDriver is probably better.

* LED v1.31 * AtariNet - Coming soon to a BBS near you!

4639. Re: Falcon and Internet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <817686959.12192@grasper.demon.co.uk>
Source record: 23558

On 27 Nov 1995 15:32:42 GMT ,Twas none other than B.I. Student who did state ....
> I am interested in getting a Falcon.

> But I haven't got a clue as to what I will need for it to get on the NET.

Try get one with an FPU , then you can use Linux/68k or NetBSD which are
totally brill for Net useage. The Latter being the operatins system used by
your (our) service provider <G>

> I have an STE at the moment with STIK and CAB, but I am not sure if
they are the best , and if they work with the Falcon.

They do work with a Falcon very well (256 colours etc) and considerably
faster than an STE , both becuse of better CPU perf. and serial hardware.
But they of course do not work any more stable yet :-(

> I have a 28.8K modem so that's no problem.
> But it is just the software.

Of course NOS works with the Falcon but with all that nice machinery I think
it a shame to ignore the joys of Linux or NetBSD ..even MiNTNET. Oasis is also
much loved but I find it too be less than perfect on my Falcon i'm afraid to say.

> Also does anyone know any rough price guides for new and sceond hand Falcons????

a 4mb Falcon with FPU should sete you back about 400-500 new . So 2nd hand say
250-300 ??? trouble is there are enot a lot to be had so finding someone so
desperate to sell that you get standard 2nd user market value is probably not so
easy . Also making it more expensive is that most sellers will also want to see
you software and periph's as well as the Base hardware ...adding a few quids in
the process.

--
---- Atari Falcon030(32) Linux68K site ----
Graham Irvine : graham@grasper.demon.co.uk

4640. Re: a hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <49h9ji$a6l@hpscit.sc.hp.com>
Source record: 23559

Charles Richmond (richmond@plano.net) wrote:
: >>i have a sh204. 20 meg. can i put a larger scsi drive into it?
: >Nope, cause it's not an SCSI interface.

Not true. The SH204 does have a SCSI interface inside. It consists
of an ACSI-to-SCSI hostadaptor and a SCSI-to-ST506 controller.
Remove the controller (the Adaptec 4000A), hook up a SCSI drive
to the hostadaptor, and you're all set. Note that the hostadaptor
is relatively old and probably doesn't adhere to the stricter
standards of todays SCSI II drives, so better use a cheap, old
SCSI I drive with it.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4641. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <49h9so$a6l@hpscit.sc.hp.com>
Source record: 23560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thomas Duclert (tomduc@micronet.fr) wrote:
: Hello, I am looking for a software to read Atari's 520 ST floppydisk on my
: LC Macintosh.

The Atari disk format is identical to the DOS disk format. (There was
a small gotcha in TOS 1.00 and TOS 1.02 - those TOS versions formatted
disks in a way which confused some DOS clones which did not adhere
fully to the Microsoft standard for reading disks.) So what you need
is a tool to read DOS disks on your Mac, and I am told there are
plenty of tools for this purpose - although I cannot name one, since
I don't own a Mac.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4642. Re: Emulating Falcon on Mac?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <DIsMBy.J1w@cix.compulink.co.uk>
Source record: 23561

What do you mean, "Emulating a Falcon"? How do you want it to differ from emulating an ST?

MagicMac for the PowerMac certainly exists, but I'm not sure what stage it has reached. Toad are (as always) the best people to ask. MM on the 68040 compueters works well, in 256 or 16 colours (or in thousands of colours, if you get NVDI for MagicMac, which you may also need for printing). But there's no emulation of the Falcon's DSP, of course, and little support for sound at present.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

4643. Re: PC mouse on an STe works nicely

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: Tommy Poll&#65533;k <Tommy.Pollak@eit.ericsson.se>
Message-ID: <49hid1$bvc@erinews.ericsson.se>
Source record: 23562

zrollinso@cuppa.curtin.edu.au wrote:
>Last night I finally got around to soldering a Db9 connector onto the end of
>a PC logitec bus mouse and it works wonderfully.
>
>I had a little problem initially with movement when I had left/right
>movement around the wrong way and up/down around the wrong way but the
>movement is MUCH better than the original ST mouse. The only other
>interesting thing is if I move the mouse too quickly the STe can't seem to
>track it fast enough and the pointer moves backwards - but I have to move it
>very fast.
>
>It seems that the Atari mouse pinouts are labeled differently to the PC
>pinouts - unless I got it wrong, but it looks like these are equivalent:
>
>Atari PC
> XA --> X2
> XB --> X1
> YA --> Y2
> YB --> Y1
>
>Thanks to all those who offered advice on getting this thing going -
>especially those that said it couldn't be done :-)
>
>
>Steven Rollinson
>Steve.Rollinson@MIS.WMC.wmc.telememo.au
>
>Disclaimer: My employer thinks that Internet is used for
> trapping tuna and dolphins.
>

4644. Sun 19" ECL monitor with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <49hnkb$eb3@ccshst05.cs.uoguelph.ca>
Source record: 23563

Title says it all, really. Can a Sun ECL input 19" monitor be used with a TT in TT high? It looks like I might have the opportunity to buy one for a good price, but I want to make sure it's possible to use it.

THeo

4645. Re: AdSCSI Trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <49hgfc$910_001@leeds.ac.uk>
Source record: 23564

In article <DIoCMM.I6x@cuug.ab.ca>,
bowyerp@cuug.ab.ca (Pam Bowyer) wrote:
q> I have an Atari STE hooked up to a SCSI hard drive by an ICD
Link
q>cable. I have 5 partitions on my hard drive, and one of them refuses
to
q>save files. How can I get this partition fixed? Any help would be
q>appreciated. I have reformatted the hd 5 times, and the D partition
just
q>refuses to save files every time, no matter what size it is. Going
q>mad.....please help : {
q>
q>PamB
q>
What size and type is the drive? What size partitions? What else do
you have loaded?... And what files are you trying to save? I have a
feeling your going to say _doh!_ when you get to the bottom of this
:-)

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician tel.0113 2332647

4646. Re: Sun 19" ECL monitor with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <49ibt0$nri@ccshst05.cs.uoguelph.ca>
Source record: 23565

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: Title says it all, really. Can a Sun ECL input 19" monitor be used with a
: TT in TT high? It looks like I might have the opportunity to buy one for
: a good price, but I want to make sure it's possible to use it.

OK, I received a reply indicating it likely wouldn't be possible due to
differences in frequencies. I think this has been asked before, but what
monitors (other than the TTM194) _can_ be used? Model numbers are good :)

THeo

4647. Re: Which SLIP package is best?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <49irdj$ce0@gateway1.brisnet.org.au>
Source record: 23566

Graham Irvine (graham@grasper.demon.co.uk) wrote:
: > I've used MiNT to create links between lots of my directories on the 130m
: > HD (to make life a bit easier) but have little clue about MiNTnet and
: > KA9Q or KA9Q-NOS. I also recently leeched all the Mintnet archives from
: > a.a.u.e in addition to the KA9Q archives. All i want to do is use my

: The easiest means of getting MiNTNET SLIP is by using DIP package , it only
: involves a bit of editing of the script and should get you on line very quickly.
: PPP I found pretty difficult to set up.

PPP is actually easier to set up than SLIP, I found. Of course, I did it
second, so I had some inkling of what I was doing at that point.

: > SLIP account to get files, read news, email, and use the web. that's it.

: For FTP and WEB then MiNTNEt is the only way to go (of these two options).
: news and Mail however is again pretty tricky to set up with MiNTNET I found.

: For FTP you want to get the excellent ncftp (or DuFTP) and Lynx for WWW.
: I assume you are not planning on installing MiNTOS so you will need to run
: everything in a Window using TOSWIN ...

DuFTP doesn't work on colour monitors (not on mine, at least). It looks like
it's set up for a much taller screen, and most of the dialogs are useless.

: > nothing overly special. i also have CAB (nice!) if that makes any
: > difference. Please email me or post a response. thx in advance!

: Someone may correct me (and I have asked around before and got not much joy)
: but if you want to included news and mail I would suggest Linux (or NetBSD)
: would be of more interest although you will need an 030CPU and FPU to use
: them , if you have such a machine then what are you waiting for :-)

News is possible, though rather pointless. Mail, well, I run email on my ST. It
did take me a while to get right, but the config is pretty smooth now.

Dancer

4648. m4nodma.prg scsi driver for ATW800

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: I.vanderMolen@PTT-telecom.nl
Message-ID: <I.vanderMolen.49.001156AD@PTT-telecom.nl>
Source record: 23567

Hello,

I'm looking for the m4nodma.prg scsi driver for an Atari ATW800 transputer workstation. It should replace the M4idma.prg.

Can someone help me to get this program?

Thanks in advance,
Ids.

4649. For Sale: Atari 8-bit Equiptment (Atari 800 + 1050 disk drive)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: djmikem@aol.com
Message-ID: <49i5ub$fvm@newsbf02.news.aol.com>
Source record: 23568

Organization: America Online, Inc. (1-800-827-6364)

Original Atari 800 8-bit computer with 1050 Disk Drive (Modified with ICD computers Disk Doubbler) Cartridges, books, manuals, over 200 disks of software -way to much to list. All for 75.00 - act now and I will throw in a Supra 2400 Baud modem, and a second Atari 800 (Needs os board + Keyboard) for free.

Please E-Mail me if you are intrested.
Micael Mielko - Master Sounds Entertainment
(516)254-4243 - Pro Club & Mobile DJ Services

4650. Re: Falcon and Internet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-29 00:00:00 UTC
From: "Borek Lupomesky"
Message-ID: <49ihg9$70g@ns.felk.cvut.cz>
Source record: 23569

In <49clmq$13d@cvhp99.gpt.co.uk> B.I. Student wrote:

> I have an STE at the moment with STIK and CAB, but I am not sure if they
are the best , and if they work with the Falcon.
> I have a 28.8K modem so that's no problem.
> But it is just the software.
> I would be very gratefull if someone could help me out.

Unless you are very scared of Unix, I should recommend Linux/68K, running
X-Windows, NCSA Mosaic and all the stuff (ftp, newsreaders, telnet, mail
user agents etc.). If you cannot afford more than 4MB of memory, then you
can omit X-windows and use Lynx for WWW.

Bye Borek

--

-=-
Borek Lupomesky (student, co-admin)
University of J.E.Purkyne, Usti nad Labem, Czech Republic
lupomesk@sun.ujep.cz, http://www.ujep.cz/~lupomesk/
-------- use finger service to obtain my PGP key --------
=-

4651. Re: Emulating Falcon on Mac?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <49kkh6$gi7@news.iesd.auc.dk>
Source record: 23570

In article <cjrider-2711951501350001@f180-205.net.wisc.edu>, cjrider@students.wisc.edu (C. J. Rider) writes:
> Hi!
>
> I am looking for a way to emulate Falcon on my PowerMac.

You can't emulate a Falcon on the PowerMac, but you can clean GEM-based Atari-programs on the PowerMac with the MagiCMac Operating System.

> Does anyone know where I can obtain the software to do so (in the states)?

Try Toad Computers, they are selling the MagiCMac package.

But remember, you can't specific Falcon-programs on it.

>
> --
> Christopher J Rider
> cjrider@students.wisc.edu

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4652. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: x-bo.leuf@malmo.trab.se
Message-ID: <DIuv8F.3Cw@malmo.trab.se>
Source record: 23571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Reply-to: bl@daggskim.ct.se

Small caveat to the format-a-PC-disk-on-the-Mac solution.
If the 520ST is running single-sided (360K) disks, then of course the
disk must be formatted as a single-sided one. I'm not sure this is
possible with e.g. PC-exchange on a Mac, which may only handle the
double-sided (720K) format...
Single-sided format should be possible from DOS on most PC's.

/Bo

4653. Re: Using X windows in colour?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <49kdo5$3d7@whitbeck.ncl.ac.uk>
Source record: 23572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Davey (pd@mole.bio.cam.ac.uk) wrote:

> Why is it all the different ways of running X windows on an Atari can only do
> mono, as opposed to colour?
> We now have Mint, Linux, and NetBSD that I know of and none of them do colour.

I'm sure the Linux X11R6 works in colour....I've not used it, but all the
screen shots I've seen of it are in colour...

Craig.

4654. Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: fvdakker@sterbbs.nl
Message-ID: <8062-207136301@sterbbs.nl>
Source record: 23573

```
IN>Does anyone know of programs (source or executables) on both ST
IN>and PC that make it possible to use a PC's harddisk from an ST?

If you want to connect an PC-drive to an ST: Call ACN in Holland
(073)351100. They can help go get the right stuff for it.
If you want to use the Drive via the modem-port, you can use Ghostlink
at your PC and an communicationprogram at your ST. In the other way
(Atari-drive) I made a program that enables you to browse on your
Atari-HD via the modem-port. Don't know where to FTP it, though, since
I can't FTP myself. E-mail me for more info...

Greetings,

Frits.
P.S. I also have made an "omnummeringprogramma" for Atari :-)
Frits van den Akker, JFA Software, E-mail: fvdakker@sterbbs.nl
MajorNet: Program@STR Fido: Frits van den Akker@2:2802/221

--
|[From]================================================================|
| Worldgroup Information Services Europe, WISE: +31 (0)181 - 640035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

4655. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30bdcb3632f431@sn.no>
Source record: 23574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Claus Brod (clausb@hpbbn.bbn.hp.com) wrote:

>The Atari disk format is identical to the DOS disk format. (There was
>a small gotcha in TOS 1.00 and TOS 1.02 - those TOS versions formatted
>disks in a way which confused some DOS clones which did not adhere
>fully to the Microsoft standard for reading disks.) So what you need
>is a tool to read DOS disks on your Mac, and I am told there are
>plenty of tools for this purpose - although I cannot name one, since
>I don't own a Mac.

No, that's not correct as I tried this with my TOS 1.6 (STE TOS) and
my new TOS 2.06, and the disks formatted from the desktop weren't
readable on a PC, but by using an MSDOS compatible formatter it worked
just fine! (I used "Hcopy 1.6" which I believe you Claus has
participated in designing!- Is it still supported?)

Hallvard
--

<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4656. Re: Sun 19" ECL monitor with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: samy@interlog.com
Message-ID: <49lp0l$1t9@gold.interlog.com>
Source record: 23575

In article <49ibt0$nri@ccshst05.cs.uoguelph.ca>,
Theodore L Hopman <thopman@uoguelph.ca> wrote:
>Theodore L Hopman (thopman@uoguelph.ca) wrote:
>: Title says it all, really. Can a Sun ECL input 19" monitor be used with a
>: TT in TT high? It looks like I might have the opportunity to buy one for
>: a good price, but I want to make sure it's possible to use it.
>
>OK, I received a reply indicating it likely wouldn't be possible due to
>differences in frequencies. I think this has been asked before, but what
>monitors (other than the TTM194) _can_ be used? Model numbers are good :

Moniterm VY1000 is what I'm using right now - just had to make a cable
(no sync inversion necessary)

SAm

4657. Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <49lgcc$bij@dux.dundee.ac.uk>
Source record: 23576

From my understanding the Falcon takes 1,4 or 14 meg, of 16 bit (ST)
RAM.

What sort of chips can be used in terms of speed (ns), parity and Pins
etc? Also what is this Falcon Wing thing?

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

4658. Re: Using X windows in colour?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: elias@omicron.se
Message-ID: <49ko0g$ed2@sargas.omicron.se>
Source record: 23577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>I'm sure the Linux X11R6 works in colour....I've not used it, but all the
>screen shots I've seen of it are in colour...

I can assure you. It works in colour.
On a Falcon 16MHz with only 4MB ram. It's dead slow. But it works.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

4659. Re: Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30bdcb3832fe52@sn.no>
Source record: 23578
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Albert Dijk (A.Dijk@PTT-Telecom.nl) wrote:

>Does anyone know of programs (source or executables) on both ST and PC
>that make it possible to use a PC's harddisk from an ST?

What do you mean? Using a PC formatted SCSI hard disk connected to an
ST, and then try to read the data from this harddisk (i.e. for text
files etc), or...

Connecting an IDE type (PC) harddisk to the ST?

Hallvard

--
___
<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4660. Cad for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: gijs joosen <g.joosen@stud.tue.nl>
Message-ID: <49kgnn$jls@tuegate.tue.nl>
Source record: 23579

Can anyone tell me if there is a good CAD program that can export
autocad 13 files, for the Falcon 030 and do I need to upgrade it.

4661. Falcon Wingz with 4MB

Newsgroup: comp.sys.atari.st.tech
Date: 1995-11-30 00:00:00 UTC
From: Daniel Eriksson <eradaer@gaera.ericsson.se>
Message-ID: <49jujl$7pf@erinews.ericsson.se>
Source record: 23580

I have a F030 that I bought fitted with 16MB on Falcon Wingz
(4*4MB 30pin). Is it possible to replace the simms with 4*1MB
instead to give me 4MB?

I need the memory for another machine.

--
Daniel Eriksson, daniel@icon.pp.se

4662. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <49mj9k$4ab@hpscit.sc.hp.com>
Source record: 23581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hallvard Tangeraas (hallvart@sn.no) wrote:
: Jean Jacques Ardoino (jja@pressimage.fr) wrote:
: [...snip]
: >There are several programs who format MSDOS compatible floppies:

: >Kobold, Ease (commercial)
: >Gemini, Fastcopy

: Hcopy 1.6 (shareware)

TOS 1.04, TOS 1.06, TOS 2.xx, TOS 3.xx, TOS 4.xx.

8-),

Claus

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4663. Re: Falcon and Internet?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: ae@yin.kuai.se
Message-ID: <49mcp7$mv3@bundy.mdk.se>
Source record: 23582

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:

: That works better on a falcon, 'coz you can run it in 256 colour mode to get
: prettier pictures, and set it up to play MPEG's & stuff using one of the DSP
: MPEG players.

Tip: If you only have RGB/TV, run CAB in TrueColour instead of 256 mode.
Much much faster GIF loading time. :)

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

4664. Re: Transfering files from Atari ST to MSDO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <49mjc5$4ab@hpscit.sc.hp.com>
Source record: 23583

John Lawrence (jlaw@unixa.nerc-keyworth.ac.uk) wrote:
: But (we?) well certainly I don not want to format m$d*s compatible floppies ;
: I want my PC to be able to read TOS format. I have 100+ TOS format disks, and it will
: take me ages to reformat all of them. And where am I gonna buy 100 disks for not much
money?

TOS disk format = DOS disk format

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4665. Re: Transfering files from Atari ST to MSDO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: jlaw@unixa.nerc-keyworth.ac.uk
Message-ID: <49msmm$dml@kwuz.nerc-keyworth.ac.uk>
Source record: 23584

```
In article 30bc882e2c2e57c7@sn.no, hallvart@sn.no (Hallvard Tangeraas) writes:
>John Lawrence (jlaw@unixa.nerc-keyworth.ac.uk) wrote:
>
>>>>I've seen a description of another program that promises
>>>>to do this but can find a copy. Its called Ataridsk.zip
>>>>but all of the archives I've tried fail to deliver the thing.
>
>>>There are several programs who format MSDOS compatible floppies:
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>>Jean-Jacques Ardoino
>>>jja@pressimage.fr
>
>>But (we? ) well certainly I don not want to format m$d*s compatible
>>floppies ; I want my PC to be able to read TOS format.
>>I have 100+ TOS format disks, and it will
>>take me ages to reformat all of them.
>>And where am I gonna buy 100 disks for not much money?
>
>You don't need to reformat them!!!! There are several programs
>available that "modify" TOS disks to become MSDOS, just be
>
>Hallvard
>--
Well, I replied to a post that says _format_. Perhaps if you could post the names
of these several available programs I could try and find them!!
I must confess I am not happy having to rewrite boot sectors ( if it screws up
I have an unreadable disk do I not? ). BUt I will give it a try if there is no
other way.

Back to the start of the thread, I have found an ataridsk.zip, but under the
'8bit' tree of the umich atari archive. The documentation looks right,
but I havent been able to get it home to try it out... Anyone know anything about this?

f

Warning! Your o/s is out of date !
It can be replaced by a more memory intensive o/s.
-------------- $$$$$$$$$$ ----------------------------------------------------
These views may be mine own, but they certainly do not reflect the opinions of
any other person or organisation. Especially my employers.
```

4666. Re: Which SLIP package is best?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <49n2hh$nk5@whitbeck.ncl.ac.uk>
Source record: 23585

> : For FTP you want to get the excellent ncftp (or DuFTP) and Lynx for WWW.
> : I assume you are not planning on installing MiNTOS so you will need to run
> : everything in a Window using TOSWIN ...

> DuFTP doesn't work on colour monitors (not on mine, at least). It looks like
> it's set up for a much taller screen, and most of the dialogs are useless.

Don't beleive the man - DUftp was written for colour systems, the mono
support was an afterthought. Only thing is - I have a falcon, so I
designed it to use a minimum 640*400 screen (I always run at 800*600 in
16 colours, which is what I wrote DUftp in). Ok, it won't work very well
in a screen thats only 200 high - sorry.

> : Someone may correct me (and I have asked around before and got not much joy)
> : but if you want to included news and mail I would suggest Linux (or NetBSD)
> : would be of more interest although you will need an 030CPU and FPU to use
> : them , if you have such a machine then what are you waiting for :-)

BSD has a floating point emulator that lets you run without the FPU.

Craig.

4667. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <817852260_OASIS_@swampdog.demon.co.uk>
Source record: 23586

In article <49msmm$dml@kwuz.nerc-keyworth.ac.uk>
jlaw@unixa.nerc-keyworth.ac.uk (John Lawrence) said:-

> Well, I replied to a post that says _format_. Perhaps if you could
>post the names of these several available programs I could try and
>find them!! I must confess I am not happy having to rewrite boot
>sectors (if it screws up I have an unreadable disk do I not?). BUt
>I will give it a try if there is no other way.

It's not as bad as it sounds. The changes are only made to a few
"unimportant bytes" which the PC makes undue assumptions about. Format
one disk to PC format and another to ST format (720k 80track 9sectors)
then compare the boot sectors - you will see very little difference
and this is all the boot sector modifiers will be doing.

--

Guy Harrison

guy@swampdog.demon.co.uk

4668. Re: In article 4ab@hpscit.sc.hp.com, clausb@hpbbn.bbn.hp.com (Claus Brod) writes:

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <817852942_OASIS_@swampdog.demon.co.uk>
Source record: 23587

In article <49mrge$dml@kwuz.nerc-keyworth.ac.uk>
jlaw@unixa.nerc-keyworth.ac.uk (John Lawrence) said:-

>I therefore conclude my TOS is NOT writing disks readable by most peoples
>implementations of DOS / PCFS.....
>
>I was however once able to communicate quite happily with my former girlfriend,
>who had an Acorn Archimedes. Saved a fortune on paper...
>
>f.
>
>

How did this article get from "Re: transferring PC -> Atari"?
Most odd!

--

Guy Harrison

guy@swampdog.demon.co.uk

4669. Fastest Modem Speed on un-Doctored Mega 4 Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: sobek@irit.fr
Message-ID: <SOBEK.95Dec1180838@curie.irit.fr>
Source record: 23588
Cross-posted to: comp.sys.atari.st.tech,fr.comp.sys.atari

I have a Mega 4 ST with TOS 2.06 (French version). I am connecting my ST via a null-modem cable to a Sun IPC clone. I have tried HSMODEM (though I do not know which is the latest version), and could only get 9600 bps and correct data transmission. At 19.8kbps I would loose a little after RTS/CTS would activate. Is it UNITERM or HSMODEM?

Any suggestions,

Thank you, Merci,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@irit.fr Addresses are ordered by importance.
ralph@irit.fr If all else fails, try:
newsmaster@irit.fr sobek@eclair.Berkeley.EDU
128, route de Narbonne / 31062 Toulouse Cedex / France
Telephone: (+33)-61-55-86-18 FAX: (+33)-61-55-62-58
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

4670. In article 4ab@hpscit.sc.hp.com, clausb@hpbbn.bbn.hp.com (Claus Brod) writes:

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: jlaw@unixa.nerc-keyworth.ac.uk
Message-ID: <49mrge$dml@kwuz.nerc-keyworth.ac.uk>
Source record: 23589

I therefore conclude my TOS is NOT writing disks readable by most peoples implementations of DOS / PCFS.....

I was however once able to communicate quite happily with my former girlfriend, who had an Acorn Archimedes. Saved a fortune on paper...

f.

4671. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: jlaw@unixa.nerc-keyworth.ac.uk
Message-ID: <49mun8$e35@kwuz.nerc-keyworth.ac.uk>
Source record: 23590

In article 4ab@hpscit.sc.hp.com, clausb@hpbbn.bbn.hp.com (Claus Brod) writes:
>> John Lawrence (jlaw@unixa.nerc-keyworth.ac.uk) wrote:
>> But (we?) well certainly I don not want to format m$d*s compatible floppies ;
>> I want my PC to be able to read TOS format. I have 100+ TOS format disks,
>> and it will take me ages to reformat all of them. And where am I gonna buy 100
>> disks for not much money?
>>
> TOS disk format = DOS disk format
^^^ ^^^ ^^^
>>
> --clausb@bbn.hp.com--

This is certainly not true for my set up. I have an ST-M (remember them anyone?)
running a fairly old TOS. (1.2?) I CANNOT read my ST disks in:
1) My Apricot XEN (486 dx)
2) My NEC 386
3) My Tandon 386
4) My SPARCstation 10

I therefore conclude my TOS is NOT writing disks readable by most peoples
implementations of DOS / PCFS.....

I was however once able to communicate quite happily with my former girlfriend,
who had an Acorn Archimedes. Saved a fortune on paper...

f.

4672. Re: Second IDE with diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <49n59d$2s8@news.iesd.auc.dk>
Source record: 23591

In article <8061-207862101@sterbbs.nl>, fvdakker@sterbbs.nl writes:
>
> Is it possible to connect an second IDE-drive in my Falcon?

Yes. I have two IDE-drives connected to my Falcon.

> I have an extra connector coming from the flatcable that leads to the
> A-drive. I think the guy that sold me the Falcon (in TT-case), said
> this was possible, but I don't know that for sure. Can it be done
> somehow?

Yes, just use the double cable.

>
> Greetings,
>
> Frits.
> P.S. What HDX-version do I need to format/partition the IDE?

You better use SCSI Tools (ie. HUSHI) and format/partition software coming
with that driver. HUSHI accepts two IDE-drives, but NOT AHDI v.6.x!!

> Frits van den Akker, JFA Software, E-mail: fvdakker@sterbbs.nl
> MajorNet: Program@STR Fido: Frits van den Akker@2:2802/221

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4673. Re: m4nodma.prg scsi driver for ATW800

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: Bastian Schick <s686642>
Message-ID: <49mumt$q5o@news.belwue.de>
Source record: 23592

Got both and reassembled (to optimize) !
I could send you the stuff via uuencoded-email next week !

42Bastian

4674. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30bf41f66feafa6@discworld.oche.de>
Source record: 23593
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hallvard Tangeraas (hallvart@sn.no) wrote:

HT>just fine! (I used "Hcopy 1.6" which I believe you Claus has
HT>participated in designing!- Is it still supported?)

I think Jï¿½rgen Stessun supplied the floppy routines, which were IMHO
based on code from Claus.
The shareware version of HCOPY 1.7 is still around, but the author does
not take registrations anymore - you can either use the limited version
(and pay for that), or buy the commercial E-Copy, the successor of H-Copy.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4675. Falcon IDE connector pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-01 00:00:00 UTC
From: Johan Andersson <ebcjoan@ebc.ericsson.se>
Message-ID: <49mq79$sf6@nic.dataphone.se>
Source record: 23594

Does anyone have the pinout of the falcon IDE connector. The IDE connector has four more pins then a regular IDE connector!

Johan Andersson
ebcjoan@ebc.ericsson.se

4676. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <49ppt3$b1k@cxc1.cl.msu.edu>
Source record: 23595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik <stasik@bull.mimuw.edu.pl> writes:

>> : > Does anyone know if it is compatible with Cubase Audio?

>> : Yes it is.

>> I heard from someone that the price were only 300 zloty, is that correct?

>It was a price for a beta (a little buggy) release (300 zloty = 130$). The
>price for public release with some new gadgets shoudn't exceed 160$.

Can one of you post the e-mail address of the author, or specs and ordering
info?

Thanx!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4677. Screen size detection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <49p5jd$9pi@infa.central.susx.ac.uk>
Source record: 23596

I am in need of finding the screen dimensions, number of bitplanes etc for the screen, however, without using the VDI...

This question could probable be read: How does the VDI figure out the screen size/number of bitplanes etc.. given the fact that there are such things as 17" SVGA monitors, Screenblaster hardware, virtual screens, and reflex/supernova graphics card (etc, etc, etc..)

Cheers,

James Cox <jamesco@cogs.susx.ac.uk>

4678. Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: fvdakker@sterbbs.nl
Message-ID: <8066-222385101@sterbbs.nl>
Source record: 23597

```
IN>From my understanding the Falcon takes 1,4 or 14 meg, of 16 bit
IN>(ST) RAM.
IN>
IN>What sort of chips can be used in terms of speed (ns), parity and
IN>Pins etc? Also what is this Falcon Wing thing?

There is a board on with you can put SIMMs. Don't know what sort of
board it is though. I ordered it myself, I expect it next week...
This is BTW a memory-upgrade from 4 to 8 Mb...

Greetings,

Frits.
Frits van den Akker, JFA Software, E-mail: fvdakker@sterbbs.nl
MajorNet: Program@STR Fido: Frits van den Akker@2:2802/221

--
|[From]=============================================================|
| Worldgroup Information Services Europe, WISE: +31 (0)181 - 640035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

4679. Re: ~ ~ CAN A FALCON RUN A TT195 19" MONITOR?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30c028d4_Tom.Thomason@fpc.ct.se>
Source record: 23598

On 28 Nov 95, Magnus Kollberg shot this through the ether to Tom Thomason...
MK> The problem isn't with the socket it self, but that the falcon and TT-
MK> high uses different signal types. If I understand it all right a VGA
MK> signal is of TTL type and the TT-high of ECL, because of the higher
MK> frequency. The only solution would be to build a converter from TTL
MK> to ECL (there is standard components for this), but I don't know if
MK> it will be enough.

This is why a special "graphics card" was necessary for this monitor.

Mvh,
Tom

4680. Re: Which SLIP package is best?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <817918484.1715@grasper.demon.co.uk>
Source record: 23599

On 1 Dec 1995 14:13:05 GMT ,Twas none other than Craig. Graham who did state ....

> > DuFTP doesn't work on colour monitors (not on mine, at least). It looks like
> > it's set up for a much taller screen, and most of the dialogs are useless.
> Don't beleive the man - DUftp was written for colour systems, the mono
> support was an afterthought. Only thing is - I have a falcon, so I

Absolutely , works fine on My Falcon ...

> > : Someone may correct me (and I have asked around before and got not much joy)
> > : but if you want to included news and mail I would suggest Linux (or NetBSD)
> > : would be of more interest although you will need an 030CPU and FPU to use
> > : them , if you have such a machine then what are you waiting for :-)

> BSD has a floating point emulator that lets you run without the FPU.

The Atari port does not have this yet , You still need an FPU but It is too be
added very soon.

--
---- Atari Falcon030(32) Linux68K site ----
Graham Irvine : graham@grasper.demon.co.uk

4681. Re: Using X windows in colour?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <817869816.26699@grasper.demon.co.uk>
Source record: 23600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 28 Nov 1995 17:57:29 GMT ,Twas none other than Phil Davey who did state ....

> Why is it all the different ways of running X windows on an Atari can only do
> mono, as opposed to colour?
> We now have Mint, Linux, and NetBSD that I know of and none of them do colour.

I am running X on My linux system in 16 and 256 Colour modes without any trouble ?
Don't know about MiNT (I think that is ATM mono only) but would imagine that netBSD
has colour support , it does support Falcon screen modes fine.

--
---- Atari Falcon030(32) Linux68K site ----
Graham Irvine : graham@grasper.demon.co.uk

4682. Re: Screen size detection

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: grh@hinton.demon.co.uk
Message-ID: <ACE697C69668237DF8@hinton.demon.co.uk>
Source record: 23601

In article <49p5jd$9pi@infa.central.susx.ac.uk>,
jamesco@cogs.susx.ac.uk (James Cox) wrote:

>I am in need of finding the screen dimensions, number of bitplanes etc for the
>screen, however, without using the VDI...
>
>This question could probable be read: How does the VDI figure out the screen
>size/number of bitplanes etc.. given the fact that there are such things as
>17" SVGA monitors, Screenblaster hardware, virtual screens, and
>reflex/supernova graphics card (etc, etc, etc..)

The following two C functions show you how to find the screen size and open
a window centred in it in GEM taking into account all of the above. Pure C
is recommended.

```
/*************************************************************************/

void Size_Screen ( void )
{
/* find the usable size of the AES screen */
/* this may be real or virtual so never make assumptions */

wind_get ( 0, WF_WORKXYWH, /* !! not vhandle; work area of Desktop */
&desksize.g_x, &desksize.g_y,
&desksize.g_w, &desksize.g_h );

/* got the desktop size , so calculate the maximum window work size */
/* by requesting the work area from desktop area */
/* N.B. the desktop is a window with no border, just an information field
that is used for the program name and then the optional menu.
Nobody ever said that it fills the screen even though it normally
does! */

wind_calc ( WC_WORK, wtype,
desksize.g_x, desksize.g_y, desksize.g_w, desksize.g_h,
&wmax.g_x, &wmax.g_y, &wmax.g_w, &wmax.g_h );
}

/*************************************************************************/

BOOLEAN Open_Window ( void )
{
long scr;

if ( whandle != 0 ) return FALSE; /* already open */

/* fit window size to resource form */
```

```
wsize.g_x = wsize.g_y = 0; /* top left for calculations below */
wsize.g_w = panel[ BOX ].ob_width;
wsize.g_h = panel[ BOX ].ob_height;;

/* request border size from tree size */

wind_calc( WC_BORDER, wtype,
wsize.g_x, wsize.g_y, wsize.g_w, wsize.g_h,
&wstart.g_x, &wstart.g_y, &wstart.g_w, &wstart.g_h );

if ( work_out[13] > 4 ) /* 3D colour resources */
{
wstart.g_w -= 10; /* remove 3D borders from box */
wstart.g_h -= 10;
}

/* default: centre window in desktop work area */

wstart.g_x = ((desksize.g_w - wstart.g_w)/2) + desksize.g_x; /* offset =
half border */
wstart.g_y = ((desksize.g_h - wstart.g_h)/2) + desksize.g_y;

if ( getcookie( VSCR, &scr ) ) /* check for Virtual Screen cookie */
{
INFOVSCR *vs;

vs = (INFOVSCR*)scr;
if ( (vs->cookie != 0) && (vs->version == 0x0100) ) /* enabled and
correct version */
{
/* centre window in physical screen area */

wstart.g_x = ((vs->w - wstart.g_w)/2) + vs->x;
wstart.g_y = ((vs->h - wstart.g_w)/2) + vs->y;
}
}

whandle = wind_create( wtype, wstart.g_x, wstart.g_y, wstart.g_w,
wstart.g_h );

if ( whandle < 0 ) /* error? no more windows */
{
do_alert( 1, rs_frstr[ WINDOW ] );
return ( FALSE );
}

/* now set its title */
/* !! must be done before opening due to (another) GEM bug */

wind_set( whandle, WF_NAME, windowname, 0, 0 );

/* now actually show it by opening */

wind_open( whandle, wstart.g_x, wstart.g_y, wstart.g_w, wstart.g_h );

/* recalculate & store actual work area */
```

```
wind_get( whandle, WF_WORKXYWH, &wsize.g_x, &wsize.g_y, &wsize.g_w,
&wsize.g_h );
top_window = whandle;
return ( TRUE );
}

/*************************************************************************/
```

4683. 17" VGA monitor to simulate TT-High

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-02 00:00:00 UTC
From: Marcel Boom <mboom@cuci.nl>
Message-ID: <49pil5$ron@hera.cuci.nl>
Source record: 23602

I know that my 17" VGA is capable of displaying the 1280*960*71Hz. There is however the problem of converting the ECL signal to RGB. Has anyone done this?

Please respond by mail, I post a summary when finished (and working...)

--
Marcel.

--
#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@cuci.nl Why, what's wrong with the one I have?
voice: +31 043 4083531 Spock in ST4

4684. Re: Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: harmony@idir.net
Message-ID: <49s087$f9k@sequoia.idir.net>
Source record: 23603
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <49hkkh$bub@hdxx05.telecom.ptt.nl>,
A.Dijk@PTT-Telecom.nl (Albert Dijk) wrote:
>Does anyone know of programs (source or executables) on both ST and PC
>that make it possible to use a PC's harddisk from an ST?
>
Try Ghostlink, you'll find it in the networking subdirectory of your local
Umich Mirror sight.

(I believe it's also available on HENSA)
It basically turns your PC into another HD for your ST over a null modem
cable. (REAL SLOW but it works.)

4685. MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: Neil@yr-ynys.demon.co.uk
Message-ID: <818027870_OASIS_@yr-ynys.demon.co.uk>
Source record: 23604

Hello

I've just got MinT nicely set up and running on my 4160ste, sm144,
5gig HD and I'm hoping to get mintnet, xwindows and chimera over the
top.

However I'm stuck trying to get a unix terminal to appear (no problems
with GEM). It wasn't much help that the setup and install programs on
the hensa distribution kit didn't seem to complete their job properly
(could be my fault of course) so I'm not sure what the .CFG files
should contain or where they should be. Can anyone help please?

I boot from C: and MinT is on a 15meg partition (tos formatted) at L:
I have an empty 65meg partition ready for the minix filesystem at E:

Thanks in advance.

--

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==-==-==-==-==-==-==-==-==-==-==-==

4686. Re: Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <49sf7c$ff5@due.unit.no>
Source record: 23605
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Michael Wray (harmony@idir.net) wrote:
: In article <49hkkh$bub@hdxx05.telecom.ptt.nl>,
: A.Dijk@PTT-Telecom.nl (Albert Dijk) wrote:
: >Does anyone know of programs (source or executables) on both ST and PC
: >that make it possible to use a PC's harddisk from an ST?
: >
: Try Ghostlink, you'll find it in the networking subdirectory of your local
: Umich Mirror sight.
:
: (I believe it's also available on HENSA)
: It basically turns your PC into another HD for your ST over a null modem
: cable. (REAL SLOW but it works.)

Can I use GhostLink to access a PC CD-ROM from my Falcon? And can I then
install Linux from CD-ROM on my Falcon?

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4687. FOR SALE ATARI BITS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: anthony.robson@ukonline.co.uk
Message-ID: <49rmbd$mj4@bell.ukonline.co.uk>
Source record: 23606

PD LIBRARY 533 DISKS 150.00P + POSTAGE
VIDI-ST AND R.G.B SPLITTER DISKS NO POWER PACK 50.00
FLIGHT STICK AND PEDALS SET AS CAR 14.00 THE PAIR

HAD POSTAGE TO ALL ABOVE

H A P P Y C H R I S T M A S

4688. Re: Fastest Modem Speed on un-Doctored Mega 4 Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: preacher@step.polymtl.ca
Message-ID: <49t88d$12lg@charles.cdec.polymtl.ca>
Source record: 23607
Cross-posted to: comp.sys.atari.st.tech,fr.comp.sys.atari

Dr. Ralph P. Sobek (sobek@irit.fr) wrote:
: I have a Mega 4 ST with TOS 2.06 (French version). I am connecting my
: ST via a null-modem cable to a Sun IPC clone. I have tried HSMODEM
: (though I do not know which is the latest version), and could only get
: 9600 bps and correct data transmission. At 19.8kbps I would loose a
: little after RTS/CTS would activate. Is it UNITERM or HSMODEM?

Hmm... Normally you could achieve 19200 without any troubles... But I
don't really trust Uniterm, I've got problems with it at some times...

You have a Mega ST or Mega STe? If you have the STe, don't use the Modem
1 port, use modem 2 or serial instead, because these ports can support
speeds much higher than the classical 19200bps... I use the "Connect"
communication package and I have no troubles transferring at 57600 from
or to my PC using Modem 2...

If you have an old Mega ST, trying a speed higher than 19200 is
more dangerous than anything... But any good terminal program should
support this speed! Try the TAZ communications prg, it's a clone of the
PC program Telix and it works very fine on standard modem ports...

: Any suggestions,

: Thank you, Merci,

: --
: Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
: Ralph.Sobek@irit.fr Addresses are ordered by importance.
: ralph@irit.fr If all else fails, try:
: newsmaster@irit.fr sobek@eclair.Berkeley.EDU
: 128, route de Narbonne / 31062 Toulouse Cedex / France
: Telephone: (+33)-61-55-86-18 FAX: (+33)-61-55-62-58
: ==
: Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

--
========== | God loves you
Mathieu Lanouette ---+--- But do you love God?
Administrateur STEP |
Preacher@step.polymtl.ca |
Ecole Polytechnique de Montr@al |
========== | Pensez-y!

4689. Re: Using X windows in colour?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DJ18J6.HAt@cix.compulink.co.uk>
Source record: 23608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Why is it all the different ways of running X windows on an Atari can
> only do mono, as opposed to colour?

X11R6 under Linux/68 works fine in 16 colours on TT-med. There are bound
to be other modes in which it works just as well.

The MiNT-X port is currently limited to Mono unfortunatly though.

:-)

Roland.

@CiX

4690. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: thietavu@news.abo.fi
Message-ID: <49t2cl$d3l@josie.abo.fi>
Source record: 23609

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: From my understanding the Falcon takes 1,4 or 14 meg, of 16 bit (ST)
: RAM.
:
: What sort of chips can be used in terms of speed (ns), parity and Pins
: etc? Also what is this Falcon Wing thing?

Go for some new Fast-RAM card, preferably: FX card from Overscan works
great in my Falcon; it eats 30-pin 70nS SIMMs (or faster), either 1 or
4 megabyte models. There is another Fast-RAM card called Magnum available,
but I know little about it.

Some people say the Falcon Wing is outdated - and it definitely is much
slower than those before mentioned cards..

Best regards,
Tommi

4691. Re: Second IDE with diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: thietavu@news.abo.fi
Message-ID: <49t2ir$d3l@josie.abo.fi>
Source record: 23610

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
: In article <8061-207862101@sterbbs.nl>, fvdakker@sterbbs.nl writes:
:
: You better use SCSI Tools (ie. HUSHI) and format/partition software coming
: with that driver. HUSHI accepts two IDE-drives, but NOT AHDI v.6.x!!

HDdriver software seems to be faster... I tried both, and finally
formatted the drives with ICD software (very user-friendly), then
installed HDdriver. Very fast, very reliable.

But this was just one combination - there may be better ones.

Greetings,
Tommi

4692. Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: dean@sterbbs.nl
Message-ID: <8067254996902@sterbbs.nl>
Source record: 23611

```
Hi IN:A.Dijk@PTT-Telecom.nl,
In a message to ** All ** you wrote:

I> Does anyone know of programs (source or executables) on both ST and PC

I> that make it possible to use a PC's harddisk from an ST?

I> -- Albert Dijk
I> ---------------------------------------------------------------------
I> --
I> ------
I> Albert Dijk | Telephone : +31 50 5855186
I> PTT Telecom B.V. | Telefax : +31 50 5855711 I&AT |
I> A.Dijk@PTT-Telecom.nl P.O. Box 188 | DISCLAIMER: This Statement
I> not an official
I> NL-9700 AD Groningen | statement from, nor does it represent
I> an
I> The Netherlands | official position of, PTT Telecom B.V.
I> ---------------------------------------------------------------------
Albert,
Hi guy! Hoe gaat het in Groningen? Heb je Ghostlink geprobeert?
Groetjes
Bye bye!
Dean

* SeM. 2.14f UNREG * Scripta e-Mail System

--
|[From]=============================================================|
| Worldgroup Information Services Europe, WISE: +31 (0)181 - 640035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

4693. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: markvanwyk@aol.com
Message-ID: <49s5jo$e24@newsbf02.news.aol.com>
Source record: 23612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's an idea: how about taking a diskette formatted in DOS format (which later model STs can read and write), copy your files onto the diskette, and then use PC File Exchange (Macintosh Freeware) on the Mactintosh to read the files on the Mac . I've done that often. With the newer Macs, you don't even need PC File Exhange with the newer Power Macs - the read both Macintosh and DOS formatted diskettes.

4694. Quantum LPS270S jumpers

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-03 00:00:00 UTC
From: marc@lobotomy.demon.co.uk
Message-ID: <818015202snz@lobotomy.demon.co.uk>
Source record: 23613

Hi Folks,

I've just installed a Quantum LPS270S that I've had lying around for *ages*. I spotted the address jumpers (A0-A2), but there's also a couple of others next to these; one said "PO" I think. In addition, there are also a couple of connectors at the opposite end to the SCSI and power connectors, one with 6 pins, the other with 2. I believe the 6-pin one is a copy of the A0-A2 address lines, but the other? Anyone care to elucidate?

Cheers,

[M][a][r][c]
--

<><>

4695. Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <49u6nv$st3@status.gen.nz>
Source record: 23614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

I have just tried to boot from two different Quantum Fireball 1080 SCSI hard drives.

Once the drives have spun up, they appear to remain spinning for about fifteen seconds and then spin down.

When I run the driver software it sometimes spins back up, othertimes not.

Does anyone have any thoughts as to the reason why this is happening?

It is being used on an Atari computer with SCSI host hardware installed.

Testing three differnt computers and three different drivers still turns up the same (failing) result. The driver software does not recognise the drive exists.

Doing the same with other SCSI devices works all right.

4696. Re: S: ATARI-ST_Emulator fuer PC gesucht

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: etbauer@informatik.tu-muenchen.de
Message-ID: <49v2s4$bev@sunsystem5.informatik.tu-muenchen.de>
Source record: 23615
Cross-posted to: zer.z-netz.rechner.ibm.programmieren,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.software,maus.sys.atari.talk,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.programmieren,zer.z-netz.rechner.ibm.allgemein,maus.sys.atari.st,fido.ger.ibm,fido.ger.windows.prog,fido.ger.atari,stgt.atari,zer.t-netz.rechner.atari.diskussion

```
*> Ich suche fuer einen 386SX einen ATARI-ST Emulator.
*> Wuerde gerne mein altes ST-Vokabellernprogramm weiter benuetzen.
*> Wer kann mir da weiter helfen?
```

*Ein solches Teil w�rde mich ebenfalls interessieren. Antworten im
*BRETT oder PM (mir ist beides recht) .....

```
Fuer sowas gibt's den GEMulator. Kostet allerdings eine Stange Geld und ist eine
Softwareloesung, mit Ausnahme der Original-ROMS, dir als Karte in den PC
gesteckt werden. Allerdings wirst Du mit einem 386er vielleicht nicht so die
Freude dran haben, schliesslich wird der Atari nur emuliert.

Eddi

--
If you want to ______The Keyboard-Cowboys
replay this (____ __ _ __ __
massage: ______) (|_ (|) |-) (-_
etbauer@informatik.tu-muenchen.de |
```

4697. RE: Information request: Guitar and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: "B.I. Student" <student@cvhp221.gpt.co.uk>
Message-ID: <49uu5f$7bm@cvhp99.gpt.co.uk>
Source record: 23616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello David,

The answer to your first question is yes. I have a MIDI package which I am sure will translate MIDI into sheet music. I will check to be on the safe side.

The answer to the second question, I am not sure that the ST can do this. As all the music packages will use the MIDI ports, And for this the guitar will need to produce MIDI output.(which can be done but is expensive) (Please correct me if I am wrong anyone)

And for the third question I am selling an Atari 1040STE at the moment with all relevent packages. I live in Coventry and Kent.

Please E-mail me if you have any questions : email: student%cvhp152@ncp.gpt.co.uk

Nige :)

4698. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJ1yqK.DCM@ridgecrest.ca.us>
Source record: 23617

Terry.May@rebel.genesplicer.org (Terry May) wrote:
>Re: _Falcon-IDE Hard-Disk_, "BARRY WILSON" wrote to All on 28 Nov 95:
>
> >> So what do you Falcon owners with IDE drives use?
> W>
> W> AHDI 6.061, also he could consider HDDriver which is available from
> W> System Solutions for about 10-15 pounds IIRC.
>
>ICD Pro also works, but HDDriver is probably better.
>
> * LED v1.31 * AtariNet - Coming soon to a BBS near you!

ICD Pro works well as a device driver, but it can not
format an IDE drive.

Mike

4699. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJ1z48.DKy@ridgecrest.ca.us>
Source record: 23618

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>From my understanding the Falcon takes 1,4 or 14 meg, of 16 bit (ST)
>RAM.
>
>What sort of chips can be used in terms of speed (ns), parity and Pins
>etc? Also what is this Falcon Wing thing?

70ns 4meg simms work well in the Falcon. The wing allows
4-4meg (30 pin, either type) simms to be installed in Falcon.
The card locates the simms between the floppy and the HD. Early
cards had problems with the simms interfering with the keyboard.
This card is a "copy" (bad at that) of the Ram Gizzmo by Chro_Magic
in the U.S. The "Wing" is said to be buggy. Wizztronics makes
a Ram Card which takes either a 4 or 16 meg 72 pin simm for $90.00.
This is probably the best way to go if you haven't purchased any
simms as of yet.

Mike
>
>Rod
>
>--
>--
>Rod McCall, Senior Honours, Computer Science with Accounting Studies
>1994/95 President, University of Dundee Dramatic Society
>Try My new web pages on
http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
>(they include Sinclair C5, Atari and a few other silly pages)
>"I know, I read it on the back of a match box!"

4700. Re: Using X windows in colour?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <49vu2c$lks@news.st.rim.or.jp>
Source record: 23619
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <49fii9$hln@lyra.csx.cam.ac.uk>,
Phil Davey <pd@mole.bio.cam.ac.uk> wrote:
>
>Why is it all the different ways of running X windows on an Atari can only do
>mono, as opposed to colour?
>We now have Mint, Linux, and NetBSD that I know of and none of them do colour.
>
What? Linux-X works in colour mode, at least on my Falcon. Have you tried it?

>
>Phil
>[E-mail pd@mole.bio.cam.ac.uk]
>

Takashi

4701. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <49vbcm$5e4@batph8.bnr.ca>
Source record: 23620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

In article <49u6nv$st3@status.gen.nz>,
Mario Becroft <gmiller@inca.co.nz,mbecroft@iconz.co.nz> wrote:
>I have just tried to boot from two different Quantum Fireball 1080 SCSI
>hard drives.
>
>Once the drives have spun up, they appear to remain spinning for about
>fifteen seconds and then spin down.
>
>When I run the driver software it sometimes spins back up, othertimes not.
>
>Does anyone have any thoughts as to the reason why this is happening?
>
>It is being used on an Atari computer with SCSI host hardware installed.
>
>Testing three differnt computers and three different drivers still turns
>up the same (failing) result. The driver software does not recognise the
>drive exists.
>
>Doing the same with other SCSI devices works all right.
>

Welcome to the Quantum Fireball club (Actually I sent mine back for a
Trailblazer 850). I went through this problem just last month.

The problem is called bus arbitration. Bus arbitration is where the drive
must ask permission to use the SCSI bus. Since the Atari hardware does not
support bus arbitration, the drive never gets permission to use the bus and
you can never use such a drive for boot purposes.

However, with the right hard disk driver you can use the Fireball AFTER you
use another SCSI device to boot with. The jist here is that once you have
a "bus arbitration aware" driver loaded, you can use the Fireball...but the
only way to load that driver is via floppy or a SCSI device that does not
do aribitration (i.e., most SCSI-I or SCSI-II devices).

As history, bus arbitration has been in the SCSI specifications for some
time (maybe even since the beginning), but nobody has implemented it until
now, and even still the Quantum Fireball is the only SCSI-3 device that I
have heard of that does it.

In short, either get a driver like HDDRIVER that support arbitration, in
which case you still can't use the drive to boot, or return it and get
a different drive.

Maybe others can contribute/correct this thread, since they helped me with
this problem earlier this year.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4702. Re: Falcon IDE connector pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJ1zB0.Doy@ridgecrest.ca.us>
Source record: 23621

Johan Andersson <ebcjoan@ebc.ericsson.se> wrote:
>Does anyone have the pinout of the falcon IDE connector. The IDE
connector has
>four more pins then a regular IDE connector!
>
>Johan Andersson
>ebcjoan@ebc.ericsson.se
>

If you need the pin out, I will have to type it up.
An easy way to get the proper cable is to purchase
a 2.5" to 3.5" IDE cable for an Amiga. They work well
in the Falcon and are available through most Amiga dealers.
Most PC adapters (2.5 to 3.5) do not clear the Falcons
electronics.

Mike

4703. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.818064578@aix8.rhrk.uni-kl.de>
Source record: 23622

wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:

>AHDI 6.061, also he could consider HDDriver which is available from
>System Solutions for about 10-15 pounds IIRC.

A current demo version of HDDRIVER (English and German) can be found on
ftp://acp5.chemie.uni-kl.de/pub/atari. This new version will be available
from System Solutions soon.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
****

4704. Re: Which SLIP package is best?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: ae@yin.kuai.se
Message-ID: <49vk5h$7hf@bundy.mdk.se>
Source record: 23623

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:

: Don't beleive the man - DUftp was written for colour systems, the mono
: support was an afterthought. Only thing is - I have a falcon, so I
: designed it to use a minimum 640*400 screen (I always run at 800*600 in
: 16 colours, which is what I wrote DUftp in). Ok, it won't work very well
: in a screen thats only 200 high - sorry.

There is a big problem with DuFTp though:
I'm always using higher than 640*480 resolution on the Falcon, but I
bloddy hate the 8*16 font for being so big and wasting screenplace.
So I simply changed my default font to the 8*8 (medrez) font instead -
loveley! Even the GEM window borders get small and nice. :-)

Ofcourse, everything can't be shiny and nice, DuFTP doesn't like that at all.
It seem to think I have 200 high screen and trashes the graphics just as
it should do in medrez - annoying, and unusable. :-(

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

4705. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: zrollinso@cuppa.curtin.edu.au
Message-ID: <49uc03$1ae@info.curtin.edu.au>
Source record: 23624

In Article <30bdcb3632f431@sn.no>
hallvart@sn.no (Hallvard Tangeraas) writes:
>Claus Brod (clausb@hpbbn.bbn.hp.com) wrote:
>
>>The Atari disk format is identical to the DOS disk format. (There was
>>a small gotcha in TOS 1.00 and TOS 1.02 - those TOS versions formatted
>>disks in a way which confused some DOS clones which did not adhere
>>fully to the Microsoft standard for reading disks.) So what you need
>>is a tool to read DOS disks on your Mac, and I am told there are
>>plenty of tools for this purpose - although I cannot name one, since
>>I don't own a Mac.
>
>No, that's not correct as I tried this with my TOS 1.6 (STE TOS) and
>my new TOS 2.06, and the disks formatted from the desktop weren't
>readable on a PC, but by using an MSDOS compatible formatter it worked
>just fine! (I used "Hcopy 1.6" which I believe you Claus has
>participated in designing!- Is it still supported?)
>

Hmmmm... thats interesting because it works fine for me. I format a disk on
my STe, copy files onto it, shove it into the drive on my PC and everything
is in order. The STe has a 720k drive and the PC has a 1.44 Meg drive.

The only time I couldn't do this was when I was running a particular RAM
disk utility which I can't remember the name of. If the RAM disk utility was
running then disks formatted on the STe could not be read on the PC.

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: It's all my fault. That trouble in Bosnia?
Yes, I did that. French nuclear testing?
That's my fault too.

4706. Re: Information request: Guitar and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DJ2Lnw.DuD@freenet.carleton.ca>
Source record: 23625

The Scotsman (david-f@easynet.co.uk) writes:
> I have a small request for information.
>
> My mother plays guitar at a local church. She is starting to compose
> her own songs and tunes, and is looking for a way of translating her
> music into sheet music notation. Since she is a self-taught
> guitarist, and can neither read nor write sheet music, this is a wee
> bit problematic.
>
> It has been suggested to me that an Atari STFM could be used in this
> context: that you could plug an acoustic guitar pickup into the MIDI
> socket and play the music into the computer, which would then
> translate it into the required notation.
For this part, you need a guitar/MIDI controller. I don't know of
any pickup made specifically for an acoustic guitar, but the Roland might
work on an acoustic. Roland also made a MIDI mike, but it would only
register one note at a time, and has disappeared from the scene, as far
as I know.
> 1) Does the Atari have software available that can translate MIDI to
> sheet music?
MIDI/notation translation requires quite a bit of computer. More
than 1 Meg is recommended.
> 2) Does the ST have the hardware necessary to interpret guitar sounds
> and turn them into sensible notes?
That would be in an external controller, which would turn guitar
notes into MIDI data.
> 3) How much would a decent second hand ST cost, and
where would I > find one (in the UK)?

--
Songshop Musical Productions: Imagine there's no countries,
Box 266, Shawville, Quebec : It isn't hard to do/Nothing to kill or die for,
J0X 2Y0 (819) 647-6022 : And no religions, too

4707. Re: 17" VGA monitor to simulate TT-High

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: andi@complang.tuwien.ac.at
Message-ID: <49ul6q$i6n@news.tuwien.ac.at>
Source record: 23626

In article <49pil5$ron@hera.cuci.nl>,
Marcel Boom <mboom@cuci.nl> writes:
>I know that my 17" VGA is capable of displaying the 1280*960*71Hz. There is however
>the problem of converting the ECL signal to RGB. Has anyone done this?
>
>Please respond by mail, I post a summary when finished (and working...)
>
..
I am interested in the opposite solution. Is there an RGB/VGA to ECL converter
to use an 19" 195 Monitor on a PCI graphics card on a MacIntosh or PC.

Andi

P.S.: I am selling an Atari TT030 and a 19" Monochrom Monitor
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

4708. RE: Information about Guitar, MIDI, Notation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: afn14016@freenet.ufl.edu
Message-ID: <49vbnc$j0c@huron.eel.ufl.edu>
Source record: 23627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

. The program will do real time notation as you play the MIDI instrument.
The MIDI ports can only to be connected to MIDI cables and MIDI ports from MIDI instruments.
A pitch to MIDI is needed to imput midi data and doing automated notation. A Photom Guitar MIDI converter uses a channel or pick-up for each string and can be used with electric and acoustic guitars with metal or nylon strings. the photon is about $1000.00

I hope this helps. (I am a professional guitarist and Photon dealer)

****
Raymond Lohengrin classical guitarist \composer
811 NW 125th Drive
Newberry, Florida 32669,USA
afn14016@freenet.ufl.edu
Flute & Guitar published by Piper Publications USA
****
Atari Falcon 030 14 megs RAM
Quantum 540 megs SCSI
NEC 74-1 Multispin, Double Speed CD ROM
Apex Media
Logic Audio Digital Audio Recording System
****

4709. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: acher@informatik.tu-muenchen.de
Message-ID: <49usq2$9me@sunsystem5.informatik.tu-muenchen.de>
Source record: 23628

In article <49t2cl$d3l@josie.abo.fi>, thietavu@news.abo.fi (Tommi Hietavuo TKKK) writes:

|> Go for some new Fast-RAM card, preferably: FX card from Overscan works
^^^^^^^^
No, it's from BlowUP !!! :-)

--
Bye
Georg Acher
+--+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+--+

4710. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: Hans-Martin Vogt-Ostmann <hampf@ubka.uni-karlsruhe.de>
Message-ID: <Pine.HPP.3.91.951204123943.1760D-100000@ubkahp1.ubka.uni-karlsruhe.de>
Source record: 23629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

On 4 Dec 1995, Mario Becroft wrote:
> I have just tried to boot from two different Quantum Fireball 1080 SCSI
> hard drives.

As I read in the german Maus-net, you can't run Fireball and Empire HDs from Quantum on STs (and all other SCSI-drives which require Initiator Identification - often referred to as Bus Arbitration) because they need to get a response from the host adapter - which they unfortunately don't send. The same is true for ALL (AFAIK) Conner hard drives because they cannot switch off Parity checking - this means you have to have a host adapter that handles Parity. So be sure to check your hardware BEFORE you buy a hard disk - especially SCSI-2 - when you have an ordinary ST(E).

So long,
Hampf
--- ____________________ ____=^=____
.____ Hans-Martin Vogt-Ostmann `-------------..-----' <___________>
/OLIX/, Universitaetsbibliothek Karlsruhe ___!!_________/ /_
/____// Postfach 6920 / 76049 Karlsruhe `._________ NCC1701)(-
(____(/ mailto:hampf@ubka.uni-karlsruhe.de `-------'

4711. Information request: Guitar and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: The Scotsman <david-f@easynet.co.uk>
Message-ID: <30C2F31B.7299@easynet.co.uk>
Source record: 23630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a small request for information.

My mother plays guitar at a local church. She is starting to compose her own songs and tunes, and is looking for a way of translating her music into sheet music notation. Since she is a self-taught guitarist, and can neither read nor write sheet music, this is a wee bit problematic.

It has been suggested to me that an Atari STFM could be used in this context: that you could plug an acoustic guitar pickup into the MIDI socket and play the music into the computer, which would then translate it into the required notation.

This sounds like a wonderful idea, but I need to answer a few questions before I can go ahead with it. Can you help me with any of them?

1) Does the Atari have software available that can translate MIDI to sheet music?
2) Does the ST have the hardware necessary to interpret guitar sounds and turn them into sensible notes?
3) How much would a decent second hand ST cost, and where would I find one (in the UK)?

-- David F.

4712. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-04 00:00:00 UTC
From: clear@ibm.net
Message-ID: <VhxmmSMRymaB078yn@ibm.net>
Source record: 23631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

In article <49u6nv$st3@status.gen.nz>,
mbecroft@iconz.co.nz (Mario Becroft) wrote:
> I have just tried to boot from two different Quantum Fireball 1080 SCSI
> hard drives.
> Once the drives have spun up, they appear to remain spinning for about
> fifteen seconds and then spin down.

Is this from cold, or from a reboot?

I have had problems with these drives failing thermal
recalibration on a cold boot. Each time the cure was to get rid
of the delayed start jumper, power up the machine, and leave it
running for ten minutes before trying a reboot.

This was on IBM-compat PCs however. YMMV.

--
*** Personal Account, Personal Opinions, Spokesman for Nobody ***
Charlie 'The Bear' Lear DOD#221
Wellington, New Zealand clear@ibm.net

4713. Re: Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: A.Dijk@PTT-Telecom.nl
Message-ID: <4a0uej$lmh@hdxx05.telecom.ptt.nl>
Source record: 23441
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <30bdcb3832fe52@sn.no>, hallvart@sn.no says...
>
>What do you mean? Using a PC formatted SCSI hard disk connected to an
>ST, and then try to read the data from this harddisk (i.e. for text
>files etc), or...
>
>Connecting an IDE type (PC) harddisk to the ST?
>
>Hallvard
>
No I, want to connect the PC to my ST and then see on the ST an extra
diskdrive. From other people I got the name of a program Ghostlink that
works over a mull modem cable. It could be downloaded from Hensa or
Umich.

--
Albert Dijk

Albert Dijk | Telephone : +31 50 5855186
PTT Telecom B.V. | Telefax : +31 50 5855711
I&AT | E-mail : A.Dijk@PTT-Telecom.nl
P.O. Box 188 | DISCLAIMER: This Statement is not an
official
NL-9700 AD Groningen | statement from, nor does it represent
an
The Netherlands | official position of, PTT Telecom B.V.

4714. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <4a11ff$c5v@hpscit.sc.hp.com>
Source record: 23442

John Lawrence (jlaw@unixa.nerc-keyworth.ac.uk) wrote:
: This is certainly not true for my set up. I have an ST-M (remember them anyone?)
: running a fairly old TOS. (1.2?) I CANNOT read my ST disks in:
: 1) My Apricot XEN (486 dx)
: 2) My NEC 386
: 3) My Tandon 386
: 4) My SPARCstation 10

The problem is not that ST disks do not adhere to the DOS standard, but
that your other computers have a fairly limited understanding of
DOS bootsectors. TOS 1.02 used a different "mediabyte" in the bootsector
than most PC clones would have used, but since this mediabyte is not
recommended to derive the disk format from it, this shouldn't be a
problem with a *reasonable* PC BIOS. (OTOH, the words "reasonable"
and "PC" do not really go together well, or do they 8-)

TOS 1.04 fixed the small discrepancy.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4715. FIST FTN/Demon Gateway Message.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4446rcain@nest.demon.co.uk>
Source record: 23443

On 05 Dec 95 ekl@SDF.LONESTAR.ORG wrote:

e> I have a 16Mhz STe. I'm upgrading my Zyxel to the new
Elite
e> version. It supports DTE of over 400Kbps! My STe serial port won't
go
e> THAT high, however, the modem has a parallel port. I'm not sure
if
e> the STe serial port will have all the necessary signals (and
software
e> will be a problem), but I'll see how it goes. If all else fails,
I'm
e> hoping the RSVE mod will enable a decent speed to get good
enough
e> compression for 28.8Kbps
use.

To operate at DCE of 28.8K you only need a DTE of 38400 - anything higher
will be wasted as the modem will just interrupt to dataflow to keep pace
with the
DCE.

I have done the simple serial mod using the 4040 chip (raises DTE to
38400). Using HSMODEM I get throughput of 3270bps at
28.8K.

Roger
rcain@nest.demon.co.uk

--

4716. Re^2: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_30c3fe0e_Bo.Leuf@daggskim.ct.se>
Source record: 23444

In a message of 04 Dec 95 Michael Grove (2:200/427.1) wrote to
Terry.May@rebel.genesplicer.org (Terry May):

[...]
> ICD Pro works well as a device driver, but it can not
> format an IDE drive.

Since IDE-drives are (PC "low-level") preformatted, you only need to
(re)partition, which ICD Pro does fine. (I've actually never tried to _format_
an IDE drive, there being no need.)

On a related topic. For some reason I've found that the ICD software does not
however identify the IDE drives on an AT-bus IDE-card (i.e. the TOS2 card for
ST). Since this card comes with the Hushi (SCSI Tools Jr) software, this would
not be a serious problem.

<illegible signature> Bo Leuf
Daggskimmer, ACC-Scandinavia

4717. Re: Information about Guitar, MIDI, Notation

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: steve_w@atlantis.actrix.gen.nz
Message-ID: <DJ3n9M.Kou@actrix.gen.nz>
Source record: 23445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <49vbnc$j0c@huron.eel.ufl.edu>, <afn14016@freenet.ufl.edu> wrote:
>
> . The program will do real time notation as you play the MIDI instrument.
> The MIDI ports can only to be connected to MIDI cables and MIDI ports from MIDI instruments.
> A pitch to MIDI is needed to imput midi data and doing automated
> notation. A Photom Guitar MIDI converter uses a channel or pick-up for each
> string and can be used with electric and acoustic guitars with metal
> or nylon strings. the photon is about $1000.00
>
>
> I hope this helps. (I am a professional guitarist and Photon dealer)
>

What about guitars such as the Epiphone semi-acoustics, which have some sort of 3-pin MIDI output (I believe it was a "Hi-Z" something or other). Even the standard phono-output, assuming a good setup, should generate clear enough tones for a simple conversion unit to generate the appropriate MIDI signals? If a tuner can pick up the notes, then turning it into something the ST can understand surely couldn't be that much more difficult? (And certainly a bit less than $1000... why on earth is MIDI stuff so horribly expensive!? Probably figure since the keyboards cost a fortune, the buyers have money to burn :)

Is such a thing possible without spending twice as much as the cost of my computer and guitar combined!?

--
/-\ | Honda GB-400 | | Murhpys word is Law
_ -+- _ _ | | I just want to scream.....hello...
\ | /_\\ //_\ | /\ | Steve Wells, Wellington, New Zealand.
\-/ | __ \/ __ _____ |/ \|@atlantis.actrix.gen.nz

4718. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951205121853.19588A-100000@planetx.bloomu.edu>
Source record: 23446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 3 Dec 1995, Markvanwyk wrote:

> Here's an idea: how about taking a diskette formatted in DOS format
> (which later model STs can read and write), copy your files onto the
> diskette, and then use PC File Exchange (Macintosh Freeware) on the
^^^^^^^^^^^^^^^^^^^^
Since when was PC Exchange freeware? If it is on a site somewhere, I
would love to get it(not that I actually do anything useful on the Mac
anyways).

> Mactintosh to read the files on the Mac . I've done that often. With the
> newer Macs, you don't even need PC File Exhange with the newer Power Macs
> - the read both Macintosh and DOS formatted diskettes.

Only if it's System 7.5 or above, check the About Macintosh under the
Apple menu(in Finder) to see what version is installed.

Eric Noss
a.k.a
Mr. Maddog

4719. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: "Borek Lupomesky"
Message-ID: <4a2966$b2i@ns.felk.cvut.cz>
Source record: 23447

In <818027870_OASIS_@yr-ynys.demon.co.uk> Neil Martin wrote:

> However I'm stuck trying to get a unix terminal to appear (no problems

What you mean by 'unix terminal to appear'?

Bye Borek

--

-=-=-=

4720. Re: Information request: Guitar and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951205181510.20937B-100000@planetx.bloomu.edu>
Source record: 23448
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 4 Dec 1995, The Scotsman wrote:

> I have a small request for information.
>
> My mother plays guitar at a local church. She is starting to compose
> her own songs and tunes, and is looking for a way of translating her
> music into sheet music notation. Since she is a self-taught
> guitarist, and can neither read nor write sheet music, this is a wee
> bit problematic.

There is a MIDI device called the G-Box(or G-Vox) which picks up on the guitar sound and sends the right data signal. Since it is a MIDI device, you should be able to use it on an ST but you have to get seperate software for the ST(like a sequencer) since G-Box comes with PC software only.

> 1) Does the Atari have software available that can translate MIDI to
> sheet music?

I'm sure there are programs like that out there but I don't know any persoanlly. Any takers? :)

> 2) Does the ST have the hardware necessary to interpret guitar sounds
> and turn them into sensible notes?

MIDI only works with digital computer data, not with actual audio sounds.

> 3) How much would a decent second hand ST cost, and where would I
> find one (in the UK)?

You can check ST Format, they have a thing in the back with second-hand ST's being sold. I hope this helps...

Eric Noss
a.k.a
Mr. Maddog

4721. Re: Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951205122250.19588B-100000@planetx.bloomu.edu>
Source record: 23449
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 3 Dec 1995, Jo Even Skarstein wrote:

> Can I use GhostLink to access a PC CD-ROM from my Falcon? And can I then
> install Linux from CD-ROM on my Falcon?

I think Ghostlink can read any PC drive including CD-ROMs on a GEM
partition, but your stuck with the baud rate of the serial ports. It's
not much different than using a null modem to transfer files between
computers. Just remeber that you can't run programs directly from
Ghostlink.

BTW, I hope the author would fix this as well as include MIDI
transfer between the ST ports and the sound card :)

Eric Noss

a.k.a

Mr. Maddog

4722. gnu c++ problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: npetep@hasler.ascom.ch
Message-ID: <1995Dec5.125754.14603@hasler.ascom.ch>
Source record: 23450
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
and have some problems.

1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
when i start vi in the tcsh then i cannot move the cursor with the
cursorkeys. Does anybody know why this doesn't work?

2. after the installation of gnu c++ i wrote a test programm hello.cc with
one includefile and one output line. when i try to compile this i will
get a message similar to this: "virtual memory exhausted".
after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
that not enough or is there an error in my installation?

if it's not possible to use gnu c++, is there another c++ available for
the falcon?

please answer also with email, because i cannot always get this newsgroup.

thanks in advance

Patrick

4723. SWAP: ICD internal->M2 for 1040 icd/or dead older external HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: helling@uwindsor.ca
Message-ID: <DJ3HrD.6s6@news.uwindsor.ca>
Source record: 23632
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.advocacy

OK... I'm looking for something Hard drive like to hook to a 1040stfm.
a bare icd board- adscsi, etc...
OR:
An older megafile, or similar external Atari HD, with a pooched drive
mechanism, but the adapter electronics still ok... I can come up with
whatever ancient MFM-whatever was in it....
(read below for swap, but I can pony up a bit'o $$ instead, if not
interested...)

I have.... (here come the random inquiries....)
something by ICD called an ADVANTAGE MICRO HOST ADAPTER. ICD sez it will
"allow you to easily install a 3.5" hard drive inside your Mega
computer". Comes with a power take off wire, a mount bracket, and a
little circuit board that clips onto the drive socket, and has a ribbon
cable that connects "to the DMA connector in the back left corner of the
computer" (inside the case).
(all quotes from manual)
There... that's ALL I know about it....
Want more info???? Call ICD. I don't have a Mega computer.
Also comes with manual and disk...

So..... you got some older ICD or whatever board to hook to the DMA
port,
OR:
one of those megafile external HD's, or similar with a seized drive
mechanism, and want to swap, drop a line....
Or If you have one of these for mucho cheap, and don't need a micro
whatever, drop a line too....

cheers...

B/H.
helling@server.uwindsor.ca
Windsor, On. Canada

4724. FS: Atari STacy Laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: kudzu@kudzu.com
Message-ID: <4a1blg$14eo@firehose.mindspring.com>
Source record: 23633

For Sale: Atari STacy laptop computer / color monitor. 2 megs
of RAM. Great MIDI/Game station. Sell as combo only. $500.
Call (770) 498-9726.
Bob Doyle
Kudzu Creations, Inc. |404/469-3393|
Creative Internet Advertising
http://www.kudzu.com

4725. Re: Using PC harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: harmony@idir.net
Message-ID: <4a1448$7h4_001@idtskc04.idir.net>
Source record: 23634
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <49sf7c$ff5@due.unit.no>,
josk@stud.unit.no (Jo Even Skarstein) wrote:

>Can I use GhostLink to access a PC CD-ROM from my Falcon? And can I then
>install Linux from CD-ROM on my Falcon?
>
>
Only if Ghostlink sees it as just another Hard Drive, technically speaking you should be able too, unless of course the data transfer rate from the cd rom is too fast for the serial port connection to keep up with... Ghostlink may handle this already though....a word of warning, if you are using this to install packages, make sure the executables are being run from a local drive as it isn't possible to execute a program over such a slow link, the system will time out and crash if you try it that way....

if the CDROM is SCSI you can get a SCSI box and switch it between your Falcon and your PC by plugging and external port into the place where your CDROM plugs into its card on the PC....if it's IDE you'll have to leave it where it is.

4726. Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: dean@sterbbs.nl
Message-ID: <8069-236042002@sterbbs.nl>
Source record: 23635

Hi IN:rmccall@mcs.dundee.ac.,
In a message to ** All ** you wrote:

I> From my understanding the Falcon takes 1,4 or 14 meg, of 16 bit (ST)
I> RAM.

I> What sort of chips can be used in terms of speed (ns), parity and Pins
I> etc? Also what is this Falcon Wing thing?

Rod,
I think the speed of the chips is in the order of 70ns. Falcon Wing
is a memory expansion board available in the UK.

Bye bye!
Dean

* SeM. 2.14f UNREG * Scripta e-Mail System

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)181 - 640035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4727. Re: Sun 19" ECL monitor with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <3FC7BZE@moacs.indiv.nl.net>
Source record: 23636

In article <49ibt0$nri@ccshst05.cs.uoguelph.ca>,
Theodore L Hopman <thopman@uoguelph.ca> wrote:
>
> OK, I received a reply indicating it likely wouldn't be possible due to
> differences in frequencies. I think this has been asked before, but what
> monitors (other than the TTM194) _can_ be used? Model numbers are good :)

EIZO FlexScan 6500-M.

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

4728. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30c47f5669c01a7@discworld.oche.de>
Source record: 23637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

Mario Becroft (mbecroft@iconz.co.nz) wrote:

MB>I have just tried to boot from two different Quantum Fireball 1080 SCSI
MB>hard drives.

Quantum Fireball harddisks require Initiator Identification during the
select phase on the SCSI bus. ST host adapters can't do that, and the
TT/Falcon ROM TOS can'tr either, so you can't boot off these drives. On
TT7Falconm, you can access them when using a drives which can handle
Initiator ID (eg. HDDRIVER, CBHD 4.5).

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4729. Re: Information request: Guitar and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: Olivier RAFELSBERGER <rafelsb>
Message-ID: <4a2ho6$eig@news.cict.fr>
Source record: 23638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is a really good advice from a guy who doesn't talk perfect english but is using an Atari 1040ST since 9 years for making professional music and I'm really pleased by the system. It's never a failure to buy an Atari-Computer but your mother will never use it for that reason, you're talking about. It's more difficult to start up an system like this, and use it successfully than learning the sheet music notation itself, which is really not hard to learn. By the way, think about the problem, your mother will have to correct the results given by the computer, if she doesent understand the sheet music notation. I think it's more exiting for your mother to learn the sheet music notation than learning a complex structure of a complicate computersystem, and it's cheapest.
Best whishes Oliver Rafelsberger

4730. Re: Teac FD-235HF on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <4a12np$7ia@erinews.ericsson.se>
Source record: 23639

```
You have to turn the floppycabel 180 degrees.

Form more info, mail direct to me!
```

****

Ronny G&#65533;rdh Atari Falcon030, 16/18/32/36 MHz
Hantverkaregatan 35A 16 Mb RAM, 540 Mb E-IDE, 1 Gb SCSI
371 35 KARLSKRONA BigTower, Blow-up Hard II,
Tel: 0455-18278 15" KFC S-VGA, Cubase Audio
0455-395416 Calamus, Works ...
email: epkrgdh@kaepk.ericsson.se

****

Saying Windows 95 is equal to Atari is like finding a potato that looks like Jesus and believing you've witnessed the second coming.

4731. Re: Second IDE with diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-05 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.818151692@aix8.rhrk.uni-kl.de>
Source record: 23640

fvdakker@sterbbs.nl writes:

HDX isn't able to format IDE unit 1, i. e. the slave unit.

BTW, there are a lot of IDE drives that mustn't be formatted because they
have firmware bugs that result in the drive being unusable after formatting.
(This is no joke!) If you still want to format your drive use SCSITOOL.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
****

4732. GNUC's wind_set

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <30c5b5508e26f0@xs4all.nl>
Source record: 23451
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anyone know if there exists a front-end for GNUC's wind_set that
makes it compatible with source written for PureC's wind_set?

Please reply by private mail since our news server is faulty at the
moment.

--

____
	vertaler	translator	traductor
Jos den Bekker	Engels en Spaans	English and Spanish	espaï¿½ol e inglï¿½s
<josdb@xs4all.nl>	---
	WWW: http://xs4all.nl/~josdb

4733. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <4a3qa8$kij@erinews.ericsson.se>
Source record: 23452

```
You can use SCSI-tools. It can format both SCSI and IDE drives.
You can boot from any drive.
```

****

Ronny G&#65533;rdh Atari Falcon030, 16/18/32/36 MHz
Hantverkaregatan 35A 16 Mb RAM, 540 Mb E-IDE, 1 Gb SCSI
S 371 35 KARLSKRONA BigTower, Blow-up Hard II,
Sweden 15" KFC S-VGA, Cubase Audio
Tel: +46 455-18278 Calamus, Works ...
+46 455-395416
email: epkrgdh@kaepk.ericsson.se
URL: http://www.lookup.com/Homepages/58297/home.html
****

4734. Re: SWAP: ICD internal->M2 for 1040 icd/or dead older external HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <4a41kl$a6t@hpscit.sc.hp.com>
Source record: 23453
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Helling Bernie (helling@uwindsor.ca) wrote:
: something by ICD called an ADVANTAGE MICRO HOST ADAPTER. ICD sez it will
: "allow you to easily install a 3.5" hard drive inside your Mega
: computer". Comes with a power take off wire, a mount bracket, and a
: little circuit board that clips onto the drive socket, and has a ribbon
: cable that connects "to the DMA connector in the back left corner of the
: computer" (inside the case).
: (all quotes from manual)
: There... that's ALL I know about it....

This is an internal ACSI/SCSI hostadaptor for a Mega. You connect a
SCSI drive to it, and it uses an internal DMA port in the Mega.
You could also use the standard DMA port of a non-Mega ST if you make
a cable.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4735. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: Bastian Schick <s686642>
Message-ID: <4a48o1$6tp@news.belwue.de>
Source record: 23454

```
Quest : Did you switch ftp to binary ?
```

4736. Re: Transfering files from Atari ST to MSDO

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: jlaw@unixa.nerc-keyworth.ac.uk
Message-ID: <4a3r7l$e21@kwuz.nerc-keyworth.ac.uk>
Source record: 23455

In article @swampdog.demon.co.uk, guy@swampdog.demon.co.uk (Guy Harrison) writes:
>It's not as bad as it sounds. The changes are only made to a few
>"unimportant bytes" which the PC makes undue assumptions about. Format
>one disk to PC format and another to ST format (720k 80track 9sectors)
>then compare the boot sectors - you will see very little difference
>and this is all the boot sector modifiers will be doing.
>
OK, I'll give it a try. Will this also work on those multi format disks issued by
AMIGA/ST FORMAT magazine (and probably others) way back in the 80's? There are sundry
text files lying around that I want to be able to read there as well.
And it would be nice to know what these programs are called. < hint ;-} >
So I can download them and convert my disks < :-} >

f

4737. Need help with Pexec/Pfork (MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4a4n9b$34s@infa.central.susx.ac.uk>
Source record: 23456

I have written a program (the specifics are unimportant) that when loaded, calls Pause() to halt itself (other processes can pass it information then wake it up later on) The problem is, I want to have this loaded at bootup, but it can't be executed from the MINT.CNF file directly, nor from the AUTO folder directly since it doesn't terminate so the system will just grind to a halt.

My first thought was to make the program do a Pfork(), then the parent would terminate, leaving the child still running, however, MiNT doesn't have a non-blocking fork, if it did, my problems would be solved.

My second plan was to make a program that loads it using Pexec's mode 100 - ie, the program runs concurrently. Unfortunately, when the parent terminates, the system just dies. I have tried just about every different way of suspending my main program (Pause(), and Pkill(SIGSTOP)), and every possible way of using Pexec to load my main program, but to no avail.

I have completely run out of ideas and need help.

Thanking you all in advance,

James Cox <jamesco@cogs.susx.ac.uk>

4738. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.951206130618.11584C-100000@moose.erie.net>
Source record: 23457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 5 Dec 1995, Eric Noss wrote:

> On 3 Dec 1995, Markvanwyk wrote:
>
> > Here's an idea: how about taking a diskette formatted in DOS format
> > (which later model STs can read and write), copy your files onto the
> > diskette, and then use PC File Exchange (Macintosh Freeware) on the
> ^^^^^^^^^^^^^^^^^^^^
> Since when was PC Exchange freeware? If it is on a site somewhere, I
> would love to get it(not that I actually do anything useful on the Mac
> anyways).

Sounds like he was referring to Apple File Exchange which came
with the Mac System 6 software.

4739. Re: In article 4ab@hpscit.sc.hp.com, clausb

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: jlaw@unixa.nerc-keyworth.ac.uk
Message-ID: <4a3rkt$e21@kwuz.nerc-keyworth.ac.uk>
Source record: 23458

In article @swampdog.demon.co.uk, guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>I therefore conclude my TOS is NOT writing disks readable by most peoples
>>implementations of DOS / PCFS.....
>>
>>I was however once able to communicate quite happily with my former girlfriend,
>>who had an Acorn Archimedes. Saved a fortune on paper...
>How did this article get from "Re: transferring PC -> Atari"?
>Most odd!

Well, most of the post was about the inability of any PC that have used to
understand any atari disks in my collection.

The bit about the archimedes was a wry aside about the megalomaniacs of the PC
world being unable to handle a world of other types of computers,
while all us small machine types quite willingly acknowledge the existence
of other platforms

4740. Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4a3o1e$gqi@orm.southern.co.nz>
Source record: 23459

Hi All...

I seem to have no end of trouble with LZH archives. No matter where they are from, it seems as though at least half of them that I ftp are corrupt in that one or more files in the archive fail their CRC check (usually the main executable(s) :-(). This REALLY tends to annoy me as I pay a quite large amount of money for a large volume of ftp data, sometimes for other people. To have the LZH files I ftp, crap out on me is VERY unnecessary I believe. I use LZHSHELL or LHARCENG (THE latest version).

Can anyone explain why these files are crap?. Also, is there an LZH (un)packer that does the job better than LHARCENG?.

I guess I could also be asking why people don't just ZIP everything. I have NEVER seen a corrupt ZIP file

Thanks for your replies...

Chris Wilkinson.

-/|\ ATARI Falcon030 4meg/340megIDE/32MHz-

4741. portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <4a4fhj$pr5@turing.fwi.uva.nl>
Source record: 23460

I am the happy owner of a portfolio (since a couple of days). Now
I have a couple of questions. I need to interface it with my pc and
(hopefully) with a modem. I want it to interface with my pc (or
ST, or mac) in order to exchange files etc. Should I get a serial
adapter of a parrallel interface? I also want to hook my pf to
a modem, so I can check the i'net when I travel (and I travel a lot).
Is this possible with a serial interface?

I think I will buy a serial interface, that should enable me to
hook the pf to my pc, and to my modem. Am I correct?

As my pf is not yet delivered: is there any terminalsoftware included?
someone said that such software was in the pf, but I read somewhere
that this is not the case. so what is it? And if there is no terminal
software in the pf, how do I transfer files?

--
Martijn Dekker
Math department | PFF:
University of Amsterdam | latest product: Ishido for X Window System
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

4742. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <4a4162$a6t@hpscit.sc.hp.com>
Source record: 23461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hallvard Tangeraas (hallvart@sn.no) wrote:
: No, that's not correct as I tried this with my TOS 1.6 (STE TOS) and
: my new TOS 2.06, and the disks formatted from the desktop weren't
: readable on a PC, but by using an MSDOS compatible formatter it worked
: just fine!

Arrrgh - so your PC probably even checks for the "IBM" string in the
bootsector or for the Intel JMP instruction at the beginning of the
bootsector! Usually, it should be enough to fix the mediabyte (if you
have a TOS 1.0/1.02-formatted disk).

:(I used "Hcopy 1.6" which I believe you Claus has
: participated in designing!- Is it still supported?)

Hcopy is loosely based on predecessor code which was part of
my book "Scheibenkleister". I don't know the current status of
Hcopy.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4743. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30c5df4c1e3300@discworld.oche.de>
Source record: 23462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

Troy Carpenter (troyc@bnr.ca) wrote:

TC>The problem is called bus arbitration. Bus arbitration is where the drive
TC>must ask permission to use the SCSI bus. Since the Atari hardware does not
TC>support bus arbitration, the drive never gets permission to use the bus and
TC>you can never use such a drive for boot purposes.

You don't need bus arbitration for the fireball to work - initiator
identification is sufficient, ie. the computer must identify itself using
its own ID during the selection phase on the bus. Bus aerbitration
includes initiator ID.

TC>However, with the right hard disk driver you can use the Fireball AFTER you
TC>use another SCSI device to boot with. The jist here is that once you have
TC>a "bus arbitration aware" driver loaded, you can use the Fireball...but the
TC>only way to load that driver is via floppy or a SCSI device that does not
TC>do aribitration (i.e., most SCSI-I or SCSI-II devices).

This works only if you have a TT or Falcon, where the driver may program
the SCSI controller. Standard ST hostadapters do everything themselves,
so the driver can't change their behaviour.

TC>As history, bus arbitration has been in the SCSI specifications for some
TC>time (maybe even since the beginning), but nobody has implemented it until
TC>now, and even still the Quantum Fireball is the only SCSI-3 device that I
TC>have heard of that does it.

There is no such thing as SCSI-3 currently, and the fireball definitely
is a SCSI-2 device.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4744. Re: portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <4a4kv8$gup@daneel.sds.no>
Source record: 23463

Buy a parallell interface with cable.
Get Portlink ST from my ftp-site.
Modify the cable and connect to the ST.
Transfer files with the build-in comm-prg in the PF.

Adress to ftp-from is: ftp.oslonett.no/user/larserik/

--
Lars-Erik 0sterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
SysOp ABK-BBS Info/Picture at http://www.oslonett.no/~larserik/

4745. Canon Bubblejet problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DJ6Aru.FAs@freenet.carleton.ca>
Source record: 23464

My Canon BJ-5 worked just fine for 3 years, but has recently begun to creep to the left, sometimes printing off left side of the paper, and making a grinding mechanical sound. It happens most when printing text files from the desktop, or out of STeno. When I print out from Calamus, I can shift the image over to the right, but I'm worried about the mechanical damage of the print head jamming against the left end of the platen, gears, etc.
Any ideas? Anyone else had this problem?
Thanks.

--
Songshop Musical Productions: Imagine there's no countries,
Box 266, Shawville, Quebec : It isn't hard to do/Nothing to kill or die for,
J0X 2Y0 (819) 647-6022 : And no religions, too

4746. Modem speeds (was: FIST FTN/Demon Gateway Message)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.818251766@gen-off-3>
Source record: 23465

rcain@nest.demon.co.uk (Roger Cain) writes:

>To operate at DCE of 28.8K you only need a DTE of 38400 - anything higher
>...I have done the simple serial mod using the 4040 chip (raises DTE to
>38400). Using HSMODEM I get throughput of 3270bps at 28.8K.
But 28K8 modems are capable of a much higher speed than that, as they
can use on-the-fly compression.

I use a computer-to-modem speed of 57K6 and get over 5600cps on text
files.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4747. OKI Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4493rcain@nest.demon.co.uk>
Source record: 23466

On 06 Dec 95 djs@jet.uk wrote:

d> Author: David Stevenson Address:
djs@jet.uk
d>

>> To operate at DCE of 28.8K you only need a DTE of 38400 -
anything
>> higher ...I have done the simple serial mod using the 4040
chip
>> (raises DTE to 38400). Using HSMODEM I get throughput of 3270bps
at
>>
28.8K.
d> But 28K8 modems are capable of a much higher speed than that,
as
d> they can use on-the-fly
compression.

Oh yes, I agree. I was quoting the speed for compressed data i.e. speed
down the BT lines. You can get any figure you like for uncompressed data
-try sending 1Mb of spaces - the BT line only takes about 10 bytes which
unpacks to 1Mb at the other end. Because of this the only meaningful
measure of transfer rates is that for compressed data - any other measure
tells you more about the content of what is being transmitted rather than
the data
rate.

d> I use a computer-to-modem speed of 57K6 and get over 5600cps on
text
d>
files.

Yes, not surprising. Most files will have a compression ratio of between 30
and 50% which would give observed rates of 10000bps and 6400bps over a line
which was capable of 3200 ACTUAL
bps.

Roger
rcain@nest.demon.co.uk

--

4748. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: jsd617s@cnas.smsu.edu
Message-ID: <4a4lkv$21ut@nic.smsu.edu>
Source record: 23467

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: 70ns 4meg simms work well in the Falcon. The wing allows
: 4-4meg (30 pin, either type) simms to be installed in Falcon.
: The card locates the simms between the floppy and the HD. Early
: cards had problems with the simms interfering with the keyboard.
: This card is a "copy" (bad at that) of the Ram Gizzmo by Chro_Magic
: in the U.S. The "Wing" is said to be buggy. Wizztronics makes
: a Ram Card which takes either a 4 or 16 meg 72 pin simm for $90.00.
: This is probably the best way to go if you haven't purchased any
: simms as of yet.

Ram Gizmos will be available in quanitity in Europe from 16/32 by
Friday(the 8th), and if people would pressure chro_MAGIC to get off their
duff and print the circuit board for the 32-bit (72pin) Gizmo, they
probabally would....

Joel
The Crypt Keeper..

4749. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <30C5B71A.167EB0E7@cs.man.ac.uk>
Source record: 23468

Hi

> I guess I could also be asking why people don't just ZIP everything. I
> have NEVER seen a corrupt ZIP file

Haven't you? well I can send you a few, if you want some...

ST-ZIP just crashes, saying 'Damaged Zip file, or not a ZIP at all - keep cool.' when it reads a damaged file - thus, you cannot exctract any of the non-corrupted files in the archive.

LZHShell, warns you about it (in its nice AES4.1 interface) but lets you extract the rest...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...
^^^^^^^^^ as an LZH file...

4750. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5zLURfNqDhB@ollom.prima.ruhr.de>
Source record: 23469

> Re: _Falcon-IDE Hard-Disk_, "BARRY WILSON" wrote to All on 28 Nov 95:
>
> >> So what do you Falcon owners with IDE drives use?
W>>
W>> AHDI 6.061, also he could consider HDDriver which is available from
W>> System Solutions for about 10-15 pounds IIRC.

> ICD Pro also works, but HDDriver is probably better.

I recognized that SCSI-Tools does not work properly with the AFTERBURNER
040 + SCSI, but HDDRIVER 4.50 does.

4751. Re: How to read Atari's 520 ST floppydisk on my Macintosh ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0612950953480001@138.110.7.161>
Source record: 23470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.SUN.3.91.951205121853.19588A-100000@planetx.bloomu.edu>,
Eric Noss <enoss@planetx.bloomu.edu> wrote:

> On 3 Dec 1995, Markvanwyk wrote:
>
> > Here's an idea: how about taking a diskette formatted in DOS format
> > (which later model STs can read and write), copy your files onto the
> > diskette, and then use PC File Exchange (Macintosh Freeware) on the
> ^^^^^^^^^^^^^^^^^^^^
> Since when was PC Exchange freeware? If it is on a site somewhere, I
> would love to get it(not that I actually do anything useful on the Mac
> anyways).

It came on the CD I got for System 7.5.2 when I got the new 132 MHz 9500
from Apple. I think it also came with 7.5.1.

Dan Wilga
Gribnif Software

4752. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5zLZSjuqDhB@ollom.prima.ruhr.de>
Source record: 23471

> You can use SCSI-tools. It can format both SCSI and IDE drives.
> You can boot from any drive.
Use HDDRIVER it's a lot faster.

4753. TT 4meg with 19" monitor for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: Tom Thompson <tthompso@pcshs.com>
Message-ID: <4a58br$in5@globe.indirect.com>
Source record: 23472

I have a TT with 4 meg of memory, a 19 inch monitor that I would love to sell before christmas. It has been sitting lonely for the last
several months waiting for someone to use it. No one does. This system is going cheap. If you are interested, leave e-mail to
tthompso@pcshs.com.

I have alot of software to send if you are willing to pay the freight. (ie. Pure C. many terminal programs and a list will be made for the
buyer of the system.)

I also have an old ST 520 1meg machine, with mono monitor.

leave e-mail to tthompso@pcshs.com
~~~~~~
Thomas C. Thompson R.Ph. "Tom" tthompso@pcshs.com
Care Manager, Managed Care Infusion tsquare@indirect.com
Phone (Work):(602)314-8436 Fax(Work):(602)661-4690
Phone (Home):(602)964-6371 Fax(Home):(602)964-6371
WWW Home Page: http://www.indirect.com/www/tsquare
Thought for the day: Everywhere you go, there you are!
~~~~~~

4754. OKI Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-06 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4494rcain@nest.demon.co.uk>
Source record: 23473

On 06 Dec 95 chriswil@southern.co.nz wrote:

c> Can anyone explain why these files are crap?. Also, is there an
LZH
c> (un)packer that does the job better than
LHARCENG?.

This is all very unfortunate :(What version is LHARCENG? I use 3.10 and
have never had it refuse to unpack. Are you sure it is not your downloads
going wrong? Do you use an error correcting
method?

c> I guess I could also be asking why people don't just ZIP
everything.
c> I have NEVER seen a corrupt ZIP
file

Hmm... I have! I don't think compression method is your
trouble.

Roger
rcain@nest.demon.co.uk

--

4755. What's the BIGGEST Falcon IDE Drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: scotty@nando.net
Message-ID: <4a5dcc$5fc@castle.nando.net>
Source record: 23474

Hi Folks,

I'm the only one I know who has FOUR rehabilitated, old hard drives hanging off his Falcon. Don't ask why... Okay, they were cheap!

Anyway, I'd like to unload this questionable hardware and replace the Falcon's internal 2.5" IDE drive with something much larger. If you've had success with a larger internal drive, would you please let me know which drive you bought and how big it is?

Sorry if this is a popular question. I did read everything before posting...

Thanks for any help!

Scott Chilcote
scottc@nando.net

--
_____/
Disclaimer: Any opinions herein	Newbies flame, net vets entertain.
are my own. Sales are down lately.	> Well I'm NOT entertained!!
LINUX - Where Freedom Isn't Virtual	>> Please stop flaming...
/~~~~~~\

4756. Re: Need help with Pexec/Pfork (MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithDJ7A70.A51@netcom.com>
Source record: 23475

In article <4a4n9b$34s@infa.central.susx.ac.uk>,
James Cox <jamesco@cogs.susx.ac.uk> wrote:
>My first thought was to make the program do a Pfork(), then the parent would
>terminate, leaving the child still running, however, MiNT doesn't have a
>non-blocking fork, if it did, my problems would be solved.

You can use Pexec mode 104 to spawn a child process. If you're using
the MiNT library, this is really easy: just use the tfork() function.
You can re-code your application something like this:

```
void
main(int argc, char **argv)
{
tfork(real_main, argv); /* start a child process running function
real_main */
Pterm(0); /* quit (don't use exit(), it messes up
data structures */
}

void
real_main(char **argv)
{
/* your program goes here; the only change is that you can't use
* argc, you'll have to look for the NULL pointer at the end of argv
*/
}
```

>My second plan was to make a program that loads it using Pexec's mode 100 -
>ie, the program runs concurrently. Unfortunately, when the parent terminates,
>the system just dies.

Hmmm; that should work too. What do the debugging keys (CTRL-ALT-Fn)
tell you about MiNT's state at that time? Try running with the trace
level cranked up, that should give you a complete breakdown of what's
going on.
--
Eric R. Smith ersmith@netcom.com

4757. Re: What's the BIGGEST Falcon IDE Drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <c67cb$172437.31e@inil.com>
Source record: 23476

scotty@nando.net (Scott R. Chilcote) wrote:

>Hi Folks,

>I'm the only one I know who has FOUR rehabilitated, old hard drives
>hanging off his Falcon. Don't ask why... Okay, they were cheap!

>Anyway, I'd like to unload this questionable hardware and replace the
>Falcon's internal 2.5" IDE drive with something much larger. If you've
>had success with a larger internal drive, would you please let me know
>which drive you bought and how big it is?

>Sorry if this is a popular question. I did read everything before
>posting...

>Thanks for any help!

> Scott Chilcote
> scottc@nando.net

Scott,

I have seen upwards of 700+ meg on a 2.5" form though 500 is much more
popular... This was a year ago... i am sure someone could have make a
1 gig....

Rory

mcmahon@inil.com
Atari Signal BBS - USA
708-232-7614 (28.8k)
708-232-4932 (14.4k)
1 gig, 14 CD's online!

4758. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30c712842285cd78@sn.no>
Source record: 23477

>I seem to have no end of trouble with LZH archives. No matter where they
>are from, it seems as though at least half of them that I ftp are corrupt
>in that one or more files in the archive fail their CRC check (usually the
>main executable(s) :-().

Are you using "Lynx" to download them? Well, I have, and had the exact
same problem for some reason, but I seem to recall getting hold of
.Zip files that decompressed perfectly.

I recently downloaded several .lzh files via "lynx" since I feel the
web browser interface (even though it's just text based) is quicker to
use than the usual FTP.
I tried getting the same files again, from the same source with FTP
and they worked!!! Don't ask me why it didn't work via lynx.

Also, remember to set the file transfer to "bin" (binary) as the
default is "ascii" (for text files, but you can use "bin" for
everything).

Hallvard
--

<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4759. Re: Second IDE with diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: trek@ihgp114r.ih.att.com
Message-ID: <DJ89uq.Juv@ssbunews.ih.att.com>
Source record: 23478

In article <seimet.818151692@aix8.rhrk.uni-kl.de>,
Uwe Seimet <seimet@rhrk.uni-kl.de> wrote:
>fvdakker@sterbbs.nl writes:
>
>HDX isn't able to format IDE unit 1, i. e. the slave unit.
>
>BTW, there are a lot of IDE drives that mustn't be formatted because they
>have firmware bugs that result in the drive being unusable after formatting.
>(This is no joke!) If you still want to format your drive use SCSITOOL.

Uwe, Does SCSITOOL know not to format certain IDE drives because
of their firmware bug or does it know how to get around the bug -
ie- why should I use SCSITOOL instead of some other formatter.
(You imply a reason, I'd just like to know what it is.) Thanks, Wayne

4760. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30c774fc3512afa@discworld.oche.de>
Source record: 23479

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:

MG>in the U.S. The "Wing" is said to be buggy. Wizztronics makes
MG>a Ram Card which takes either a 4 or 16 meg 72 pin simm for $90.00.
MG>This is probably the best way to go if you haven't purchased any
MG>simms as of yet.

There are two german RAM cards that add FastRAM to a falcon - the MAGNUM
made by Perfect Link in Aachen, and the FX (which includes a processor
speeder and screen resolution as well, but is more expensive) by BlowUp.

The Magnum fits into the original case and takes one PS/2 SIMM with 4 or
8 Megs which is added to your existing 1 or 4 MB of RAM. The FX needs 4
30-pin standard SIMMs (1MB or 4MB) and needs modifications on the
shielding to fit into the computer.

Especially when running high-res, colour resolutions, the FastRAM can
be more than double as fast as the standard falcon RAM.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4761. Re: Information request: Guitar and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <c67cb$172117.98@inil.com>
Source record: 23480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Scotsman <david-f@easynet.co.uk> wrote:

>I have a small request for information.

>My mother plays guitar at a local church. She is starting to compose
>her own songs and tunes, and is looking for a way of translating her
>music into sheet music notation. Since she is a self-taught
>guitarist, and can neither read nor write sheet music, this is a wee
>bit problematic.

>It has been suggested to me that an Atari STFM could be used in this
>context: that you could plug an acoustic guitar pickup into the MIDI
>socket and play the music into the computer, which would then
>translate it into the required notation.

Roland makes a controller/pickup combination but rather costly
(on top of the cost of the computer & sequencing/printing software)
and i cant say it would work on an acoustic guitar...

>This sounds like a wonderful idea, but I need to answer a few
>questions before I can go ahead with it. Can you help me with any of
>them?

>1) Does the Atari have software available that can translate MIDI to
>sheet music?

Some commercial sequencers have printing (scoring) features.

>2) Does the ST have the hardware necessary to interpret guitar sounds
>and turn them into sensible notes?

No.. the pickup/controller combination is what converts sound into
MIDI... The sequencer keeps track of these notes in relation to
time...

>3) How much would a decent second hand ST cost, and where would I
>find one (in the UK)?

Sorry, live in the USA...

>-- David F.

mcmahon@inil.com
Atari Signal BBS - USA
708-232-7614 (28.8k)
708-232-4932 (14.4k)
1 gig, 14 CD's online!

4762. 50 Mhz for DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5zPZUFQqDhB@ollom.prima.ruhr.de>
Source record: 23481

Does somebody know how to speed up the DSP of a FALCON to 50 Mhz or more?
Someone told me that it should be easy... some clockchips or less?!
Daniel

daniel@ollom.prima.ruhr.de

4763. Re: Transfering files from Atari ST to MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <818308668_OASIS_@swampdog.demon.co.uk>
Source record: 23482

In article <4a3r7l$e21@kwuz.nerc-keyworth.ac.uk>
jlaw@unixa.nerc-keyworth.ac.uk (John Lawrence) said:-

>In article @swampdog.demon.co.uk, guy@swampdog.demon.co.uk (Guy
>Harrison) writes:

>>It's not as bad as it sounds. The changes are only made to a few
>>"unimportant bytes" which the PC makes undue assumptions about. Format
>>one disk to PC format and another to ST format (720k 80track 9sectors)
>>then compare the boot sectors - you will see very little difference
>>and this is all the boot sector modifiers will be doing.
>>
>OK, I'll give it a try. Will this also work on those multi format
>disks issued by AMIGA/ST FORMAT magazine (and probably others) way
>back in the 80's? There are sundry text files lying around that I want
>to be able to read there as well. And it would be nice to know what
>these programs are called. < hint ;-} > So I can download them and
>convert my disks < :-} >

Some nice chap has just made a FAQ. See PC-ST/ST-PC Disk FAQ in
comp.sys.atari.st

--

Guy Harrison

guy@swampdog.demon.co.uk

4764. What shell for Mint and X windows..

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DJ7wIv.3sL@comp.lancs.ac.uk>
Source record: 23483

Anyone got any ideas as to which is the best shell to run for MiNT and X Windows...

I've got tcsh-603.pl3 which I'm playing with at the moment.. it seems to need to be run from mint.cnf... my attempts to run it in a toswin thingy from the MultiTos desktop get a window with the message <Exited - Press A Key to Return to the Desktop> - oh well...

Tried BASH, but couldn't get it to do anything really..

Neil Barnes
(nab@comp.lancs.ac.uk)

4765. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DJ7wuz.3yw@comp.lancs.ac.uk>
Source record: 23484

In article <30C5B71A.167EB0E7@cs.man.ac.uk> Anthony Jacques
<jacquesa@cs.man.ac.uk> writes:

>ST-ZIP just crashes, saying 'Damaged Zip file, or not a ZIP at all - keep
>cool.' when it reads a damaged file - thus, you cannot exctract any of the
>non-corrupted files in the archive.

I have several zip files with a 128 byte header which zip on the unix
boxes at work extracts to give a bit of text (it's not even compressed,
just stuck on the front of the file) and StZip can't figure to skip
this... unfortunately, apparently the author has stopped supporting
StZip so 2.6 (or whatever) is the last version we're likely to see
(which is a shame as it is a damn good piece of software)..

Thats life

Neil

4766. FS:Atari STuff: Hardware and Software

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <4a7c65$mek@terrazzo.lm.com>
Source record: 23485
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 12/6/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $120.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
(SOLD)Epyx The Grip joystick (9-pin) ******
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Lookit & Popit $9.00
DM Codehead Multidesk Deluxe $14.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00
DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00

Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00
D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00

DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

4767. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <4a77lm$7g2@batph8.bnr.ca>
Source record: 23486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

In article <30c5df4c1e3300@discworld.oche.de>,
Michael Schwingen <rincewind@discworld.oche.de> wrote:
>Troy Carpenter (troyc@bnr.ca) wrote:
>
>There is no such thing as SCSI-3 currently, and the fireball definitely
>is a SCSI-2 device.
>

Not according to Quantum. They definitly advertise the Fireball and other
drives as SCSI-3. Check out http://www.quantum.com for more detials.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4768. FS: Comp Hardware!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4a6bq6$u21@express.ior.com>
Source record: 23487

I need space for new hardware! And $$$'s to upgrade exhisting
hardware! So the unneeded equipment has to go! Not to mention,
I could use the room.... It's getting crowded in here!

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen. And I've seen a many!
Asking $250 + shipping

* 520 ST *

Power Supply
Original Box
Mega Touch Keyboard
512K RAM
RF Modulator
A 'games' machine mostly
Asking $50 + shipping
Note: I will throw in a copy of the docs to do the 1 meg (cheap)
upgrade for this.

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $75 + Shipping

* 14.4 baud Modem *

Made by Intel
New Condition
Original Box
Manual
Power Supply
S/R 14.4 fax
Asking $60 + shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

$400 for the package, and you pay shipping ... Plus I'll throw in
at your discretion (for FREE!) :

* Floppy drive mech *

Epson SMD-380 model
Double Sided/Double Density mech
Good, solid working drive mech. Came out of a Mega STe when it was
upgraded to high density.

* Magazines *

(10) Current Notes Magazines

* Chips *

PAL chip. Came out of the Mega Ste, still works! (Replaced it, even
thought I didn't need to. Didn't know that at the time. So I have a spare
here) And this one will support the high density drive!
Number is: C301901-002.

Floppy Drive Controller Chip. Still works! Just upgraded to the AJAX
chip, so I don't need this one! The number is: WD1772-PH

Tos 2.05. Works great. Just upgraded the Mega STe to TOS 2.06!
TOS 2.05 will work in any STe!

* Joysticks *

(6) Misc Joysticks

*** Prices are Negotiable *** Prices are Negotiable ***
SO MAKE AN OFFER!

If you have any questions, or your interested in one of the items
listed above, PLEASE Email me!

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128.

Thanks for your time!

Dan Brown

4769. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-07 00:00:00 UTC
From: ae@zen.kuai.se
Message-ID: <4a68qr$tgo@bundy.mdk.se>
Source record: 23488

Chris Wilkinson (chriswil@southern.co.nz) wrote:
: I guess I could also be asking why people don't just ZIP everything. I
: have NEVER seen a corrupt ZIP file

ZIP everything? NO THANKS.
I whish all ZIP users could change to Lharc instead. Much faster and
support for long filenames etc.

And btw, I experience _much_ less trouble with Lharc than ZIP.

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

4770. Problems using scsi CD rom with Notator Logic dongle on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DJ9FHz.vu@cf.ac.uk>
Source record: 23489

I have a strange problem, when I switch on my CD rom drive (an Apple CD300 connected to the SCSI socket on my TT), my notator logic dongle which is plugged in the cartridge port (!) fails to respond. When I run the program Logic, I get a message "Key does not respond, please reconnect and reboot!". This happens all the while the CD rom drive is connected and switched on. If I switch off the drive and wait a few minutes, LogiC works fine! Now the question is, why should a scsi cd rom on the external scsi port affect the cartridge port?

Anyone got any ideas?

Simon

4771. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <4a9adj$emp@due.unit.no>
Source record: 23490

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: Hi
:
: > I guess I could also be asking why people don't just ZIP everything. I
: > have NEVER seen a corrupt ZIP file
:
: Haven't you? well I can send you a few, if you want some...
:
: ST-ZIP just crashes, saying 'Damaged Zip file, or not a ZIP at all - keep
: cool.' when it reads a damaged file - thus, you cannot exctract any of the
: non-corrupted files in the archive.

This is correct if you start ST-Zip by dragging the Zip-file to it`s icon,
doubleclicking on the zip-file etc. But if you start ST-Zip first and then
load the zip-file it won`t crash. Don`t ask me why...

:
: LZHShell, warns you about it (in its nice AES4.1 interface) but lets
: you extract the rest...
:
: Anthony
:
: --
: ____
:
: Anthony Jacques : jacquesa@cs.man.ac.uk
: WWW : http://www.cs.man.ac.uk/~jacquesa/
:
: STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...
: ^^^^^^^^^ as an LZH file...
: ____

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4772. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: Alain DERENNES <derennes>
Message-ID: <4a9n00$pmo@melimelo.enst-bretagne.fr>
Source record: 23491

jo even skarstein wrote about crashes with st-zip:

<<This is correct if you start ST-Zip by dragging the Zip-file to it`s icon, doubleclicking on the zip-file etc. But if you start ST-Zip first and then load the zip-file it won`t crash. Don`t ask me why...>>

I always start St-zip (v2.6) and after load zip file and crashes appear; the last, yesterday with a copy of www15.zip with a bad length (235520 bytes).

Alain-Pierre

4773. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: Tommi Hietavuo TKKK <thietavu@aton.abo.fi>
Message-ID: <Pine.SOL.3.91.951208180959.5726A-100000-100000-100000@aton.abo.fi>
Source record: 23492

On Fri, 8 Dec 1995, Dancer wrote:

> In article <49t2cl$d3l@josie.abo.fi> you wrote:
> : Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> : : From my understanding the Falcon takes 1,4 or 14 meg, of 16 bit (ST)
> : : RAM.
> : :
> In what configurations can it be populated? Can I just whack any assorted 4
> and/or 1MB simms in, or are only certain combinations suitable?

Either 2x1 MB, 4x1MB, 2x4MB, 2x4MB + 2x1 MB, or 4x4MB (or more..)

There are four slots. You have to fill one bank (= 2 slots) always with
similar SIMMs, but the banks may have different configurations.

Tommi

4774. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4a9u52$a7c@news.iesd.auc.dk>
Source record: 23493

In article <4a4lkv$21ut@nic.smsu.edu>, jsd617s@cnas.smsu.edu (Dannelley Joel S) writes:
> Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
> : 70ns 4meg simms work well in the Falcon. The wing allows
> : 4-4meg (30 pin, either type) simms to be installed in Falcon.
> : The card locates the simms between the floppy and the HD. Early
> : cards had problems with the simms interfering with the keyboard.
> : This card is a "copy" (bad at that) of the Ram Gizzmo by Chro_Magic
> : in the U.S. The "Wing" is said to be buggy. Wizztronics makes
> : a Ram Card which takes either a 4 or 16 meg 72 pin simm for $90.00.
> : This is probably the best way to go if you haven't purchased any
> : simms as of yet.
>
> Ram Gizmos will be available in quanitity in Europe from 16/32 by
> Friday(the 8th), and if people would pressure chro_MAGIC to get off their
> duff and print the circuit board for the 32-bit (72pin) Gizmo, they
> probabally would....

The best way to upgrade the Falcon is by bying a TT-RAM card like the Magnum or the FX-Card, since TT-Ram makes the Falcon run (at least 75 %) faster than with the normal (and outdated) wing-type upgrades. The MAGNUM supports 72-pinn simms and can be fitted with either 4 MB or 8 MB, which gives 8 or 12 MB respectively.

The FX-card takes 30-pinn simms and can take 2, 4, 8 or 10 MB, which gives 6, 8, 12 or 14 MB RAM respectively.

I have a FX-Card and the TT-Ram makes the Falcon muuuuch faster in 256 and TrueColor modes, since the graphic-chip (ViDEL) doesn't slow down the TT-Ram access.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4775. Q: Attaching a Mega keyboard to a 1040 STfm, how to ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <4a9n1d$8g0@mailnews.kub.nl>
Source record: 23494

Hello all,

Recently I bought a new (!) 1040 STfm, very cheaply, and it works fine.
Howvere, I don't like the keyboard, and as I happen to have a Mega ST
keyboard lying around, I was wondering if anyone could tell me how to
connect this to the STfm... (heh, soldering etc. is no problem)

Thanks

Leen

4776. HF Modulator in Mega ST ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: Bernd_Mueller@mausdu3.gun.de
Message-ID: <199512082249.a16859@du3.maus.de>
Source record: 23495

```
06601030301800
6L....T....T....T....T....T....T....T....T....T....T....T....T....R Hallo,
I'vegotonequestion(twoquestions)...;-)
IhavehereaHighFrequentsModulator(it'sfroma520STe) andiwantitinaMegaST.
CaniuseitandwhenyeswhatisthisconnectionoftheThree Pins?
Ithinkit'sonlythe`Groundcolors'(ItmeansRed,Blueand
yellow).WhenitakethemfromtheMotherboardandconnectitto
theHFModulatoritshouldwork.Orisitwrong? bye /Bernd/
PS:SendaE-MailtomyAddress BERND_MUELLER@DU3.MAUS.DE
```

4777. MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: <>
Message-ID: <4a9ein$f1r@btmpjg.god.bel.alcatel.be>
Source record: 23496
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I read something about MultiTOS II.
Does anyone know when Atari will release it?

regards, Peter.

4778. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec8.181340.51135@cobra.uni.edu>
Source record: 23497
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>, hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
>
> Hi,
>
> I read something about MultiTOS II.
> Does anyone know when Atari will release it?

Atari is OUT of the computer market, so no TOS II by Atari!

>
> regards, Peter.

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4779. Networking a PC and an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: enxkj@unix.ccc.nottingham.ac.uk
Message-ID: <4a92qq$c4h@griffin.ccc.nottingham.ac.uk>
Source record: 23498

Hi,

I've just had one of those accidents which always arrive when it's been months on end since you last did a backup to floppy - my mailer got screwed. Bink had started to do a run of some kind when the system must have crashed and the entire folder and its contents disappeared into the great bit-bucket in the sky. It's not terminal but it *will* be a pain to get everything back up to scratch. It's only when they've vanished you realise just how many text files are used as configs of one sort or another.

I have a PC with a tape-streamer - not SCSI - which could be an ideal way of backing up stuff *if* I can connect them together. I haven't tried yet but Ghostlink appears to turn the PC into a slave whereas (I guess) I need a peer-to-peer network to backup between the two.

I'd appreciate any bright ideas anyone has (not the sarky comments, thanks, as I've already called myself most names!).

Thanks in anticipation,
Keith
--
****
* enxkj@unix.ccc.nottingham.ac.uk * It is difficult not *
* kjackson@cix.compulink.co.uk * to write satire. *
* 2:2503/105@fidonet.org * Juvenal *
****

4780. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <4a8nsf$1ls@nyheter.chalmers.se>
Source record: 23499

In article <5zLZSjuqDhB@ollom.prima.ruhr.de>,
Oliver Beyer <Oliver@ollom.prima.ruhr.de> wrote:
>Use HDDRIVER it's a lot faster.
>
Where can I find HDDriver? Is it commercial?

/Christer

4781. Re: KandinFrench

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: dstewart@nest.demon.co.uk
Message-ID: <4555dstewart@nest.demon.co.uk>
Source record: 23500

Hello
Tom

How much do you want for the TT, I could offer 200 UKP plus postage to
UK.

Derek

--

4782. Re: 50 Mhz for DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-08 00:00:00 UTC
From: thietavu@news.abo.fi
Message-ID: <4a8tu2$q85@josie.abo.fi>
Source record: 23501

Oliver Beyer (Oliver@ollom.prima.ruhr.de) wrote:
: Does somebody know how to speed up the DSP of a FALCON to 50 Mhz or more?
: Someone told me that it should be easy... some clockchips or less?!
: Daniel

FX card is the way to go, IMHO... It's cheap and very powerful.
50 MHz DSP (among other nice things) works fine there.

: daniel@ollom.prima.ruhr.de

Tommi

4783. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4ac3eu$lvh@infa.central.susx.ac.uk>
Source record: 23502
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: It is also said, that C-Lab are working on TOS 5.0, but until sth. is
: shown, one can't say anything about this; as NAES and Magic4 prove are
: good quality work, there is no need for TOS 5.0.

I though TOS 5 has got things like list boxes, toolbars in windows, file
selector that supports long filenames etc etc.. Does NAES have any of these?

4784. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4abto2$eeu@osiris.wu-wien.ac.at>
Source record: 23503
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>,
hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
: >
: > Hi,
: >
: > I read something about MultiTOS II.
: > Does anyone know when Atari will release it?

: Atari is OUT of the computer market, so no TOS II by Atari!

Atari will not release any new TOS version, true. However, MultiTOS
development is "continued" by Overscan in Germany, who developed N AES,
an AES replacement for the buggy and slow GEM.SYS of MultiTOS; it will be
shipped together with Thing (a Desktop replacement) and MinT; shippment
will begin on Dexcember 11, 95. The program was shown on the ProTOS show
in Heneff, Germany, and performed very well.
Upgrades for MultiTOS 1.0x users are available, so you can say NAES is
the sucessor of MultiTOS
Alterbatively, ypu can buy Magic 4.0
It is also said, that C-Lab are working on TOS 5.0, but until sth. is
shown, one can't say anything about this; as NAES and Magic4 prove are
good quality work, there is no need for TOS 5.0.

: >
: > regards, Peter.

:
: Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
: University of Northern Iowa PowerBook 150
: Graduate School of Library/Curriculum and Information Science
: Http://w3.nai.net/~asincla/home.htm

: They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
: Limbaugh's Reign of Error. 'De-program a dittohead'
: -FAIR(Fairness & Accuracy in Reporting)
: Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
:

4785. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Paul Civati <paul@xciv.org>
Message-ID: <818521763snz@xciv.org>
Source record: 23504

In article <4a2966$b2i@ns.felk.cvut.cz> lupomesk@sun.ujep.cz writes:

> > However I'm stuck trying to get a unix terminal to appear (no problems
>
> What you mean by 'unix terminal to appear'?

xterm most probably.

-Paul-

--
Paul Civati home: paul@xciv.org, paul@xciv.demon.co.uk
FYI it's 'sivarty' ;-) play: http://www.xciv.org/, http://www.domino.org/
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

4786. Re: What shell for Mint and X windows..

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Paul Civati <paul@xciv.org>
Message-ID: <818522157snz@xciv.org>
Source record: 23505

In article <DJ7wIv.3sL@comp.lancs.ac.uk>
nab@comp.lancs.ac.uk "Mr N A Barnes" writes:

> Anyone got any ideas as to which is the best shell to run for MiNT and X
> Windows...

Oh, so you want a MSIBTYS war then. ;-)

> I've got tcsh-603.pl3 which I'm playing with at the moment.. it seems to

Try http://www.wonderland.org/~eternal/shell.html for a rundown of all the
different shell features.

> Tried BASH, but couldn't get it to do anything really..

bash is a bit big compared to some other shells I think.

-Paul-

PS. My Shell Is Better Than Your Shell. ;-)

--
Paul Civati home: paul@xciv.org, paul@xciv.demon.co.uk
FYI it's 'sivarty' ;-) play: http://www.xciv.org/, http://www.domino.org/
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

4787. Re: Information request: Guitar and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ab257$9hm@ccshst05.cs.uoguelph.ca>
Source record: 23506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

: >My mother plays guitar at a local church. She is starting to compose
: >her own songs and tunes, and is looking for a way of translating her
: >music into sheet music notation. Since she is a self-taught
: >guitarist, and can neither read nor write sheet music, this is a wee
: >bit problematic.

Tsk tsk ... a lot of guitarists seem to have that problem. Causes
trouble when they want other instruments to participate in their songs.
IMHO, all musicians should learn to read music, but (unfortunately) many
guitarists take the lazy route. This isn't to belittle your mother ... if
she's self taugh and has a great ear, that's quite impressive.

: >It has been suggested to me that an Atari STFM could be used in this
: >context: that you could plug an acoustic guitar pickup into the MIDI
: >socket and play the music into the computer, which would then
: >translate it into the required notation.

It isn't quite as easy as that. Although keyboards can be plugged
into MIDI slots and have the music played on them transcribed by the
computer, the technology for guitarists is currently *VERY* unreliable.
The guitar operated on vibrating strings which are difficult for a
transcribing program to track and transcribe.

: >1) Does the Atari have software available that can translate MIDI to
: >sheet music?

Yes, but they seem to be for keyboards only. CUBASE is a good
place to start and I believe some of the Dr. T's programs have this feature.

: >2) Does the ST have the hardware necessary to interpret guitar sounds
: >and turn them into sensible notes?

No, but that's because no computers really have the technology to
accurately do what you ask.

: >3) How much would a decent second hand ST cost, and where would I
: >find one (in the UK)?

Check out ST Format magazine. I believe they often have
classified ads.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==========

4788. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4acn4f$na3@dux.dundee.ac.uk>
Source record: 23507

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
: In article <4a4lkv$21ut@nic.smsu.edu>, jsd617s@cnas.smsu.edu (Dannelley Joel S) writes:

: The best way to upgrade the Falcon is by bying a TT-RAM card like the Magnum or the
: FX-Card, since TT-Ram makes the Falcon run (at least 75 %) faster than with
: the normal (and outdated) wing-type upgrades. The MAGNUM supports 72-pinn simms and
: can be fitted with either 4 MB or 8 MB, which gives 8 or 12 MB respectively.

: The FX-card takes 30-pinn simms and can take 2, 4, 8 or 10 MB, which gives 6, 8, 12
: or 14 MB RAM respectively.

Where can I get the above cards from?

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

4789. need help with falcon audio

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DJBzxs.6r7@novice.uwaterloo.ca>
Source record: 23508

I have a subtle problem with the headphone output of audio on my Falcon.
The right channel is dead except when attenuation is close to 0 (high gain),
when some crackling sounds come through (for instance when playing MODs).

Once in the past I used a monophonic plug in the headphone jack. Thus I
thought that I have blown an output amplifier (LM386). Having spent a few
months looking for a surface-mount LM386 (no-one wanted to sell low quantity),
I finally found one and replaced the right channel amp.
BUT, the same problem is still there!!! I really want to get my audio
back, but I'm stuck!

One final note--output on the built-in speaker is fine--it plays both
channels without distortion. This should help localize the problem a little
bit more.

Thanks!
Art
--
Art
atwareck@novice.uwaterloo.ca

4790. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: dhaynes@imt.net
Message-ID: <4ad74v$hub@cu.comp-unltd.com>
Source record: 23509

In <4a3o1e$gqi@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
>Hi All...
>
>I seem to have no end of trouble with LZH archives. No matter where they
>are from, it seems as though at least half of them that I ftp are corrupt
>in that one or more files in the archive fail their CRC check (usually the
>main executable(s) :-(). This REALLY tends to annoy me as I pay a quite
>large amount of money for a large volume of ftp data, sometimes for other
>people. To have the LZH files I ftp, crap out on me is VERY unnecessary I
>believe. I use LZHSHELL or LHARCENG (THE latest version).
>
>Can anyone explain why these files are crap?. Also, is there an LZH
>(un)packer that does the job better than LHARCENG?.
>
>I guess I could also be asking why people don't just ZIP everything. I
>have NEVER seen a corrupt ZIP file
>
>Thanks for your replies...
>
>Chris Wilkinson.
>
>-/|\ ATARI Falcon030 4meg/340megIDE/32MHz-

My guess (as a previous response said) you are using ASCII mode instead
of binary on the FTP transfer. There is one other possibility. I don't use an Atari
but I have downloaded quite a few files from the umich atari site and a couple from
funet.de. I found quite a few of these files to be named .ZIP when in fact they were
LZH and even a couple of old .ARC files! When I extracted them with PKXARC and
LHARC everything was fine - but PKUNZIP gave all kinds of CRC errors and invalid
file format messages...

Dan Haynes

4791. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.951209195930.7740A-100000@pink.lm.com>
Source record: 23510

On 8 Dec 1995, Alain DERENNES wrote:

> jo even skarstein wrote about crashes with st-zip:
>
> <<This is correct if you start ST-Zip by dragging the Zip-file to it`s icon,
> doubleclicking on the zip-file etc. But if you start ST-Zip first and then
> load the zip-file it won`t crash. Don`t ask me why...>>
>
> I always start St-zip (v2.6) and after load zip file and crashes appear; the
> last, yesterday with a copy of www15.zip with a bad length
> (235520 bytes).
It's 317,679 bytes! No wonder if barfed on that file!
>
> Alain-Pierre
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 190MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

4792. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: martinna@cf.ac.uk
Message-ID: <DJAsvs.KLv@cf.ac.uk>
Source record: 23511

BorekLupomesky wrote:
: In <818027870_OASIS_@yr-ynys.demon.co.uk> Neil Martin wrote:

: > However I'm stuck trying to get a unix terminal to appear (no problems

: What you mean by 'unix terminal to appear'?

Sorry - not the best wording in the world. I can get gem to appear on my screen but I can't get the unix command line prompt. Am I missing something really simple?

Thanks

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==-==-==-==-==-==-==-==-==-==-==-==

4793. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLJVAFBOUP@cabal.shnet.org>
Source record: 23512
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In <1995Dec8.181340.51135@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>, hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:

>> I read something about MultiTOS II.
>> Does anyone know when Atari will release it?
>
>Atari is OUT of the computer market, so no TOS II by Atari!

But there is a product one might refer to as "MTOS II", it's N.AES, a replacement for the slow AES 4.x that shipped with the original MTOS.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4794. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5zXdrQP5DhB@ollom.prima.ruhr.de>
Source record: 23513

> Oliver Beyer <Oliver@ollom.prima.ruhr.de> wrote:
> >Use HDDRIVER it's a lot faster.
> >
> Where can I find HDDriver? Is it commercial?
Yes, it is. But it is really worth the money (49 DM). But I recommend buying DISKUS, because HDDRIVER is delivered together with this programmme!
Maybe UWE SEIMET, the author of this programme knows an address in Sweden where to get it.
Hello UWE, can you hear me?!

If he can't, email me and I will send you some addresses in Germany where to get it. Unfortunately, I don't know, whether it's existing an English version of this programme or not.
Daniel

daniel@ollom.prima.ruhr.de

4795. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5zXdsUYLDhB@ollom.prima.ruhr.de>
Source record: 23514

> The Magnum fits into the original case and takes one PS/2 SIMM with 4 or
> 8 Megs which is added to your existing 1 or 4 MB of RAM. The FX needs 4
> 30-pin standard SIMMs (1MB or 4MB) and needs modifications on the
> shielding to fit into the computer.
>
Blow up is going to develop an adapter to plug in PS/2 SIMMS into their FX-
card.

4796. Re: 50 Mhz for DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5zXdrvj5DhB@ollom.prima.ruhr.de>
Source record: 23515

Hi!
> : Does somebody know how to speed up the DSP of a FALCON to 50 Mhz or more?
> : Someone told me that it should be easy... some clockchips or less?!
> : Daniel
>
> FX card is the way to go, IMHO... It's cheap and very powerful.
> 50 MHz DSP (among other nice things) works fine there.
Well, I have an AFTERBURNER 040 installed, so I have no need for the BLOW-
UP FX-Card (and it won't work anyway...) ;-)
But if I havn't faster stuff, I would buy the FX-Card!
So is there anybody out there owning an explanation for a 50Mhz speeder
for DSP without BLOW-UP-FX-Card?

4797. Re: OKI Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5zXdsFaqDhB@ollom.prima.ruhr.de>
Source record: 23516

c>> Can anyone explain why these files are crap?. Also, is there an
> LZH
c>> (un)packer that does the job better than
> LHARCENG?.
>
> This is all very unfortunate :(What version is LHARCENG? I use 3.10 and
> have never had it refuse to unpack. Are you sure it is not your downloads
> going wrong? Do you use an error correcting
> method?

c>> I guess I could also be asking why people don't just ZIP
> everything.
c>> I have NEVER seen a corrupt ZIP
> file
>
> Hmm... I have! I don't think compression method is your
> trouble.
Maybe you have SCSI-drives and a Falcon and not patched your computer?
Then there can be corrupted LZH (and other) files.

4798. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DJBusu.1zp@dk3uz.hanse.de>
Source record: 23517

martinna@cf.ac.uk (neil martin) writes:

>BorekLupomesky wrote:
>: In <818027870_OASIS_@yr-ynys.demon.co.uk> Neil Martin wrote:

>: > However I'm stuck trying to get a unix terminal to appear (no problems

>: What you mean by 'unix terminal to appear'?

>Sorry - not the best wording in the world. I can get gem to appear on my
>screen but I can't get the unix command line prompt. Am I missing
>something really simple?

Umh, how about starting a shell?

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

4799. one scsi for all?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Arco <arcovang@caiw.nl>
Message-ID: <30CA672F.4891@caiw.nl>
Source record: 23518

Hello, I use several atari's at the smae time but everytime I need
something it's on the other.
I have an external scsi drive and I use a ST with ICD host adaptor (ID
6?) an a Falcon (ID7) can I connect both Computers to the same drive and
If that works, can I communicate via scsi?

Greetings, Arco. (Goof of the Giants, IF we still excist...)
arcovang@caiw.nl

4800. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-09 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951209145525.13950C-100000@iris.amp.uni-hannover.de>
Source record: 23519

On Sat, 9 Dec 1995, neil martin wrote:

> BorekLupomesky wrote:
> : In <818027870_OASIS_@yr-ynys.demon.co.uk> Neil Martin wrote:
>
> : > However I'm stuck trying to get a unix terminal to appear (no problems
>
> : What you mean by 'unix terminal to appear'?
>
> Sorry - not the best wording in the world. I can get gem to appear on my
> screen but I can't get the unix command line prompt. Am I missing
> something really simple?
>
That's perfectly right. With just Unix you don't have a command line
prompt either. It's the shell that gives you the prompt and the
capability of executing commands. Get a shell from the net and start it
and you'll have a command line prompt (the most common Unix shells are
available : sh, ash, bash, tcsh ...), make sure you got a MiNT aware
version of the shell. If you really wanna get work done, however, you
gotta do some configuring - quite a lot of work.

But you can download a ready to use Unix like setup based on MiNT, just
ftp KGMD (that means Knarfs German Mint Distribution). Put it on your HD
and you feel like you're working with a Unix maschine. There are a couple
of different packages you can choose to install, depending on the HD
space you want to commit. Have at least 40 MB for the full package (that
is the basics (always needed), the compiler (gnu-c), the net package (for
internetworking), the manual pages, the X11 (X Window V11R5) - did I
forget one ?
Forget the X package unless you own a faster maschine (Falcon or TT
or upgraded ST) with at least 4 MB RAM (better more). Also with 640x400
screen size X doesn't make much sense.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4801. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4aefm2$hic@news.iesd.auc.dk>
Source record: 23520
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>, hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
>
> Hi,
>
> I read something about MultiTOS II.
> Does anyone know when Atari will release it?
>
Never. Go for MagiC 4 or Geneva instead.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4802. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLKIBEBIUP@cabal.shnet.org>
Source record: 23521
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In <4ac3eu$lvh@infa.central.susx.ac.uk> James Cox wrote:
>Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
>: It is also said, that C-Lab are working on TOS 5.0, but until sth. is
>: shown, one can't say anything about this; as NAES and Magic4 prove are
>: good quality work, there is no need for TOS 5.0.
>
>I though TOS 5 has got things like list boxes, toolbars in windows, file
>selector that supports long filenames etc etc.. Does NAES have any of these?

I own Freedom, so I don't need another File Selector with these features,
e.g..

I don't know about the other features of N.AES yet, though.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4803. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4aefpq$ib8@osiris.wu-wien.ac.at>
Source record: 23522
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

James Cox (jamesco@cogs.susx.ac.uk) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: : It is also said, that C-Lab are working on TOS 5.0, but until sth. is
: : shown, one can't say anything about this; as NAES and Magic4 prove are
: : good quality work, there is no need for TOS 5.0.

: I though TOS 5 has got things like list boxes, toolbars in windows, file
: selector that supports long filenames etc etc.. Does NAES have any of these?

Yep! N AES is fully AES 4.1 compatible, the last unreleased version of
Ataris AES; the file selector in AES is, however, a very simple one, and
the package inckludes and alternative fileselector (with all the features
you might want, including long file names).
NAEs has also improvements such as the ability to switch the menubar off.
Magic4.0 has also lots of AES imorpvemnets such as an enormously improved
file selector boy, the ability to put dialogs in windows and an
integrated font selector for GDOS that can be used by applications like
the file selector.

Regards,

Alfred

4804. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <4ade61$seg@bundy.mdk.se>
Source record: 23523

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

: : The best way to upgrade the Falcon is by bying a TT-RAM card like the
: : Magnum or the FX-Card, since TT-Ram makes the Falcon run (at least 75 %)
: : faster than with the normal (and outdated) wing-type upgrades. The MAGNUM
: : supports 72-pinn simms and can be fitted with either 4 MB or 8 MB, which
: : gives 8 or 12 MB respectively.

: : The FX-card takes 30-pinn simms and can take 2, 4, 8 or 10 MB, which
: : gives 6, 8, 12 or 14 MB RAM respectively.

: Where can I get the above cards from?

I am also very interested, especially in the Magnum card as it can take
72pin SIMMs.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

4805. Re: Q: Attaching a Mega keyboard to a 1040 STfm, how to ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: ae@yin.kuai.se
Message-ID: <4afe7k$gmd@bundy.mdk.se>
Source record: 23524

Leen Kievit (L.A.Kievit@kub.nl) wrote:
: Recently I bought a new (!) 1040 STfm, very cheaply, and it works fine.
: Howvere, I don't like the keyboard, and as I happen to have a Mega ST
: keyboard lying around, I was wondering if anyone could tell me how to
: connect this to the STfm... (heh, soldering etc. is no problem)

I've got complete explanations how to do this, in GIF format.
Email me if you want to have a copy.

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

4806. Disk format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: erangrnt@actcom.co.il
Message-ID: <DJE5q3.AoH@actcom.co.il>
Source record: 23525

Hi,
I would like to know how to save a MIDI file in an Atari computer using DOS format, to READ and USE that disk in an IBM PC compatible computer.
Anyone know can I do this?

4807. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: mathis@clark.edu
Message-ID: <4ae9dg$5dh@cis.clark.edu>
Source record: 23526

Hallvard Tangeraas (hallvart@sn.no) wrote:

> I recently downloaded several .lzh files via "lynx" since I feel the
> web browser interface (even though it's just text based) is quicker to
> use than the usual FTP.
>
> I tried getting the same files again, from the same source with FTP
> and they worked!!! Don't ask me why it didn't work via lynx.

Probably because Lynx [dunno if it's actually Lynx's fault] doesn't
recognize LHarc as a valid compression scheme. Look at the file types in
the listing at Hensa or someplace. Zip, Zoo, etc., appear as they
should, but LZH files are keyed as "text/plain"... Don't ask me why there
is no LHarc on this or other Unix systems.

[I wish there was! STZip used to be a nice program, but I tired of
fighting with its insistence on displaying text from an archive at 16pts
even in ST-Medium resolution. Not to mention, it's clueless about
archives in/not in directories, so you have to keep fiddling with a
switch to keep it from storing your 500-file archive three folders deep. ;]

--
------------ /\/\ --- Because this is a junior college, --- /\/\ ------------
----------- / \ -- I'm only allowed a two-line .sig. -- / \ -----------

4808. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-10 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <6498_hsideras@mettav.demon.co.uk>
Source record: 23527

Hi Christer, on 08 Dec 95 you wrote:

d> Organization: Chalmers University of Technology
d>
d> Oliver Beyer <Oliver@ollom.prima.ruhr.de> wrote:
>> Use HDDRIVER it's a lot faster.
>>
d> Where can I find HDDriver? Is it commercial?

It's commercial. Tom at the Falcon Pro Centre in Sweden ought to be able to
sort you out.

regards * Internet: sidcelery@cix.compulink.co.uk *
##*#*#*#* # hsideras@mettav.demon.co.uk #
Harry S # * also: 100:1011/143.0@turbonet.ftn *
##*#*#*#* # 2:254/108.16@fidonet.org #
* 90:102/143.0@nest.ftn *

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

4809. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.818671696@aix8.rhrk.uni-kl.de>
Source record: 23391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

mbecroft@iconz.co.nz (Mario Becroft) writes:

>I have just tried to boot from two different Quantum Fireball 1080 SCSI
>hard drives.

The Atari can't boot from Fireball drives at all. This is not a driver problem but a TOS problem. The Fireball requires initiator identification, i. e. the TT must have a SCSI ID of its own to communicate with this drive. TOS doesn't support initiator identification. Hard disk drivers that support bus arbitration (HuSHI, HDDRIVER) also support initiator identification and so you need one of these drivers for the Fireball. But even with these drivers you won't be able to boot from this drive because the very first sector is always read by TOS directly.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
****

4810. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithDJG468.66J@netcom.com>
Source record: 23392
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4ahi2v$nci@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>In <4a9ein$f1r@btmpjg.god.bel.alcatel.be> hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
>>I read something about MultiTOS II.
>>Does anyone know when Atari will release it?

>I bet you read that in the ACN mag. I've seen it too - it looks
>suspiciously much like they've got a copy of AES 4.1.

>PPS. Julian Reschke, are you reading this? Your name was mentioned in
>that article as `one of the advisors' of Atari's programming team
>making MultiTOS II, which allegedly had Eric Smith and Bill Rehbock
>(or that other famous Atarian) in it. How much is true of that?

It does indeed sound like ACN is describing AES 4.1, which is pretty old news. Julian certainly gave us good advice about that, and Bill Rehbock and I were among the people at Atari who worked on it.

Since neither Bill nor I are currently working for Atari, you may safely assume that ACN's information is out of date. I do not know what plans, if any, Atari may have for AES 4.1.

(I've set followups to comp.sys.atari.st, since I don't read .advocacy and the topic doesn't quite seem to fit in .tech.)
--
Eric R. Smith
ersmith@netcom.com

4811. Re: Cartridge port HW help sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: hofman@nlev03.uni-paderborn.de
Message-ID: <4ahg5n$jmi@btmpjg.god.bel.alcatel.be>
Source record: 23393

In article <4ahcb8$qc1@erinews.ericsson.se>, etxzayl@cate1.ericsson.se (Johan Zeylon IN/SA/BIB) writes:
>>Hi.

Same to you!

>>A friend asked me to build some hardware for his cartridge port.

Oh!

>>All signals seems to be straight-forward, EXCEPT ROM3 and ROM4.
>>What do these signals do? I think it's some sort of OE signal, but
>>how are they coded? Binary for 4 possibilities or just to select
>>one bank each? And how are the banks sized and placed?

The cartridge port has been designed for ROM cartridges.
There can be 2 ROM banks on a cartridge of 64K each.
One starting at address FA0000. This one is selected with the ROM3 signal.
The other one starting at FB0000, selected with the ROM4 signal.

>>
>>/Johan
>>

Regards, Peter

4812. Re: FIST FTN/Demon Gateway Message.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: ekl@SDF.LONESTAR.ORG
Message-ID: <DJEn7z.DAM@SDF.LONESTAR.ORG>
Source record: 23394

In article <4446rcain@nest.demon.co.uk>,
>To operate at DCE of 28.8K you only need a DTE of 38400 - anything higher
>will be wasted as the modem will just interrupt to dataflow to keep pace
>with the
>DCE.

Actually, if your computer is fast enough, 57.6 and higher will make you
go even faster because of compression. The rule of thumb is to make the
DTE 4 times as fast as the DCE ... I'd like to go twice as fast.

>I have done the simple serial mod using the 4040 chip (raises DTE to
>38400). Using HSMODEM I get throughput of 3270bps at
>28.8K.

This mod is the one that makes all your speeds double what the OS thinks
they are right? I'd rather not.

Do you have docs on the ST_ESCC mod? I also want to network with another
machine, so ST_ESCC will give me two high speed buffered serial ports.
If I can get the hardware layout. The author of HSMODM designed it.

38.4 is considered the bare minimum for 14.4 - especially for plain text
data. I've heard you can actually see the difference on-screen between
38.4 and 57.6 with plain text screens because of compression (of course this
was a DOS user with a fast DOS text screen - vconsoles should be able to
keep up with it).

4813. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4ahi2v$nci@studs.sci.kun.nl>
Source record: 23528
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In <4a9ein$f1r@btmpjg.god.bel.alcatel.be> hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:

>I read something about MultiTOS II.
>Does anyone know when Atari will release it?

I bet you read that in the ACN mag. I've seen it too - it looks suspiciously much like they've got a copy of AES 4.1. All the features they mention are in that. AES 4.1 is, however, not completely bug-free (and not `completely legally' available...) but there is now N.AES, fully compatible with it, and (hopefully) soon XaAES by Craig Graham, which will be published under GPL. (How's it going, Craig?) I will probably get them both.

PS. don't believe everything ACN says. There are often blatant errors and nonsense in their reviews.

PPS. Julian Reschke, are you reading this? Your name was mentioned in that article as `one of the advisors' of Atari's programming team making MultiTOS II, which allegedly had Eric Smith and Bill Rehbock (or that other famous Atarian) in it. How much is true of that?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4814. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: davidw@rd.bbc.co.uk
Message-ID: <4ah7n2$ss@bbcnews.rd.bbc.co.uk>
Source record: 23529
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: James Cox (jamesco@cogs.susx.ac.uk) wrote:
: : Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
:
: : I though TOS 5 has got things like list boxes, toolbars in windows, file
: : selector that supports long filenames etc etc.. Does NAES have any of these?
:
: Yep! N AES is fully AES 4.1 compatible.../*snip*/

So ... where can I get it from (an ENGLISH version!).

-David White

//standard disclaimer//
```

4815. Re: gnu c++ problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951211132741.20079A@iris.amp.uni-hannover.de>
Source record: 23530
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 5 Dec 1995, Patrick Peter wrote:

>
> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
> and have some problems.
>
> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
> when i start vi in the tcsh then i cannot move the cursor with the
> cursorkeys. Does anybody know why this doesn't work?
>
Originally, vi does not know THE cursor keys. vi uses other keys for
this purpose (space for cursor right, or CTRL-P for cursor up. I believe
this can be configured.

> 2. after the installation of gnu c++ i wrote a test programm hello.cc with
> one includefile and one output line. when i try to compile this i will
> get a message similar to this: "virtual memory exhausted".
> after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
> that not enough or is there an error in my installation?
>
2 MB might be a little tight for GNU C. Try to run TCSH without the
TOSWIN or even use a smaller shell (tcsh is rather larger).

> if it's not possible to use gnu c++, is there another c++ available for
> the falcon?
>
AFAIK there is no other C++ running on Ataris.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4816. Cartridge port HW help sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: etxzayl@cate1.ericsson.se
Message-ID: <4ahcb8$qc1@erinews.ericsson.se>
Source record: 23531

Hi.
A friend asked me to build some hardware for his cartridge port.
All signals seems to be straight-forward, EXCEPT ROM3 and ROM4.
What do these signals do? I think it's some sort of OE signal, but
how are they coded? Binary for 4 possibilities or just to select
one bank each? And how are the banks sized and placed?

/Johan

4817. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <30CC647C.41C67EA6@cs.man.ac.uk>
Source record: 23532

Rod McCall wrote:
>
> Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
> : In article <4a4lkv$21ut@nic.smsu.edu>, jsd617s@cnas.smsu.edu (Dannelley Joel S)
writes:
>
> : The best way to upgrade the Falcon is by bying a TT-RAM card like the Magnum or the
> : FX-Card, since TT-Ram makes the Falcon run (at least 75 %) faster than with
> : the normal (and outdated) wing-type upgrades. The MAGNUM supports 72-pinn simms and
> : can be fitted with either 4 MB or 8 MB, which gives 8 or 12 MB respectively.
>
> : The FX-card takes 30-pinn simms and can take 2, 4, 8 or 10 MB, which gives 6, 8, 12
> : or 14 MB RAM respectively.
>
> Where can I get the above cards from?

Dunno about the Magnum.

(your in UK, right?) However, as I am (very seriously) thinking about getting the FX card I have been ringing around. Gasteiner said that they had had some, but they'd sold out... I think System Solutions have them, but as they dont seem to bother answering the phone I dont know yet (I waited 10 minutes this morning for them to pick up the phone... and they still didn't answer).

If anyone knows anywhere that has some (in the UK), I'm interested...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

4818. Junior Office 3.04

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <4ahjhb$8cc_001@leeds.ac.uk>
Source record: 23533

I've got hold of this at last. So I've spent 4 days trying to get it to work with a Supra 144LC fax/modem (Class 1). Got all the files in the right places according to the docs, standard setup on C: drive. Did a simple plain ASCII file for testing (about 30 words). The modem lights go: 'off hook' the dialogue says 'initialising modem', then 'dialing', then the lights go 'Fax' and 'CD', the dialogue says 'answering'. And that's it. I watch for 'SD' and 'RD' lights but they don't show. Nothing else happens. A couple of times the dialogue said 'initialising modem' and 'dialing' again, but it was clearly already connected and just hogging the line.

When I get in to work the first place I check is the (target) fax machine but there is nothing there. Not even a 'failed' entry in the log. Or a screechy message in the answerphone memory. That machine is a BT DF200 fax-phone-answermachine.

Anybody else using a Supra 144LC out there. If it's working please get in touch I should add that I know other Atari users who are plenty happy with the package which is nice, since I downloaded it for them :) But they have Fax Class 2 modems, which seems to make things easier for them :(

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician tel.0113 2332647

"If it doesn't work the first time - use a BIGGER hammer"

4819. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: martinna@cf.ac.uk
Message-ID: <DJFzzy.Cnr@cf.ac.uk>
Source record: 23534

Edmund H. Ramm (ehramm@dk3uz.hanse.de) wrote:
: martinna@cf.ac.uk (neil martin) writes:

: >Sorry - not the best wording in the world. I can get gem to appear on my
: >screen but I can't get the unix command line prompt. Am I missing
: >something really simple?

: Umh, how about starting a shell?

Please go on...

I've got several shells with the distribution. I would probably choose
tch (the C shell clone) because that's what I'm used to on unix systems
BUT the shells are all .TTP - what parameters should I put on the command
line?

Many thanks

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==-==-==-==-==-==-==-==-==-==-==-==

4820. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <4ahs84$p8g@m1.cs.man.ac.uk>
Source record: 23535

In article <30CC647C.41C67EA6@cs.man.ac.uk>, Anthony Jacques <jacquesa@cs.man.ac.uk> writes:
> > Where can I get the above cards from?
>
> Dunno about the Magnum.
>
> (your in UK, right?) However, as I am (very seriously) thinking about getting the FX
> card I have been ringing around. Gasteiner said that they had had some, but they'd sold
> out... I think System Solutions have them, but as they dont seem to bother answering the
> phone I dont know yet (I waited 10 minutes this morning for them to pick up the phone...
> and they still didn't answer).

That was pretty silly. Perhaps you should have called at a slightly later time than 9 in the morning! Certainly I wouldn't hang on for *10* minutes! Although I understand the urge :)

All things considered, however, System Solutions (esp. London branch, nice place that East Dulwich is...) are pretty crap at answering the phone. I must add that when they do though they are extremely courteous and knowledgeable. Likewise if you meet them in person.

S.Lai

4821. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <4ahreu$rrc@lyra.csx.cam.ac.uk>
Source record: 23536

In article 41C67EA6@cs.man.ac.uk, Anthony Jacques <jacquesa@cs.man.ac.uk> writes:
>Rod McCall wrote:
>> Where can I get the above cards from?
>
>Dunno about the Magnum.
>
>(your in UK, right?) However, as I am (very seriously) thinking about getting the FX
>card I have been ringing around. Gasteiner said that they had had some, but they'd
>sold out... I think System Solutions have them, but as they dont seem to bother
>answering the phone I dont know yet (I waited 10 minutes this morning for them to pick
>up the phone...
>and they still didn't answer).

I have this problem too. In fact I would have bought my Jaguar, CatBox and games from
them if they had answered....
Apart from that, they seem to be pretty good (they did answer when I bought my
Lighthouse tower :-))

>If anyone knows anywhere that has some (in the UK), I'm interested...

Me too.
Prices and whether it possible to install it without soldering, as I have never
done any soldering before.

Phil
[E-mail pd@mole.bio.cam.ac.uk]

4822. Re: NVDI 3 help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <818668634_OASIS_@swampdog.demon.co.uk>
Source record: 23537

In article <4agktj$vlk@news.pacifier.com>
michaelk@pacifier.com (Michael Kelsey) said:-

>My C drive crashed so I reloaded all via DB3 and everything works
>except NVDI 3 won't load. Instead I get the message that zero off-
>screen drivers were found and that the mono screen driver could not
>be found..
>
>any one know what this means and what do i need to put where????

A missing, corrupt or badly set up ASSIGN.SYS can produce the "zero
off-screen drivers" message.

--

Guy Harrison

guy@swampdog.demon.co.uk

4823. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <818722191.20293@grasper.demon.co.uk>
Source record: 23538

On Sat, 9 Dec 1995 02:43:04 GMT ,Twas none other than neil martin who did state ....
> BorekLupomesky wrote:
> : In <818027870_OASIS_@yr-ynys.demon.co.uk> Neil Martin wrote:

> : > However I'm stuck trying to get a unix terminal to appear (no problems

> : What you mean by 'unix terminal to appear'?

> Sorry - not the best wording in the world. I can get gem to appear on my
> screen but I can't get the unix command line prompt. Am I missing
> something really simple?

yes you have to run the login shell of choice . If you do not want GEM to start
then specify it in your MiNT.CNF file ..replace GEM=GEM.SYS with INIT=/dev/f/bin/sh
or whatever ..

If you want to continue to boot gem then get a hold of TOSWIN 1.4 and install that
then configure that to start sh as a default and you will get the command line shell
in a GEM window. Thats how I did it very succesfully for ages , but becuse you start
gem you cannot run init and run a multi user system , but you can run multiple windows
of course .

--
---- Atari Falcon030(32) Linux68K site ----
Graham Irvine : graham@grasper.demon.co.uk

4824. NVDI 3 help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <4agktj$vlk@news.pacifier.com>
Source record: 23539

My C drive crashed so I reloaded all via DB3 and everything works except NVDI 3 won't load. Instead I get the message that zero off-screen drivers were found and that the mono screen driver could not be found..

any one know what this means and what do i need to put where????

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

4825. Mega STE & tos 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-11 00:00:00 UTC
From: lavigne bruno <blavigne>
Message-ID: <4aglbg$hu0@cicg-communication.grenet.fr>
Source record: 23540

I have an Mega with 27c010 eeprom with switchs 201 202 203
which are in 12 23 12 positions.
My new 2.06 is an eeprom ref 27c1001:Anybody knows which jumpers i should
change?
Thanks for the future answers.
--
"L'important n'est pas ce que l'ordinateur peut faire,
mais ce que vous pouvez en faire..."
(publicite Apple)

"Une bouffee de desespoir existentiel m'envahit.La vie
m'apparait soudain plus vaine et la fraternite humaine plus
improbable" ou la vie d'un utilisateur occasionnel de Windaube 95.
(auteur : Pierre Desproges)

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"-._ ___ ~"-,_7 .Z-._ 7" Y ; \ _
/"
```

4826. Atari 1040ST for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-12 00:00:00 UTC
From: Chris Gullette <cjg48647@pegasus.cc.ucf.edu>
Message-ID: <4aj8cf$537@news.cc.ucf.edu>
Source record: 23395
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

I have a system that I would like to sell, preferably as a whole, but I
will break it up if necessary. I have:

Atari 1040ST, 1 meg, mouse
Atari SC1224 color monitor with stand
Atari SX212 1200bps modem (blazing speed, eh?)
Atari SF354 single-sided external floppy drive
Gemini 8-pin dot matrix printer
All necessary cables and adapters

Everything is working 100% and in the original boxes. Make me an offer:
this thing is gathering dust in my closet, and I want to get rid of it.
Payment and shipping arrangements will be made when we make a deal.

If you reply to chris@flowerslabs.com, you'll get a slightly faster
response than from cjg48647@pegasus.cc.ucf.edu.

Chris Gullette (chris@flowerslabs.com/cjg48647@pegasus.cc.ucf.edu)

4827. Broken Falcon mother board?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-12 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <4akcls$2kj@lyra.csx.cam.ac.uk>
Source record: 23396
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Help!

A long time ago, I posted about the problems my falcon was having.
Well, I have finally got round to getting it fixed and put into a tower case.

The symptoms

At first, on booting, the display would be corrupted (various multicolour pixels appearing all over the place). This got progressively worse and eventually it would hang up.
Then it died. Turning on the power would just make the PSU buzz and nothing else.

The diagnosis

So, I thought I needed a new PSU. I have just had the old one checked by our computing department and they say it's fine.
This (presumably) means it is a more serious problem, probably on the mother board itself.

They did suggest removing all floppies and hard disks one at a time and seeing if that made any difference.
I will try this today, but I am not too hopeful.

Does anyone know what may be wrong?

Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]

4828. Midi files from Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-12 00:00:00 UTC
From: elad granot <elod@math.tau.ac.il>
Message-ID: <Pine.SUN.3.91.951212012721.27534D-100000@lune.math.tau.ac.il>
Source record: 23397

hi there,
my name is elad, and i know nothing about Atari (except the TV-game...).

I have a musician friend who works with ATARI 1024, and uses a
proffessional MIDI application (called CILAB).

I own a pc computer, and want to transfer midi files from my friend, but
my drive won't accept an Atari formatted disk (3.5").

Is there a way to transfer the disk to DOS ??
Can my friend save his files on the ATARI at a format that will be
acceptable by my pc ??

4829. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJGs5t.9o5@ridgecrest.ca.us>
Source record: 23398

rincewind@discworld.oche.de (Michael Schwingen) wrote:
>Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
>
>MG>in the U.S. The "Wing" is said to be buggy. Wizztronics makes
>MG>a Ram Card which takes either a 4 or 16 meg 72 pin simm for $90.00.
>MG>This is probably the best way to go if you haven't purchased any
>MG>simms as of yet.
>
>There are two german RAM cards that add FastRAM to a falcon - the MAGNUM
>made by Perfect Link in Aachen, and the FX (which includes a processor
>speeder and screen resolution as well, but is more expensive) by BlowUp.
>
>The Magnum fits into the original case and takes one PS/2 SIMM with 4 or
>8 Megs which is added to your existing 1 or 4 MB of RAM. The FX needs 4
>30-pin standard SIMMs (1MB or 4MB) and needs modifications on the
>shielding to fit into the computer.
>
>Especially when running high-res, colour resolutions, the FastRAM can
>be more than double as fast as the standard falcon RAM.
>
>cu
>Michael
>--
>Michael Schwingen - Ahornstra=DFe 36 - 52074 Aachen -
Germany
>Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC:
Rincewind
>Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails
>100K
>
Yes, Fast Ram is nice, all 32megs on my Mighty Sonic/14meg ST :)
(it works now by the way,32mhz, DSP, SCSI all ok).

Mike

4830. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-12 00:00:00 UTC
From: c4sy@dmu.ac.uk
Message-ID: <4ajvda$m0k@macondo.dmu.ac.uk>
Source record: 23399

In article <30CC647C.41C67EA6@cs.man.ac.uk>, Anthony Jacques
<jacquesa@cs.man.ac.uk> writes:
> Rod McCall wrote:
> >
> > Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
> > : In article <4a4lkv$21ut@nic.smsu.edu>, jsd617s@cnas.smsu.edu (Dannelley
> Joel S) writes:
> >
> > : The best way to upgrade the Falcon is by bying a TT-RAM card like the
> Magnum or the
> > : FX-Card, since TT-Ram makes the Falcon run (at least 75 %) faster than
> with
> > : the normal (and outdated) wing-type upgrades. The MAGNUM supports 72-pinn
> simms and
> > : can be fitted with either 4 MB or 8 MB, which gives 8 or 12 MB
> respectively.
> >
> > : The FX-card takes 30-pinn simms and can take 2, 4, 8 or 10 MB, which gives
> 6, 8, 12
> > : or 14 MB RAM respectively.
> >
> > Where can I get the above cards from?
>
> Dunno about the Magnum.
>
> (your in UK, right?) However, as I am (very seriously) thinking about getting
> the FX
> card I have been ringing around. Gasteiner said that they had had some, but
> they'd sold
> out... I think System Solutions have them, but as they dont seem to bother
> answering the
> phone I dont know yet (I waited 10 minutes this morning for them to pick up
> the phone...
> and they still didn't answer).
>
> If anyone knows anywhere that has some (in the UK), I'm interested...
>
> Anthony

System Solutions at the recent Atari World shows had a Falcon setup running the
FX card. Quite impressive ...
It will be available early January.

If you don't require TT-RAM just yet CyberSTrider will be distributing the Speed
UP card ...

This one looks good as well - particularly the price !
It clocks up everything - the Bus, DSP, CPU, FPU and VIDEL for higher rez's ...

Should be available shortly aswell in the UK ...

--
Simon Yardley, Leicester, UK

Internet: c4sy@dmu.ac.uk
URL: http://www.cms.dmu.ac.uk/~c4sy/ *Have a peek !*

4831. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-12 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <30CD4FE5.41C67EA6@cs.man.ac.uk>
Source record: 23400

S94 wrote:
>
> In article <30CC647C.41C67EA6@cs.man.ac.uk>, Anthony Jacques <jacquesa@cs.man.ac.uk>
writes:
> > > Where can I get the above cards from?
> >
> > Dunno about the Magnum.
> >
> > (your in UK, right?) However, as I am (very seriously) thinking about getting the FX
> > card I have been ringing around. Gasteiner said that they had had some, but they'd sold
> > out... I think System Solutions have them, but as they dont seem to bother answering
the
> > phone I dont know yet (I waited 10 minutes this morning for them to pick up the
phone...
> > and they still didn't answer).
>
> That was pretty silly. Perhaps you should have called at a slightly later time than 9
> in the morning! Certainly I wouldn't hang on for *10* minutes! Although I understand the
> urge :)

It was slightly latter than 9 (I rung off at 20 past). As it is during their opening times, I would have expected that they would answer the phone. The reason I hung on for 10 minutes was because I know from past experience that they are auful at answering the phone...

> All things considered, however, System Solutions (esp. London branch, nice place that
> East Dulwich is...) are pretty crap at answering the phone. I must add that when they
> do though they are extremely courteous and knowledgeable. Likewise if you meet them in
> person.

Thats all very well, but unless you live near them, its not much use if they dont bother to answer the phone!

(no bias there about East Dulwich? :-))

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

4832. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-12 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4ak3jr$eaq@studs.sci.kun.nl>
Source record: 23401

In <DJFzzy.Cnr@cf.ac.uk> martinna@cf.ac.uk (neil martin) writes:

>BUT the shells are all .TTP - what parameters should I put on the command
>line?

Nothing. It works fine with the default settings, mostly.
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4833. HD probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: jcleger@anh.matups.fr
Message-ID: <30CEE79E.5F8C@anh.matups.fr>
Source record: 23402

Hi,

I have just bought a Conner 1 Go HD in order to use linux on my
falcon.
TOS doesn't have any pb with the drive but linux locks up and I can't
understand why. Could someone give me hints or solutions ?

Thanks

JC

4834. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <4ambet$ceo@epsilon.qmw.ac.uk>
Source record: 23403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On molin@cxc1.cl.msu.edu, Michael Olin (molin@cxc1.cl.msu.edu) typed away:
: Szymon Stasik <stasik@bull.mimuw.edu.pl> writes:
: >> : > Does anyone know if it is compatible with Cubase Audio?
: >> : Yes it is.
: >> I heard from someone that the price were only 300 zloty, is that correct?
: >It was a price for a beta (a little buggy) release (300 zloty = 130$). The
: >price for public release with some new gadgets shoudn't exceed 160$.
: Can one of you post the e-mail address of the author, or specs and ordering
: info?

More info to come soon. Sven Bornemark (Sweden) and I (UK) are looking
into distributing/selling it. We are hoping to sell it for a price
below 140 UKP.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4835. Problem with ST Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: mannimix@terraport.net
Message-ID: <4al6e8$96c@archangel.terraport.net>
Source record: 23404

Hi, I wanted to know if anybody out there has a solution to my problem. I have a MEGAST, with an ICD micro host card. This card enables me to mount a hard drive in my computer. I installed this card with the hard drive and it worked perfectly. I recently had a problem with it and the hard drive. I can no longer access the hard drive. I bought a new micro host card and installed it. This didn't work. I reformatted my drive, with the ICD software. There was no problem, I partitioned the drive adn installed it onto the desktop. When the ICD software restarts the machine, I load the HD icaon onto the screen run the boot software and the computer will not recognize the drive. I thought that there may be a problem with the DMA chip. So, I tried to make a ram drive and install it onto the desktop. The machine sis the same thing, it configured the drive, restarted the machineand would not recognize the ramdrive icon on the desktop. I'm out of ideas as to whats wrong with my machine. Anybody out there have any ideas?

Thanks

4836. MiNT on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: needhadp@leeds.ac.uk
Message-ID: <1995Dec13.185003.25452@leeds.ac.uk>
Source record: 23405

Does anyone know a good way of setting up MiNT on a falcon? If possible as an extension to MultiTOS? I have tried the 'MiNT Distribution Kit', downloaded from hensa but the setup program just crashes out each time I run it. Can anyone help?

4837. ST on a Mac ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: singer8794@aol.com
Message-ID: <4anqi7$m5c@newsbf02.news.aol.com>
Source record: 23406

Is there any way to run programs from an Atari ST on my Mac Performa 575 ?
How about reading text files ?

Thanks,
Jeff Singer

Singer8794 @ AOL.com

4838. Re: Connect PC HARDDISK to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: "Dr. Christoph Wawrosch" <Christoph.Wawrosch@univie.ac.at>
Message-ID: <4an61p$13fg@ftp.univie.ac.at>
Source record: 23407

pfuhl@rrzn-nis.uni-hannover.de (Wolfgang Pfuhl) wrote:
>I got an ST2 without Harddisk some days ago. Because i doesn't
>know anything about Atari, i need some Informations to find
>out if it's possible to use it in the way i want. My first
>and biggest wish is to connect a PC Harddisk, because i think
>that this might be a low cost solution, for which i am looking
>for (the ST wasn't really expensive).
>Does anybody knows about Hardware solutions? Are there other
>possibilities to upgrade the ST2 with low costs (Memory etc)?
>I would be really happy about Titles of good technical Literature,
>too.
>If you have any ideas, then send me an E-Mail. If there is some
>resonnance, i will post it.
>
>P.S.: I have enough experiences in building electrical circuits,
> and i am able to program. too.
>
> pfuhl@rrzn.uni-hannover.de
>
>

May I join this request, too! And:
is it possible to replace the original hard disk in the Megafile 30 with a
1. larger 2. faster drive??

chris
christoph.wawrosch@univie.ac.at

4839. Connect PC HARDDISK to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: pfuhl@rrzn-nis.uni-hannover.de
Message-ID: <4amfe7$mib@newsserver.rrzn.uni-hannover.de>
Source record: 23408

I got an ST2 without Harddisk some days ago. Because i doesn't
know anything about Atari, i need some Informations to find
out if it's possible to use it in the way i want. My first
and biggest wish is to connect a PC Harddisk, because i think
that this might be a low cost solution, for which i am looking
for (the ST wasn't really expensive).
Does anybody knows about Hardware solutions? Are there other
possibilities to upgrade the ST2 with low costs (Memory etc)?
I would be really happy about Titles of good technical Literature,
too.
If you have any ideas, then send me an E-Mail. If there is some
resonnance, i will post it.

P.S.: I have enough experiences in building electrical circuits,
and i am able to program. too.

pfuhl@rrzn.uni-hannover.de

4840. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4amuj2$fgl@osiris.wu-wien.ac.at>
Source record: 23409
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

David White (davidw@rd.bbc.co.uk) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: : James Cox (jamesco@cogs.susx.ac.uk) wrote:
: : : Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: :
: : : I though TOS 5 has got things like list boxes, toolbars in windows, file
: : : selector that supports long filenames etc etc.. Does NAES have any of these?
: :
: : Yep! N AES is fully AES 4.1 compatible.../*snip*/

: So ... where can I get it from (an ENGLISH version!).

Donno about the English Version; the German version is distributed by
Overscan, Berlin.

: -David White

: //standard disclaimer//

4841. HS Modem 6

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <4anebb$66c@news.pacifier.com>
Source record: 23410

where can I find this program: HS Modem 6

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

4842. RS232 baud rate

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: ptaylor@udcf.gla.ac.uk
Message-ID: <DJJG3y.3H7@udcf.gla.ac.uk>
Source record: 23411

I would like to read the current baud rate setting of the serial port
on my 1040STE. I don't know how to do this - I can read the control
register and counter for D in the MFP, but not the timer?
But there must be a way, because Control Panel can do it...

TTFN, Philip Taylor

4843. Re: MinT and unix

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DJJGM6.1LG@dk3uz.hanse.de>
Source record: 23412

martinna@cf.ac.uk (neil martin) writes:

>Edmund H. Ramm (ehramm@dk3uz.hanse.de) wrote:
>: martinna@cf.ac.uk (neil martin) writes:

>: >Sorry - not the best wording in the world. I can get gem to appear on my
>: >screen but I can't get the unix command line prompt. Am I missing
>: >something really simple?

>: Umh, how about starting a shell?

>Please go on...

>I've got several shells with the distribution. I would probably choose
>tch (the C shell clone) because that's what I'm used to on unix systems
>BUT the shells are all .TTP - what parameters should I put on the command
>line?

When I was using MiNT, I used Wolfram Roesler's msh.gem to start tcsh as
a GEM program. This I way I could invoke GEM programs with 'rg <GEM-pgm>' if
there was a need to do so. IIRC I had something like '/usr/bin/tcsh -' in
msh.cfg (or was it msh.cfn?). As I used only a tiny TOS C: partition, the
remaining partitions being minix filesystems, no 'extension', i.e. .tos etc.
was neccessary. The files' permissions expressed whether it was an executable
or not.

Later on I had msh.gem call login which in turn invoked the shell entered
in /etc/passwd for a particular user.

Further I had UNIXMODE set so I was able to use '/' as path separator
instead of '\'. This I did in mint.cfn. There the links were defined, too.

All this involved both a lot of RTFM and trial and error. I you really
need it, I might be able to dig out the old configuration, albeit I don't
relish the idea.

FYI, there is a complete distribution, called KGMD, which even includes
MiNTnet (sp?). Maybe it will get you a lot further, faster.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

4844. Re: What's the BIGGEST Falcon IDE Drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: stehlik@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <4amkv7$7ia@rhino.cis.vutbr.cz>
Source record: 23413

Rory McMahon (mcmahon@inil.com) wrote:
: scotty@nando.net (Scott R. Chilcote) wrote:

: >Falcon's internal 2.5" IDE drive with something much larger. If you've
: >had success with a larger internal drive, would you please let me know
: >which drive you bought and how big it is?

Seagate Decathlon 1080 MB. It is 3.5", slim-line and it fits into standard
Falcon case.

Petr

4845. Re: 50 Mhz for DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <FLNABCBFUP@kether.snafu.de>
Source record: 23414

In <5zXdrvj5DhB@ollom.prima.ruhr.de> Oliver Beyer wrote:

>Hi!
>> : Does somebody know how to speed up the DSP of a FALCON to 50 Mhz or more?
>> : Someone told me that it should be easy... some clockchips or less?!
>> : Daniel
>>
>> FX card is the way to go, IMHO... It's cheap and very powerful.
>> 50 MHz DSP (among other nice things) works fine there.
>Well, I have an AFTERBURNER 040 installed, so I have no need for the BLOW-
>UP FX-Card (and it won't work anyway...) ;-)
>But if I havn't faster stuff, I would buy the FX-Card!
>So is there anybody out there owning an explanation for a 50Mhz speeder
>for DSP without BLOW-UP-FX-Card?
There is just a little 32 Mhz Osz.Quarts. near the DSP, you only have to Change
this to 50 MHz !
CIAO
Renï¿½

>* rene_ceron-palomino@b.maus.de -*- Geburah@kether.snafu.de *<

4846. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: c4sy@dmu.ac.uk
Message-ID: <4amt3h$nog@macondo.dmu.ac.uk>
Source record: 23415

In article <49lgcc$bij@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> From my understanding the Falcon takes 1,4 or 14 meg, of 16 bit (ST)
> RAM.
>
> What sort of chips can be used in terms of speed (ns), parity and Pins
> etc? Also what is this Falcon Wing thing?

Hi Rod,

The Falcon uses both 16 bit and 32 bit RAM.
There are a variety of boards available to use both types -> 16 bit 30 pin SIMMs aswell as for one 32 bit 72 pin SIMM.
I haven't seen a Falcon Wing (from Sys Sols) but I think they accept 16 bit 30 pin SIMMs to a total of 4 Mb or 16 Mb installed. There is also another called the Falcon Gizmo (???) that The Upgrade Show has.
COMPO do a memory board that accepts one 72 pin SIMM, either 4 or 16 Mb.
All the SIMMs should be 70 ns or faster.
All these are setup to run at ST-RAM (standard Falcon RAM).

But if you go for an accelerator which has the use of TT-RAM you can use 32 bit SIMMs to give you Fast RAM.

As for parity, I think they all work with it, but that's not necessary that they will work if you use a non-parity SIMM !

I think thats the way it goes but I'm not 100 % sure ...

--
Simon Yardley, Leicester, UK

Internet: c4sy@dmu.ac.uk
URL: http://www.cms.dmu.ac.uk/~c4sy/ *Have a peek !*

4847. Poor, witless user stiffs STf =8(

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <4amja4$81s_001@leeds.ac.uk>
Source record: 23416

A friend of mine has just done an unfortunate thing. A couple of weeks ago the PSU died on his STF, luckily I was able to source him a replacement in reasonably good time. Unhappily, I did not have time to supervise it's installation, when I would have been able to prevent him from fitting the the power out plug the wrong way round! He called me to say his machine was beeping at him and said the screen was flashing in sympathy "Can you hear it?" he asked.
"Switch it off!" I cried.
A little later I called round to his house, where he glumly admitted his mistake. Now all he got was the classic black vertical bars indicating memory fault.
Before he sends it to the repair shop I wonder if anyone would care to point out a simple repair which may be eluding my friend and I. If you have done this mistake in the past, and found out that, say, a simple chip replacement put things right, please pass on your 'hot tip'.
All others take note: be careful not put the power plug back on the board the wrong way round. Don't even think about it.

regards
Allan

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician tel.0113 2332647
fax.0113 2332649
"If it doesn't work the first time - use a BIGGER hammer"

4848. WANTED: WEB & HTML Publishing SoftWare for Atari ST/TT!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ambre$ld5@kelly.teleport.com>
Source record: 23417
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Wanted: SoftWare to write Web Pages and HTML on an Atari ST/TT. I'm
not looking for a Simple Editor like Everest. I'd like something that would go
through all the steps so even a Dummy like me can make a good web page using
HTML. I heard such software like this exists for the TT030. I think it's from
Canada. I may be able to use such software.

Whatever I get, I'd like P.D., ShareWare or something I can try before
I buy. Hopefully, no CrippleWare.

Could someone please reply. Please tell me where I can get such
software or if I can get it from you.

Please Direct all Replies to E-Mail as I
Often do not Read NewsGroups. So if you
want me to read it, Send E-Mail to:
bensmith@teleport.com or write down this
number down and Call WeekDays between:
3 PM - 3 AM Pacific Time @(503)256-9974!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

4849. Re: gnu c++ problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-13 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951213121558.963B-100000@bull.mimuw.edu.pl>
Source record: 23418
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 5 Dec 1995, Patrick Peter wrote:

> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
> and have some problems.
>
> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
> when i start vi in the tcsh then i cannot move the cursor with the
> cursorkeys. Does anybody know why this doesn't work?

There is a GEM shell for GNU C (available on a.a.u.u or ftp.cnam.fr) and
then you're able to run any of your favourite GEM text editors.

> 2. after the installation of gnu c++ i wrote a test programm hello.cc with
> one includefile and one output line. when i try to compile this i will
> get a message similar to this: "virtual memory exhausted".
> after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
> that not enough or is there an error in my installation?

For GNU C I always use virtual RAM (eg. V-RAM - shareware or Outside -
commercial) on my 4Meg falcon.

> if it's not possible to use gnu c++, is there another c++ available for
> the falcon?

No, it's only one...

regards,

Simon.

4850. Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4anqlb$464@studs.sci.kun.nl>
Source record: 23419

Hello,

Could some kind soul with MAUSnet access post or upload the schematics
of the Falcon Clockpatch, which is a hot item on MAUS.sys.atari.f030
and is supposed to cure the SCSI problems with accellerated or
Blown-Up Falcons?

It should be in DOITF030.LZH on OF2.

Thanks in advance,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4851. VGA -> ST ; DMA->SCSI ???????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: obellon@grincheux_8.univ-lr.fr
Message-ID: <4apn58$kem@hpuniv.univ-lr.fr>
Source record: 23420

Hello,

I write to you, because I have a problem.
In fact, I have a Mega STe and I want to connect a SCSI on it.
But, I want to say if a person knows

1-how to make a card'DMA -> SCSI' because I would like to make it.
Thanks for your help

2-how to make a card to connect a VGA to My MEGA STe.
Thanks to your help

After, perhaps, it will be possible to have the layout.

SEE YOU, AND ENJOY !!!

OLIVIER

E-MAIL

obellon@risc_srv.univ-lr.fr

4852. RE:50MHZ

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: obellon@grincheux_8.univ-lr.fr
Message-ID: <4apmf8$kch@hpuniv.univ-lr.fr>
Source record: 23421

Hi,

Are you sure that is the good solution ?
In fact, the DSP can have some damages , may be , I don't know.

Could you send me your response !!!

Olivier

4853. ATARI + Linothronic300 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <4apf6c$jf@oravannahka.Helsinki.FI>
Source record: 23422
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
A friend of mine has just purchased a used ATARI TT with
DMC's RIP (raster image prcessor) and Linothronic 300 rq
phototype setter...

then he discovered, that it ain't so easy, the phototype
setting I mean...

Now, I don't know much about these things, but I hope I can
spell these questions out:

-Could anyone lend a copy of a Calamus "CK7" file which would
include such colorseparation settings that it'll produce true
CMYK rasters ?

The oness I've seen so far
(what he has done) have produced CMY + black only in solid color ???

Another thing would be

Sorry, my terminal is screwing things up again...

If you seethis ... well, a CRI-file would be needed too... withnice
looking color / raster settings in it ;-)

TC: Markku

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...understanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

4854. Re: ST on a Mac ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: jo.hau@magnet.at
Message-ID: <53870558.12584614@magnet.at>
Source record: 23423

As far as I know, there is an emulator, or better say an
alternative operating system, which lets genuine ST software
un on an 680xx MAC.

It is called MagicMac PRO.
further infos at

Creatuive Computer Design
Hochheimer Strasse 5
D-65343 Eltville

FON: ++49/6123-1094
FAX: ++49/6123-4389

The speed is ten times faster than on a 16 MHZ TT. :-)!!

sya

Reinhard

4855. Atari PTC1426 -> Mac LC II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-1412951436280001@macmax.irfmn.mnegri.it>
Source record: 23424

Does anyone know how to connect the Atari PTC1426 to a Macintosh LC II ?
I use the "MAC to VGA" connector that it works with all "standard" VGA
monitors but not with PTC1426 ! (I can see nothing...)

Please, help me...

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

4856. Looking for IDE interface

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DJKx9p.EoH.0.-s@cs.vu.nl>
Source record: 23425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

I'm looking for an IDE interface for my 1040STE. I'm aware of the MultiBoard, but that's too expensive for me. Does anybody know about other IDE interfaces and where I can buy these?

Thanks in advance,
Ivo van Poorten

4857. Re: Poor, witless user stiffs STf =8(

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951214184252.14254E-100000@iris.amp.uni-hannover.de>
Source record: 23426

On Wed, 13 Dec 1995, A. Gilmour wrote:

> "Switch it off!" I cried.
> A little later I called round to his house, where he glumly admitted his
> mistake. Now all he got was the classic black vertical bars indicating memory
> fault.
>
The "classic" black vertical bars have nothing to do with memory
problems !!! The are due to synchronisation problems of the video shifter
/ MMU / GLUE system. Occationally I have them as well on my heavily
hacked maschine. A simple second RESET removes them usually. If your
friends maschine does not do the same you might try to change one of the
above-mentioned chips (they are all in sockets), if you got another Atari
ST around (any ST would do - not TT, STE or Falcon !!!).
If you located the problem this way you can probably buy a new chip.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4858. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4ap5ts$h9n@news.iesd.auc.dk>
Source record: 23427

In article <4ajvda$m0k@macondo.dmu.ac.uk>, c4sy@dmu.ac.uk (Simon Yardley) writes:
> System Solutions at the recent Atari World shows had a Falcon setup running the
> FX card. Quite impressive ...
> It will be available early January.
>
> If you don't require TT-RAM just yet CyberSTrider will be distributing the Speed
> UP card ...
> This one looks good as well - particularly the price !
> It clocks up everything - the Bus, DSP, CPU, FPU and VIDEL for higher rez's ...
>
> Should be available shortly aswell in the UK ...

The FX-Card also clocks up both CPU, FPU, BUS, DSP and ViDEL and includes FastRAM.

But the CPU max. is 40 Mhz. Where the SpeedUP does 50 Mhz, which sounds a bit insane (ie. risky) to me. Any opinions ?

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4859. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.818929256@aix8.rhrk.uni-kl.de>
Source record: 23428

hsideras@mettav.demon.co.uk (Harry Sideras) writes:

>It's commercial. Tom at the Falcon Pro Centre in Sweden ought to be able to
>sort you out.

There is a demo version of HDDRIVER available via
ftp://acp5.chemie.uni-kl.de/pub/atari/hddriver46_demo.zip

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
****

4860. Re: SpeedUp - 50MHz for Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-14 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4ap4fr$h9n@news.iesd.auc.dk>
Source record: 23429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4ambet$ceo@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
> On molin@cxc1.cl.msu.edu, Michael Olin (molin@cxc1.cl.msu.edu) typed away:
> More info to come soon. Sven Bornemark (Sweden) and I (UK) are looking
> into distributing/selling it. We are hoping to sell it for a price
> below 140 UKP.

How stable is it ?

I mean 50 Mhz on the original CPU, it seems a bit insane to me. I mean some Falcon's even have problems running at 40 Mhz.

I what about FastRAM, does it support that ?

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4861. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30d1ab34a94378@discworld.oche.de>
Source record: 23341

Oliver Beyer (Oliver@ollom.prima.ruhr.de) wrote:

OB>Use HDDRIVER it's a lot faster.

I doubt that. SCSI transfer speed is limited by the DMA chip in both
Falcon and TT, not by the driver, and IDE is similar - the CPU has to get
the data from the port. You can't get that transfer routine much more
optimized than most drivers do.

HDDriver is nice, but don't expect it to perform better than the
hardware can do.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4862. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30d1ab32a93747@discworld.oche.de>
Source record: 23342

Daniel Hedberg (dhedberg@yin.kuai.se) wrote:

DH>: Where can I get the above cards from?
DH>
DH>I am also very interested, especially in the Magnum card as it can take
DH>72pin SIMMs.

The Magnum is made by
Perfect Link
Ludwigsallee 1 B
52062 Aachen
Germany

Tel. +49 241 912102
Fax +49 241 912103

I don't know about outside-of-germany-distributors.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4863. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_30d1b24a_Tom.Thomason@fpc.ct.se>
Source record: 23343

On 10 Dec 95, Harry Sideras shot this through the ether to All ...

d>> Oliver Beyer <Oliver@ollom.prima.ruhr.de> wrote:
>>> Use HDDRIVER it's a lot faster.
>>>
d>> Where can I find HDDriver? Is it commercial?
HS>
HS> It's commercial. Tom at the Falcon Pro Centre in Sweden ought to be
HS> able to sort you out.

I can certainly supply HDDriver (I'm waiting for version 4.5 ATM).
Unfortunately, the original of this message must have gotten lost in the black hole caused by a recent hard drive crash on my host's system. If you can provide me with the E-mail address of the person who placed the query (or if that person reads this message) I'll gladly supply them with the necessary information.

ATB,
Tomachevski

4864. Re: gnu c++ problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <4aqrtv$bop@gateway1.brisnet.org.au>
Source record: 23344
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On Tue, 5 Dec 1995, Patrick Peter wrote:

: >
: > i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
: > and have some problems.
: >
: > 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
: > when i start vi in the tcsh then i cannot move the cursor with the
: > cursorkeys. Does anybody know why this doesn't work?
: >
: Originally, vi does not know THE cursor keys. vi uses other keys for
: this purpose (space for cursor right, or CTRL-P for cursor up. I believe
: this can be configured.
VI uses a standard set of cursor motion keys:
H - left
J - down
K - up
L - right

Elvis17 knows about cursor keys as well, if your termcap record is set
up properly.

: > 2. after the installation of gnu c++ i wrote a test programm hello.cc with
: > one includefile and one output line. when i try to compile this i will
: > get a message similar to this: "virtual memory exhausted".
: > after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
: > that not enough or is there an error in my installation?
: >
: 2 MB might be a little tight for GNU C. Try to run TCSH without the
: TOSWIN or even use a smaller shell (tcsh is rather larger).

2MB is tight for GNUC. THREE_POINT_FIVE (3.5) MB is tight for GNU C++. If you
really want to compile C++ code in 4 MB, use the smallest, nastiest shell you
find, and do not load TOSWIN or GEM.

: > if it's not possible to use gnu c++, is there another c++ available for
: > the falcon?
: >
: AFAIK there is no other C++ running on Ataris.

Correct. G++ is the only one.

4865. Bad Connections in STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: Jim Parsons <100430.47@CompuServe.COM>
Message-ID: <4artst$2r7$1@mhadg.production.compuserve.com>
Source record: 23430

I am having trouble getting my STe (1Meg) to perform reliably,
the symptoms are, on switching on, the floppy drive
does not start (there is definately power there). I have prodded
around the connections and this seems to have cured the problem
in the past, for a short time, then the same thing happens -
Bombs on the screen, and won't re-boot. Is this a common fault?
What connections might be responsible? The machine has not been
used a great deal, but not under guarrantee. Thanks if you can
help.

If possible email me personally! 100430.47@compuserve.com
Jim Parsons.

--
/* JIM */

4866. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30d1ab30a91e96@discworld.oche.de>
Source record: 23431

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

HLW>The best way to upgrade the Falcon is by bying a TT-RAM card like the Magnum or the
HLW>FX-Card, since TT-Ram makes the Falcon run (at least 75 %) faster than with
HLW>the normal (and outdated) wing-type upgrades. The MAGNUM supports 72-pinn simms and

The Fastram itself is only faster in colour resolutions - in monochrome,
the speed gain is around 10% or less.

When using 800*600*256 colors, the Fastram can be more than 200% faster
than the standard ST RAM in the Falcon.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4867. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: novotnyp@ERE.UMontreal.CA
Message-ID: <novotnyp.819052658@mistral.ERE.UMontreal.CA>
Source record: 23432

I have had the same problem as Chris with LZH files. I have checked every possible variation and still I get CRC errors. I ftp in BINARY mode. The transfer from the main frame works perfectly for all zip and zoo files it is just these pesky LZH files which unfortunately are the binary files I most want. I have given up on them in fact. If anyone has any advice I would be most grateful. I don't think there is anything new to be said on the matter. Some people have no problems with corrupted LZH files any others do.

4868. Re: Quantum Fireball probs

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30d1ab34a94ff9@discworld.oche.de>
Source record: 23433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,nz.comp

Troy Carpenter (troyc@bnr.ca) wrote:

TC>Not according to Quantum. They definitly advertise the Fireball and other
TC>drives as SCSI-3. Check out http://www.quantum.com for more detials.

They may advertize a lot - I have one, and it definitely tells me it is
SCSI-2.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4869. Re: Looking for IDE interface

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30d1a4ccbc5b7b3@sn.no>
Source record: 23434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I'm looking for an IDE interface for my 1040STE. I'm aware of the MultiBoard,
>but that's too expensive for me. Does anybody know about other IDE interfaces
>and where I can buy these?

You're not the only one who's been looking for this- I have for over a
year now!
I've actually found several ads. for IDE interfaces that work with the
STe, but I've never actually gotten any proof that they do exist. When
I try to contact the dealers or producers they either tell me that IDE
interfaces for the STe dont't exist/don't work or they don't reply at
all.

I've had a look in Hard & Soft's catalogue, and they do have an IDE
interface that works with the STe via an adapter, but a local dealer
here phoned them and they said it didn't work with an STe (?????).
I haven't bothered contacting them myself, maybe I should...

There's also another company in Germany called Gellermann & Fellmuth
which sells an IDE interface which is pretty cheap, and I've been told
that they sell an STE specific version as well.
Now, I've written them a few times, someone else I who was interested
tried to fax them, but they never replied either of us.
So all in all I've given up the whole thing, especially since I got
hold of a used ICD Link II and harddisk.

But I'm still interested in the IDE thing, as someone else needs a
harddisk in his STe, and it sure beats the usual external SCSI unit
method with an interface for the ST, in price.

Anyway, here are the addresses, in case any of you want to try again-
please let me know if you get any replies from them!

Hard & Soft Computerzubehoer GMbH
Obere Muensterstrasse 33-35
D-44575 Castrop-Rauxel
Germany

If you have ISO-8859-1 you can see the accented characters here;

Hard & Soft Computerzubehï¿½r GMbH
Obere Mï¿½nsterstraï¿½e 33-35
D-44575 Castrop-Rauxel
Germany

Tel: [+49] (02305) 18014 Mon-Fri 09:30-13:00/14:00-17.15

Fax: [+49] (02305) 32463

(I think you can omit the first "0" in the area code if you call from
outside Germany)

They sell the "AT bus TOS card" which doubles as an IDE harddisk
controller and TOS expansion card (though with an STE you can upgrade
the TOS to 2.06 using the TOS sockets themselves). I think you need
TOS 2.06 to be able to boot the harddisk from itself. If you have an
older TOS you can still use it, but need to boot from a diskette).

From the Hard & Soft catalogue I have (April '95);

AT Bus TOS card incl. TOS 2.06 (German) DM 179,-
AT Bus TOS card without TOS 2.06 DM 99,-
Adapter for STE call for pricing
mounting kit for 2.5" drive call for pricing
mounting kit for Mega ST call for pricing
SCSI tools (full vers.)+ harddisk cable DM 49,-

Gellermann & Fellmuth GbR
Frankenbergstr. 38
D-12589 Berlin
Germany

Tel: [+49] (030) 6480479
Fax: [+49] (030) 6481271

(Remember to omit the first "0" in the area code for calls outside of
Germany- I'm not sure, but I think you should do that).

"Ideal 2.06"- TOS 2.06 and IDE harddisk/ATAPI CD-ROM interface.
Incl. "HDdriver" and CD-ROM software.

"Ideal RTC"- TOS 2.06 and IDE harddisk/ATAPI CD-ROM interface
+ realtime battery backed clock.
Incl. "HDdriver" and CD-ROM software.

Ideal 2.06 (without TOS 2.06 ROMs) DM 89,-
Ideal RTC (without TOS 2.06 ROMs) DM 149,-

Personally I was thrilled to see the ad. for the above company- and
would order the Ideal RTC without blinking an eye- if they'd only
reply, giving any sign of their existance before I send them my money!
I'd be real interested to hear if anyone reading this has been able to
get in touch with them, or know about any other IDE alternatives (low
cost that is).

Hallvard
--

<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
(_)-(_)

4870. Re: 50 Mhz for DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30d1ab2ea90904@discworld.oche.de>
Source record: 23435

Oliver Beyer (Oliver@ollom.prima.ruhr.de) wrote:

OB>So is there anybody out there owning an explanation for a 50Mhz speeder
OB>for DSP without BLOW-UP-FX-Card?

Take a 50MHz crystal oscillator, attach +5V and GND, attach the output to
the CLK input of the DSP (which must be disconnected from the falcon
board) - voila.

If you don't know what to do after this description, you should get
someone who does to do the job.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4871. Re: VGA -> ST ; DMA->SCSI ???????

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1512950949250001@47.85.0.99>
Source record: 23436

In article <4apn58$kem@hpuniv.univ-lr.fr>, obellon@grincheux_8.univ-lr.fr
(BELLON Olivier) wrote:

>
> 2-how to make a card to connect a VGA to My MEGA STe.
> Thanks to your help
>

Have a look at the file ET4000.tos on umich.

Ther was also another file called STGA (I think).

Both of these show how to connect an ET4000 PC type VGA card to a mega ST
(or even an ordinary ST).

The files are in German btw.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4872. www115

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <4asvnk$7d0@news.pacifier.com>
Source record: 23437

I haven't had any luck getting the URL to connect properly. When
running
it I get "resolving host" which can take well over a minite. Then when
the site address comes up all I have is a blank page. In the stik config
I have my DNS set as NAMESEVER 199.2.117.161 which is the correct IP. I
have asked my sevice provider for help and one of the things he asked is
what Gateway Address am I using.......

My QUESTION IS is setting of the gateway address necessary for CAB/STIK
&
if so where do I set it since I haven't found any info relative to it
in
the manual......

--

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

4873. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30d1ab30a915b5@discworld.oche.de>
Source record: 23438

Oliver Beyer (Oliver@ollom.prima.ruhr.de) wrote:

OB>Blow up is going to develop an adapter to plug in PS/2 SIMMS into their FX-
OB>card.

Great - uses up even more space, and won't fit into the standard case
then.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4874. How to get 12 Mhz ST (was Re: Screen size detection)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1512950943590001@47.85.0.99>
Source record: 23439

In article
<Pine.A32.3.91.951214171049.14254B-100000@iris.amp.uni-hannover.de>, Peter
Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

> On Mon, 11 Dec 1995, Gerry O'Rourke wrote:
>
> > In article
> > <Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>, Peter
> > Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
> >
> > > I was afraid of this ;-) Lets take my maschine for an example. Currently
> > > I use a screen resolution of 960 x 544 with original on-board hardware of
> > > an old 520 ST+. This is possible by uprating the board clock to 12 MHz
> > > and giving to the ST video hardware new Vsync and Hsync signals.
> >
> > Nice!
> >
> > Could you supply details of the hardware modifications.
> >
> I'll try to dig them out. I did these things about three years ago.
> Meanwhile I noticed that not all SM124 can cope with a 48 MHz pixel rate.
> But a rule of thumb is : The older the better. So if you have a really
> old SM124 you might be lucky. Modern multiscan screens should do it

I have an old SM125 (since '88) should be ok hopefully.

> anyway.
> I remember me buying a new CPU (a 16 MHz version of MC 68000), four
> 74ALSsomething to speed up the CPU bus drivers,
^^^^^^^^^^^^^^
Probably 74F devices (I've done this already
I actually got the old CPU to work @ 16 Mhz, but it is better to change it.

>a couple of resistor arrays for proper bus termination.

I thought the bus was already terminated at the CPU, still....

These things didn't speed up the
> system, but made the board cope with 12 MHz. The system clock is derived
> from the video clock (32 MHz originally), so it had to be replaced by an
> 48 MHz oscillator. There are two things that complicated all a bit :
> The floppy disk controller still needs 8 MHz, unless one wants to create
> his very personal disk format not readable on any other computer; and new
> video syncs are required because originally they are not derived from the
> video clock, I think.

Hsync & Vsync come from the Glue chip, which normally runs @ 8 Mhz.
Running @ 12 Mhz would mean a Hsync rate of around 47 Khz (too high for a SM124)
& a Vsync of around 100Hz. Much better to feed new Sync signals to get the
older refresh rates.

> The latter problem is solved by a little EPROM sequencer (about 2x2 inch)
> that produces Vsync, Hsync, and DE (display enable) for two different
> screen resolutions : 640x400 during AUTO folder execution, then switched
> to 960x544 after bootup. This sequencer also incorporates the new board
> clock oscillator (48 MHz).

Sounds like something the Autoscan board does.
I was going to change the 32 Mhz crystal for a 48 Mhz part, but you seem
to be talking about a replacement oscillator module.

Does this mean that it will no longer work with PAL TV's?

> The floppy problem is solved by another little daughter board (1.5x4 inch)
> that features another oscillator and a new floppy chip. I used a new
> controller because this way I could introduce HD technology (1.44 MB
> floppies) into my system. The oscillator produces 16 MHz. This goes
> directly to the FD controller for HD operation, it is divided to 8 MHz
> for DD operation, to 2 MHz (for the sound chip, to correct for the pitch of
> the sound system) and to 500 Hz for the ACIAs (needed for proper baud
> rate for keyboard communications).

I guess if you could not get an Ajax chip , you could just use the 8 Mhz
for the old WD1772.

> After all this is done the last thing to do is to adjust some pots inside
> the SM124, to make the picture fit onto the SM124 screen.
>
> Now the whole computer is faster by a factor of 1.5. It starts with a
> small picture (640x400), then AUTO folder programs are executed (the
> screen driver is one of those), then the picture will blow up to 960x544
> and the desktop appears.

Are you using the PD version of Autoscan, or is this some custom software?

Can you still use Medium & Low resolution & what are the screen sizes?

Can it be made a switchable 8/12 setup?

How about going to a 14 Mhz or 16 Mhz bus speed (56 & 64 Mhz clocks)?

Does it work with the serial port modifications like RSVE?

Apologies for so many questions, but this isa very interesting thread.

>
> This system is most compatible (any program that runs with any external
> graphics card would run on this maschine; I tried MiNT with X-Window as
> a really hard compatibility test - it works !!!) and reliable (well, I
> had to replace the video chip about two years ago, but I do not think that
> was connected to this speedup.

>
> The idea was from a german magazine, I'll look for that article. If
> you're really interested, get a german dictionary ;-) and give me a fax
> number.
>
I AM, I AM, I will.

> Cheers Peter

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4875. Re: Problem with ST Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-15 00:00:00 UTC
From: Claus Brod <clausb@bbn.hp.com>
Message-ID: <30D14F78.59E2@bbn.hp.com>
Source record: 23440

mannimix@terraport.net wrote:
>
> recognize the drive. I thought that there may be a problem with the DMA
> chip. So, I tried to make a ram drive and install it onto the desktop. The
> machine sis the same thing, it configured the drive, restarted the
> machineand would not recognize the ramdrive icon on the desktop. I'm out
> of ideas as to whats wrong with my machine. Anybody out there have any
> ideas?

Your description is not completely clear to me. Some questions:

- Did you install the ICD hard disk driver on the drive to make it
boot automatically?

- Why exactly is the machine "restarted", and by which software?

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4876. Re: NVDI 3 help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-16 00:00:00 UTC
From: d93rkr@tex13.slu.se
Message-ID: <4at9t4$4l1@fizban.solace.mh.se>
Source record: 23345

Michael Kelsey (michaelk@pacifier.com) wrote:
: any one know what this means and what do i need to put where????

It can't find the NVDI-Drivers for the screen. They SHOULD be in your
GEMSYS folder. And you should have a ASSIGN.SYS file which tells where
the GEMSYS folder are located.

I recomend you to do a new installation of NVDI though... it should be
the easiest way to get it up working again.

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
tel: +46-(0)70 5718622 _/ _/ _/ _/ _/ _/ _/ _/
+46-(0)243 224836 _/_/_/ _/ _/_/_/ _/_/ _/
URL: http://www.hfb.se/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/
- Atari - Falcon 030 - STe - STm - 600 - Jaguar - Lynx - CC192 -

4877. Re: ST on a Mac ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-16 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4auo0c$4ne@news.iesd.auc.dk>
Source record: 23346

In article <4anqi7$m5c@newsbf02.news.aol.com>, singer8794@aol.com (Singer8794) writes:
> Is there any way to run programs from an Atari ST on my Mac Performa 575 ?
> How about reading text files ?

Yes, you can run clean Atari-programs, if you buy the MagiCMac OS, which is a Atari TOS compatible pre-emtive 32-bit multitasking system for MacIntosh'es with a 68030 CPU or better. You can get it at TOAD Computers in the US.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4878. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-16 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4aunpq$4ne@news.iesd.auc.dk>
Source record: 23347

In article <4anqlb$464@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> Hello,
>
> Could some kind soul with MAUSnet access post or upload the schematics
> of the Falcon Clockpatch, which is a hot item on MAUS.sys.atari.f030
> and is supposed to cure the SCSI problems with accellerated or
> Blown-Up Falcons?

You don't need this document, since the manual for BlowUp FX-card decribes how to
make this clock-modification and you also get the needed parts with the card.
>

> It should be in DOITF030.LZH on OF2.
>
> Thanks in advance,

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4879. Re: 50 Mhz for DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-16 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30d47ef2681a49@discworld.oche.de>
Source record: 23348

Rene Ceron Palomino (Geburah@kether.snafu.de) wrote:

RCP>There is just a little 32 Mhz Osz.Quarts. near the DSP, you only have to Change
RCP>this to 50 MHz !

Only if you don't need your floppy drive anymore, since that oscillator
provides DSP *and* FDC clock.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4880. FS: Olympia daisy wheel printer

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-17 00:00:00 UTC
From: markvanwyk@aol.com
Message-ID: <4b08dr$5s7@newsbf02.news.aol.com>
Source record: 23349

For sale: Olympia Electronic Compact RO daisy wheel printer. Supports both parallel and serial interfaces. 12-15cps. Tractor feed. Runs great on Atari ST with Word Writer using Diablo printer driver. Excellent condition. Also includes two new printer ribbons. Printer still supported by Olympia International Corp, so ribbons, daisy wheels, servicing still available. $25 COD+ buyer pays shipping.
--Mark van Wyk (408) 739-0541, e-mail: markvanwyk@aol.com

4881. Re: gnu c++ problem

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-17 00:00:00 UTC
From: samy@interlog.com
Message-ID: <4b1f2k$obt@gold.interlog.com>
Source record: 23350
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.BUL.3.90.951213121558.963B-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>On Tue, 5 Dec 1995, Patrick Peter wrote:
>
>> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
>> and have some problems.
>>
>> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
>> when i start vi in the tcsh then i cannot move the cursor with the
>> cursorkeys. Does anybody know why this doesn't work?
>

I can shed light on this one - the TERMCAP variable that TOSWIN sets
does not have all the entries - I have this fixed at home (which is
3000 Km away right now). I will be back on Jan 10 and I can post the
fix then - it simply means setting TERMCAP yourself in your
tcshrc.csh (or whatever your version of tcsh uses). You need four
additional entries for up, down, left, and right. I figured
it out by just looking at other termcap entries so you may be able
to do the same. I was going to try an update TOSWIN for AES > 4
features and fix small things like the termcap entry.

Good Luck,
Sam

4882. KGMD in English

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-17 00:00:00 UTC
From: martinna@cf.ac.uk
Message-ID: <DJqKDr.A1o@cf.ac.uk>
Source record: 23351

Hello.

I'm trying to find KGMD Mint - it's at ftp.informatik.tu-muenchen.de in German but I don't stand much chance with the manual!!

Does anyone know if it's available in English and, if so, where?

Many thanks

Neil

==-==
Neil Martin, music undergraduate, University of Wales College of Cardiff
martinna@cf.ac.uk -=- smu3nam@thor -=- neil@yr-ynys.demon.co.uk
==-==

4883. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-17 00:00:00 UTC
From: thietavu@news.abo.fi
Message-ID: <4b1vjn$5st@josie.abo.fi>
Source record: 23352

Michael Schwingen (rincewind@discworld.oche.de) wrote:
: Oliver Beyer (Oliver@ollom.prima.ruhr.de) wrote:
:
: OB>Use HDDRIVER it's a lot faster.
:
: I doubt that. SCSI transfer speed is limited by the DMA chip in both
: Falcon and TT, not by the driver, and IDE is similar - the CPU has to get
: the data from the port. You can't get that transfer routine much more
: optimized than most drivers do.
:
: HDDriver is nice, but don't expect it to perform better than the
: hardware can do.

Speaking of Falcon's IDE-interface...

My FX-accelerated Falcon achieved:

HowFast: 3.570 k/s

RateHD 3.5: 3.030 k/s - 11 ms

Transfer1: 3.940 k/s

(Seagate 5660A, 36 MHz, HDdriver)

No caches used - no tricks used ;-)

So, what the hardware does, seems to be more than enough =) !

Greetings,
Tommi

4884. Re: How to get 12 Mhz ST (was Re: Screen size detection)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-17 00:00:00 UTC
From: ekl@SDF.LONESTAR.ORG
Message-ID: <DJqtL7.HMJ@SDF.LONESTAR.ORG>
Source record: 23353

>> > > an old 520 ST+. This is possible by uprating the board clock to 12 MHz
>> > > and giving to the ST video hardware new Vsync and Hsync signals.
>> >
>> > Could you supply details of the hardware modifications.
>> >
>> I'll try to dig them out. I did these things about three years ago.
>> Meanwhile I noticed that not all SM124 can cope with a 48 MHz pixel rate.
>> But a rule of thumb is : The older the better. So if you have a really
>> old SM124 you might be lucky. Modern multiscan screens should do it

I would also be VERY interested in this modification!! However, the question
is ... will it work on an STe?? If you could make it work in an STe I'd
pay money for the documentation and circuit diagrams!!

This would meam higher video rates, but would also mean a faster CPU and
faster BLiTTER to compensate. I already have an AdSpeed - and it has
no clock on it, so I assume it doubled the bus clock - if you double the
bus clock to 12Mhz, then I get a 24Mhz CPU (and a heat sink on it)!

For video, I'm already using an NEC 3D MultiSync which will cope with the
increased video resolution nicely (I'd like to see what resolution you
get in Low res .. maybe 80 columns with a 6x6 font?). As for the floppy,
I have an AJAX chip. A 12Mhz bus, 12Mhz BLiTTER, and 24Mhz CPU would
really breath new life into this old beast.

>Does it work with the serial port modifications like RSVE?

Or ST_ESCC .. which I'll be trying very soon.

>> This system is most compatible (any program that runs with any external
>> graphics card would run on this maschine; I tried MiNT with X-Window as
>> a really hard compatibility test - it works !!!) and reliable (well, I
>> had to replace the video chip about two years ago, but I do not think that
>> was connected to this speedup.

Excellent .. I normally use MiNT, but not X .. did X work with your 900x500
screen .. or was it still 600x400?

>> The idea was from a german magazine, I'll look for that article. If
>> you're really interested, get a german dictionary ;-) and give me a fax
>> number.

Got any English docs on increasing the bus speed of an STe??

I also have a 1040STfm that I could hack about with should your mod not
work on an STe.

Thanks,
Evan Langlois
ekl@sdf.lonestar.org

4885. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-17 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <4b1920$u6m@kaon.kuai.se>
Source record: 23354

Michael Schwingen (rincewind@discworld.oche.de) wrote:
: Daniel Hedberg (dhedberg@yin.kuai.se) wrote:

: DH>I am also very interested, especially in the Magnum card as it can take
: DH>72pin SIMMs.

: The Magnum is made by
: Perfect Link
: Ludwigsallee 1 B
: 52062 Aachen
: Germany

: Tel. +49 241 912102
: Fax +49 241 912103

: I don't know about outside-of-germany-distributors.

Thanks for your reply, I have found a Swedish distributor of the Magnum
card now, though. So everyone interested in this card in Sweden should
give Falcon Pro Center a call! They do carry both Magnum card and the
BlowUp-FX card.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

4886. Re: Using X windows in colour?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-17 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJq57v.DAK@ridgecrest.ca.us>
Source record: 23355
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

tks@st.rim.or.jp (Takashi Watanabe) wrote:
>In article <49fii9$hln@lyra.csx.cam.ac.uk>,
>Phil Davey <pd@mole.bio.cam.ac.uk> wrote:
>>
>>Why is it all the different ways of running X windows on an Atari can
only do
>>mono, as opposed to colour?
>>We now have Mint, Linux, and NetBSD that I know of and none of them do
colour.
>>
>What? Linux-X works in colour mode, at least on my Falcon. Have you
tried it?
>
>>
>>Phil
>>[E-mail pd@mole.bio.cam.ac.uk]
>>
>
>Takashi

Hi Takashi,

I think you said you have a Falcon Rack. Does Linux work with
the Deka II keyboard interface? I'm using the Keyboard Gizzmo
from Chro-Magic. Linux boots ok, but when I run X, the program
errors as it says it can't find the Atari keyboard.

Mike

4887. Re: Second IDE with diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.819275706@aix8.rhrk.uni-kl.de>
Source record: 23356

trek@ihgp114r.ih.att.com (-Booth,W.A.) writes:

>Uwe, Does SCSITOOL know not to format certain IDE drives because
>of their firmware bug or does it know how to get around the bug -

Sorry, I can't answer this. Please ask the authors of SCSITOOL/HuSHI for
such detailed information related to their product.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
****

4888. Re: How to get 12 Mhz ST (was Re: Screen size detection)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1812951001030001@47.85.0.99>
Source record: 23357

In article <DJqtL7.HMJ@SDF.LONESTAR.ORG>, ekl@SDF.LONESTAR.ORG (Evan Langlois) wrote:

> >> > > an old 520 ST+. This is possible by uprating the board clock to 12 MHz
> >> > > and giving to the ST video hardware new Vsync and Hsync signals.
> >> >
> >> > Could you supply details of the hardware modifications.
> >> >
> >> I'll try to dig them out. I did these things about three years ago.
> >> Meanwhile I noticed that not all SM124 can cope with a 48 MHz pixel rate.
> >> But a rule of thumb is : The older the better. So if you have a really
> >> old SM124 you might be lucky. Modern multiscan screens should do it
>
> I would also be VERY interested in this modification!! However, the question
> is ... will it work on an STe?? If you could make it work in an STe I'd
> pay money for the documentation and circuit diagrams!!
>

Can't see why it would not work with an STE; you won't be able to get at the Display Enable (DE) signal, so you may have to live with higher refresh rates.

AFAIR, when I first heard of people doing this to ST's, it was to the STE.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4889. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: ELUAG@leeds.ac.uk
Message-ID: <4b3hdj$838_001@leeds.ac.uk>
Source record: 23358

In article <ftn_2.203.203.15$fidonet.org_30d1b24a_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) wrote:
q>On 10 Dec 95, Harry Sideras shot this through the ether to All ...
q>
q> d>> Oliver Beyer <Oliver@ollom.prima.ruhr.de> wrote:
q> >>> Use HDDRIVER it's a lot faster.
q> >>>
q> d>> Where can I find HDDriver? Is it commercial?
q> HS>
q> HS> It's commercial. Tom at the Falcon Pro Centre in Sweden ought to be
q> HS> able to sort you out.
q>
q> I can certainly supply HDDriver (I'm waiting for version 4.5 ATM).
q>Unfortunately, the original of this message must have gotten lost in the black
q>hole caused by a recent hard drive crash on my host's system. If you can
q>provide me with the E-mail address of the person who placed the query (or if
q>that person reads this message) I'll gladly supply them with the necessary
q>information.
q>
q>ATB,
q>Tomachevski
q>
Hi all
Errmm I think I started this. I was in fact just looking for someone who had a copy of AHDI 6.mumble as supplied with new Falcons. At least I >think< it was. A friend of mine who has not got access to these groups wants to marry his Falcon (second-hand) to a 135Mb Conner drive (no model number to hand). As he is new to Ataris and I have some experience with STs and SCSI drives I thought we would keep things simple by sticking to original drivers, produced in English (or American language). Then after he had a working system he could go try any other replacements, patches, enhancements etc. that he wanted to pay for.

Unfortunately, I only get to see him at evening classes twice a week, and it took me a week and a half to get him to understand that he needed to highlight a, drive then install it from the menu.

Now, I like a discussion about which driver is the best as much as anyone, but surely there is someone out there who is comfortably and securely using another driver and it's utilities, and has no more need of their original drivers and utilities. Please note this is not a request for unauthorised copies, I am looking for, and will pay for, official labelled disks. (It occurs to me though, that if you got your Falcon with internal drive fitted, perhaps the software was pre-loaded)

If anyone feels generous eough to respond to this request please reply by email for further negotiations. If you can clarify the matter of whether or not any version of AHDI was bundled with Falcons please post publically so we can put the matter straight

Thanks for listening
regards
Allan

Allan Gilmour A.Gilmour@leeds.ac.uk
Language Centre Technician tel.0113 2332647
fax.0113 2332649
"If it doesn't work the first time - use a BIGGER hammer"

4890. Falcon Resolutions.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: "B.I. Student" <jonesnj@cvhp221.gpt.co.uk>
Message-ID: <4b3qa3$mc0@cvhp99.gpt.co.uk>
Source record: 23359

Hello everyone,

I require some help on the topic of different display mode on the Falcon.

My setup currenly consists of a TV. I have tried switching to different mode ie.
256 colours and True colour, but everytime I do this the system crashes and I have to turn the computer off and then on again to clear it, even a hard rebbot don't work!.

I have no idea what to do as I have just got this computer second hand and the book just says about switching modes. I would be greatefull if someone could point me in the right direction as to what things should be set to what.etc..

Thanx in advance.

Nige

jonesnj@ncp.gpt.co.uk

4891. ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: vdavis@worf.netins.net
Message-ID: <4b3nqo$et0@insosf1.netins.net>
Source record: 23360

I just bought a great ATARI package for my kids that includes an SLM604 Laser printer. The printer works and even has a few spare toner drums....is there a way I can use this with a PC?

any help is appreciated.

Val

4892. Re: Geneva 4 and MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1812951211380001@138.110.7.161>
Source record: 23361

In article <1995Dec18.152830.23687@leeds.ac.uk>, needhadp@leeds.ac.uk
(Dale Philip Needham) wrote:

> Just a quick post to ask if anyone has got Geneva 4 and MiNT working on a
> Falcon? and if so how? I have tried to get MiNT set up by adding to MultiTOS
> which seems to work but how to interface Geneva 4? Any help would be nice.

There is a text file in the MiNT folder on your EXTRAS disk which
describes the entire procedure. It's a bit much to go into here.

If you patched from release 003 and did not get a properly written EXTRAS
disk (the initial version of the patch program hit a bug in the Falcon
which caused the disk write to fail), try downloading the patch again from
atari.archive.umich.edu.

Dan Wilga Tel: (413) 532-2434
Gribnif Software Fax: (413) 532-2540
PO Box 779 email: gribnif@genie.geis.com
Northampton, MA 01061-0779

4893. Re: ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <4b4tlj$tls@news.chatlink.com>
Source record: 23362

Val Davis (vdavis@worf.netins.net) wrote:
: I just bought a great ATARI package for my kids that includes an SLM604
: Laser printer. The printer works and even has a few spare toner
: drums....is there a way I can use this with a PC?

: Val

...(...AND Rod Replied...)in a word NO. Sorry but the SLM804 (as good as it is) works by building the printed page within the Atari, then sending it. PC print routines do not work this way, they do not have a DMA port, etc. I have heard of some people networking the Atari to a PC and then trying to print using the Diablo Emulator to the Atari's parallel port which re-routes the info to the DMA port of the Atari. From the sound of it though, your expertise (as well as mine) doesn't extend this far to make it work.

Best Regards, Rod
Rod MacDonald, Publisher | (503)476-0071 | stinformer@chatlink.com
ST Informer/ A&D Software |Fax (503)479-1825 | "Keep on Keepin' On"
909 NW Starlite Place |Order(800)800-2563 | GEnie : ST-INFORMER
Grants Pass, OR 97526 | MC/Visa/Discover | CompuServe: 75300,2514
Subscription/Software Prices at http://www.chatlink.com/~stinformer/

4894. Re: How to get 12 Mhz ST (was Re: Screen size detection)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951218071255.17486B-100000-100000-100000@iris.amp.uni-hannover.de>
Source record: 23363

```
On Fri, 15 Dec 1995, Gerry O'Rourke wrote:

: In article
: <Pine.A32.3.91.951214171049.14254B-100000@iris.amp.uni-hannover.de>, Peter
: Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
:
: > On Mon, 11 Dec 1995, Gerry O'Rourke wrote:
: >
: > > In article
: > > <Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>, Peter
: > > Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
: > >
: > > > I was afraid of this ;-) Lets take my maschine for an example. Currently
: > > > I use a screen resolution of 960 x 544 with original on-board hardware of
: > > > an old 520 ST+. This is possible by uprating the board clock to 12 MHz
: > > > and giving to the ST video hardware new Vsync and Hsync signals.
: > >
: > > Nice!
: > >
: > > Could you supply details of the hardware modifications.
: > >
: > I'll try to dig them out. I did these things about three years ago.
: > Meanwhile I noticed that not all SM124 can cope with a 48 MHz pixel rate.
: > But a rule of thumb is : The older the better. So if you have a really
: > old SM124 you might be lucky. Modern multiscan screens should do it
:
: I have an old SM125 (since '88) should be ok hopefully.
:
I'm not sure. I had some SM124 from 1988 that didn't work. The trouble
simply is that it cannot resolve single vertical lines, they just
disappear (video bandwidth is too small).

: > anyway.
: > I remember me buying a new CPU (a 16 MHz version of MC 68000), four
: > 74ALSsomething to speed up the CPU bus drivers,
: ^^^^^^^^^^^^^^^
: Probably 74F devices (I've done this already
: I actually got the old CPU to work @ 16 Mhz, but it is better to change it.
:
Pretty sure they were 74ALSbusdrivers.

: >a couple of resistor arrays for proper bus termination.
:
: I thought the bus was already terminated at the CPU, still....
:
```

Yepp, but the resistor values are not well chosen. For a faster board you
gotta do a better job.

: > These things didn't speed up the
: > system, but made the board cope with 12 MHz. The system clock is derived
: > from the video clock (32 MHz originally), so it had to be replaced by an
: > 48 MHz oscillator. There are two things that complicated all a bit :
: > The floppy disk controller still needs 8 MHz, unless one wants to create
: > his very personal disk format not readable on any other computer; and new
: > video syncs are required because originally they are not derived from the
: > video clock, I think.
:
: Hsync & Vsync come from the Glue chip, which normally runs @ 8 Mhz.
: Running @ 12 Mhz would mean a Hsync rate of around 47 Khz (too high for a SM124)
: & a Vsync of around 100Hz. Much better to feed new Sync signals to get the
: older refresh rates.
:
Yes, you're right, _that_ was the original reason.

: > The latter problem is solved by a little EPROM sequencer (about 2x2 inch)
: > that produces Vsync, Hsync, and DE (display enable) for two different
: > screen resolutions : 640x400 during AUTO folder execution, then switched
: > to 960x544 after bootup. This sequencer also incorporates the new board
: > clock oscillator (48 MHz).
:
: Sounds like something the Autoscan board does.
: I was going to change the 32 Mhz crystal for a 48 Mhz part, but you seem
: to be talking about a replacement oscillator module.
:
Right.

: Does this mean that it will no longer work with PAL TV's?
:
Yes, you gotta abandon your color modi. But apart from games I never
found resolutions like 320x200 or 640x200 of any use.

: > The floppy problem is solved by another little daughter board (1.5x4 inch)
: > that features another oscillator and a new floppy chip. I used a new
: > controller because this way I could introduce HD technology (1.44 MB
: > floppies) into my system. The oscillator produces 16 MHz. This goes
: > directly to the FD controller for HD operation, it is divided to 8 MHz
: > for DD operation, to 2 MHz (for the sound chip, to correct for the pitch of
: > the sound system) and to 500 Hz for the ACIAs (needed for proper baud
: > rate for keyboard communications).
:
: I guess if you could not get an Ajax chip , you could just use the 8 Mhz
: for the old WD1772.
:
Yes.

: > After all this is done the last thing to do is to adjust some pots inside
: > the SM124, to make the picture fit onto the SM124 screen.

: >
: > Now the whole computer is faster by a factor of 1.5. It starts with a
: > small picture (640x400), then AUTO folder programs are executed (the
: > screen driver is one of those), then the picture will blow up to 960x544
: > and the desktop appears.
:
: Are you using the PD version of Autoscan, or is this some custom software?
:
No. I think Autoscan does things in a different way, but I don't really
know. I wrote this software on my own, just taking a few ideas from the
original article. It is much more sophisticated meanwhile.

: Can you still use Medium & Low resolution & what are the screen sizes?
:
Nope. See above.

: Can it be made a switchable 8/12 setup?
:
I presume so. You gotta build two of those EPROM sequencers, and switch
between them (3 lines to switch). Maybe it is even possible to use the
original GLUE signals instead. This would mean you still can use the
lower resolutions.
The FD section is completely independent. The rest of the modifications
just prepare the board to run faster. They don't prevent it from running
slower.

: How about going to a 14 Mhz or 16 Mhz bus speed (56 & 64 Mhz clocks)?
:
The author of the article tried 14 MHz, as I heard. It worked on a few
boards. I think it is exaggerating the speedup to a point where the
trouble is not worth the gained performance. Note : The chips
(particularly the custom chips) are not designed for these speeds.

: Does it work with the serial port modifications like RSVE?
:
Don't see any reason why it should not. I'm about to give it a try (with
a modified RSVE).

: Apologies for so many questions, but this isa very interesting thread.
:
: >
: > This system is most compatible (any program that runs with any external
: > graphics card would run on this maschine; I tried MiNT with X-Window as
: > a really hard compatibility test - it works !!!) and reliable (well, I
: > had to replace the video chip about two years ago, but I do not think that
: > was connected to this speedup.
: >
: > The idea was from a german magazine, I'll look for that article. If
: > you're really interested, get a german dictionary ;-) and give me a fax
: > number.
: >
: I AM, I AM, I will.

:
Where is it ? :-)

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4895. Geneva 4 and MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: needhadp@leeds.ac.uk
Message-ID: <1995Dec18.152830.23687@leeds.ac.uk>
Source record: 23364

Just a quick post to ask if anyone has got Geneva 4 and MiNT working on a Falcon? and if so how? I have tried to get MiNT set up by adding to MultiTOS which seems to work but how to interface Geneva 4? Any help would be nice.

4896. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4b44sd$ngm@news.iesd.auc.dk>
Source record: 23365

In article <30d1ab30a91e96@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
> Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
>
> HLW>The best way to upgrade the Falcon is by bying a TT-RAM card like the Magnum or the
> HLW>FX-Card, since TT-Ram makes the Falcon run (at least 75 %) faster than with
> HLW>the normal (and outdated) wing-type upgrades. The MAGNUM supports 72-pinn simms and
>
> The Fastram itself is only faster in colour resolutions - in monochrome,
> the speed gain is around 10% or less.

It's faster after the new software update and hardware-update, means one wire more to the motherboard. Now it's not only faster because of no video-interferrence, but also because of optimized RAM-access between the 68030 and FX-card.

> When using 800*600*256 colors, the Fastram can be more than 200% faster
> than the standard ST RAM in the Falcon.

Yep, I know I'm running 800x600 in 256 colors and it runs just fine and runs about twice as fast as on a normal Falcon in the same gfx-mode.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4897. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4b452p$ngm@news.iesd.auc.dk>
Source record: 23366

In article <30d1ab30a915b5@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
> Oliver Beyer (Oliver@ollom.prima.ruhr.de) wrote:
>
> OB>Blow up is going to develop an adapter to plug in PS/2 SIMMS into their FX-
> OB>card.
>
> Great - uses up even more space, and won't fit into the standard case
> then.

There's really not much that does fit into the standard case anyway, and if it does it's max. one card. If you wan't more than one card connected, you need a desktop/tower-cabinet anyway.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4898. Re: MultiTOS II

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.819274864@aix8.rhrk.uni-kl.de>
Source record: 23367
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:

>I read something about MultiTOS II.
>Does anyone know when Atari will release it?

Atari? Atari won't release anything related to TOS. TOS development was
stopped more than two years ago.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
****

4899. Re: Falcon-IDE Hard-Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.819275337@aix8.rhrk.uni-kl.de>
Source record: 23368

d2cg@dtek.chalmers.se (Christer Gustavsson) writes:

>Where can I find HDDriver? Is it commercial?

It's commercial. The demo archive includes more information. You find the
demo on ftp://acp5.chemie.uni-kl.de/pub/atari/hddriver46_demo.zip.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
*************************************************************************
```

4900. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4b3vh0$3t8@studs.sci.kun.nl>
Source record: 23369

In <4aunpq$4ne@news.iesd.auc.dk> chainxor@control.auc.dk (Henrik Lunardi Weide) writes:

>In article <4anqlb$464@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>> Hello,
>>
>> Could some kind soul with MAUSnet access post or upload the schematics
>> of the Falcon Clockpatch, which is a hot item on MAUS.sys.atari.f030
>> and is supposed to cure the SCSI problems with accellerated or
>> Blown-Up Falcons?

>You don't need this document, since the manual for BlowUp FX-card decribes how
>to make this clock-modification and you also get the needed parts with the
>card.

But I'm about to purchase a big SCSI HD, and since I have BlowUP (the
screen enlarger, not the FX) I was told to expect some timing
problems. Or am I missing something?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4901. GIF conversion in 68000 assembler - gifsrc.txt (1/1)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: sinbad@globalnet.co.uk
Message-ID: <4b4ocs$utj@pippin.globalnet.co.uk>
Source record: 23370
Body handling: Inline uuencoded payload not displayed: gifsrc.txt

[Inline uuencoded payload not displayed: gifsrc.txt]

4902. GIF conversion source code WANTED!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-18 00:00:00 UTC
From: sinbad@globalnet.co.uk
Message-ID: <4b4qup$v42@pippin.globalnet.co.uk>
Source record: 23371

Would any body PLEASE be kind enough to supply me with the 68000 assembly
code for converting to and from GIF images. I plan to add a command or two
to STOS BASIC which will allow GIF images to be converted to the STOS
standard (32k screen data then upto 32 bytes for the palette) and vice
versa, STOS to GIF.

Initially it would only be necessary to cater for 2, 4 and 16 colour
images at the maximum resolution for that number of colours, ie. 640x400,
640x200 and 320x200 respectively.

The code simply needs to be fed two registers (say a(0) and a(1))
which contain the source image and destination image addresses
respectively.
If the source image has the ID 'GIFxxx' then a GIF to STOS conversion is
required and if not then a STOS to GIF conversion is required.

Perhaps it could return d(0) to hold the new length of the images in
the event of a GIF image being created (whereas a STOS screen size is
static as it is not packed).

If you anyone would be kind enough to supply me with the source to do this
I would be eternally thankful (and would of course provide the necessary
credit in the documentation). There is a fairly high demand for GIF control
in STOS so please help.

If anyone can do the same for PNG images...

Please send source code, ideas, etc. to me at sinbad@globalnet.co.uk

4903. 68030/882 50 MHz

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: 101335.3542@COMPUSERVE.COM
Message-ID: <4b478f$aa7@dub-news-svc-4.compuserve.com>
Source record: 23372
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.hardware.misc

Hi,

I could offer about 10 pairs of MC68030/ MC68882 with 50 MHz with
PGA-Case.

If interested in one or more pairs please leave E-Mail with offer.

Best regards,

- Roland Hoenig/Germany -

4904. Eprom Card ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: stosser@neon
Message-ID: <4b6as1$nho@neon.airtime.co.uk>
Source record: 23373

Hi everyone :)

A contact has just sent me an "EPROM-CARD" with the simple instructions "snap card into left side of atari, switch on in medium rez', now you have one 1mb with 2 programs callable" This is a snail mail contact in Germany and I only manage to speak with him once a month as I am in England, plus the translation is not up to an explanation :)), so I am stuck ?

I have to be honest and say that I have absoloutly no idea what he is talking about, i have never heard of an eprom card before,

its about 13cmx5cm and seems to have 4 chips marked 27c256 -15 fa
each chip is marked 1H,2H,1L,2L, (marked by hand it seems)

The board is marked 128k .byte-epromkarte,
theres a crown symbol and the large number 9103

I have no idea what to do next?

Whats it for?
What advantages to fitting it?
Is it any good?
Where exactly does it go (once i know then fitting isnt a problem,

About how much are these, this is to give me an idea of the response :)

An idiots guide on this subject would be most helpfull ?:))

My set up,
STE TOS 1.62, 2meg patched to 2.5meg
85meg hard drive, and a Drive B
Thing desktop

No nvdi or any sort of accelerator or any font things, my Auto folder consists of the 2.5meg patch and sceletric fileselector, ho and silmouse, thats it,

Can anyone give me any simple easy to follow info on what i do with it ???????????????? please!

Cheers.......!ynoT

4905. Re: 50 Mhz for DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJtp3y.EqF@ridgecrest.ca.us>
Source record: 23374

Umbauanleitung f=81r h=94heren DSP-Takt des Falcon030

Ben=94tigtes Werkzeug: *(c)1995 Mitja Rateiczak*

Kleiner Seitenschneider
Scharfes Messer
Entl=94tsaugpumpe
16W L=94tkolben
Hei=9Eklebepistole
Multimeter oder auch Gl=81hlampe mit Batterie und ein wenig Litze :-)

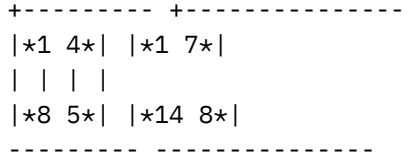
Material:
L=94tzinn
Schaltlitze z.B. 0,08mm^2
Quarzoscillator 48MHz (ggf. 50MHz)
K=81hlk=94rper z.B. f=81r 24 poliges IC
W=84rmeleitpaste
ggf. Doppelklebeband

Sonstiges:
Wo wird der L=94tkolben hei=9E?
Eine ruhige Hand
ca. zwei Stunden Zeit

Achtung!
Da ich nicht 100% wei=9E ob die verschiedenen Boardrevisionen die gleiche
Bauteilbezeichnungen haben gilt das hier Beschriebene nur f=81r Rev D/C!

U38 ist der DSP-Chip
U37 ist der Quarzoscillator 32MHz f=81r DSP- und DMA-Chip
U36 ist der DMA-Chip

Die Pinbelegung eines Quarzoscillators (Bodenansicht):



1 Nicht angeschlossen 1 Nicht angeschlossen
4 Masse 7 Masse
8 +5V 14 +5V
5 Taktausgang 8 Taktausgang

Auf der Platine des Falcon REV D/C ist das Layout wie folgt angelegt:
Ansicht auf die Oberseite des Motherboards!

```
DMA | U37
| Nicht* *+5V
| angeschlossen
------+
U36 Masse* *Takt +--------+
DMA | | U38
| DSP |
Masse* *Takt | |
DSP +--------+
```

* =3D L=94tpunkte f=81r den Oscillator

Das Geh=84use und der Blechverhau des Falcon030 sind zu entfernen. Auch die Unterseite des Falcon030-Motherboards muss zug=84ngig sein!

Zuerst wird der Quarzoscillator U37 vorsichtig ausgel=94tet. Bei mir war eine kleine Version eingebaut, welche in der Draufsicht quadratisch ist. Diese Version ist unbedingt f=81r diesen Umbau von n=94ten.

Auf der Unterseite des Motherboards ist eine Leiterbahn, welche den L=94tpunkt Takt DMA mit dem L=94tpunkt Takt DSP verbindet.
Diese Verbindung wird mit dem scharfen Messer unterbrochen. Aber bitte nicht zu tief bohren, es handelt sich beim Motherboard schlie=9Elich um eine
Multilayerplatine!

Wichtig: Testen ob die Unterbrechung wirklich hergestellt ist!

Man l=94tet eine Pr=84zisions-IC-Fassung 14polig in die 6 freigemachten L=94taugen von U37. Dazu kneift man die nicht ben=94tigten 8 _Beinchen_ der IC-Fassung ab, so da=9E nur noch 6 Beinchen vorhanden sind und die abgekniffenen Beinchen das Motherboard keinesfalls ber=81hren k=94nnen.
Zur Sicherheit f=81llt man die nicht ben=94tigten 8 Kontakte mit L=94tzinn, damit keine Kontaktsplitter auf der Platine herumfliegen k=94nnen.

So der schwierigste Teil ist =81berstanden.

Jetzt kommt der kleine Quarzoscillator 32MHz, dessen vier Kontakte ordentlich vers=84ubert wurden wieder in seine angestammte Possition in der IC-Fassung von U37.

F=81r Leute deren Falcon im Tower sitzt:
Am neuen Quarzoscillator 48MHz werden die beiden Beinchen (Taktausgang und
Masse) vorsichtig nahe am Geh=84use um 90Grad nach au=9Een hin abgewinkelt. Der Quarzoscillator wird dann in die zwei noch freien Sockel der IC-Fassung gesteckt, so da=9E die beiden anderen Beinchen des Quarzoscillators zu den Audio-Buchsen (Micro und Kopfh=94hrer) des Falcon zeigen.

Jetzt fehlt nur noch +5V f=81r den 48MHz Quarzoscillator.
Diese +5V stehen an vielen Stellen im Falcon zur Verf=81gung.
Z.B. liegt diese Spannung an Pin 50 der Speicherplatine.
Also verbindet man Pin 50 der Speicherplatine mit dem +5V Eingang des

Quarzoscillators.

F=81r Leute deren Falcon noch im Orginalgeh=84use sitzt:
Der Quarzoscillator 48MHz wird r=81cklings mit Doppelklebeband auf das IC
U45, welches sich unterhalb des DSP befindet geklebt.
Man verzinnt ein St=81ck Litze und steckt diese in den Taktsockel DSP der
IC-Fassung und l=94tet das andere Ende an den Taktausgang des
Quarzoscillators 48MHz.
Man verzinnt ein St=81ck Litze und steckt diese in den Massesockel der
IC-Fassung und l=94tet das andere Ende an die Masse des Quarzoscillators
48MHz.
Man verbindet mit Litze Pin 50 der Speicherplatine mit dem +5V Eingang
des
Quarzoscillators.

Jetzt ist man fast fertig!
Man sollte seine Arbeit nochmals kontrollieren und alle L=94tspritzer von
der Platine entfernen. Auch die von der Fertigung von Atari! Was man da
so
alles findet :-((mein gr=94=9Eter Fund war bisher ein St=81ck L=94tzinn mit den
Abma=9Een 2mm*6mm)

Den K=81hlk=94rper setzt man, nachdem man ihn mit W=84rmeleitpaste leicht
eingestrichen hat auf den DSP und fixiert ihn mit Hei=9Ekleber.

Nun sollte man den Rechner wieder zusammenbauen.

Wenn man den Rechner einschaltet und es passiert nichts
sofort Ausschalten und nochmals die Schaltung kontrollieren.
Wenn nur das Atari-Logo kommt und sonst nichts passiert kann es sein, da=9E
der DSP keinen Takt bekommt.

WICHTIG
Diese Umbauanleitung wurde von mir mit gr=94=9Eter Sorgfalt erstellt,
trotzdem
=81bernehme ich keinerlei Verantwortung f=81r Sch=84den jedwelcher Art, welche
aus deren Gebrauch entstehen kann.

(c)1995 Mitja Rateiczak eMail: mitja_rateiczak@bm.maus.de

Ciao .\\itja

4906. ***MUST SELL ATARI 1040 STE***

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: xpitcadet@aol.com
Message-ID: <4b6obh$brb@newsbf02.news.aol.com>
Source record: 23375

FOR SALE: ATARI 1040 STE WITH CUBASE NOTATION/SEQUENCING SOFTWARE

$200.00 or B/O

4 Meg. Ram
Midi Ports
Atari SC Monitor
Cubase Software
Tons of software, manuals, and original boxes

E-mail ASAP: xpitcadet@aol.com

4907. Re: Geneva 4 and MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <4b65up$c4o@erinews.ericsson.se>
Source record: 23376

>Just a quick post to ask if anyone has got Geneva 4 and MiNT working on a
>Falcon? and if so how? I have tried to get MiNT set up by adding to MultiTOS
>which seems to work but how to interface Geneva 4? Any help would be nice.

Yes, I have tested it and it works fine.
A friend of mine is programming a jingle-program for radiostations which
runs under multiTOS, and we tested it with Mint112 and Geneva and it works.
Almost everything were faster, loading, screen-redraw and so on...

I can check how I configured it. I can choose between MultiTOS or Geneva, and
when we wanted to test both I just have to disactivate multiTOS' shell.

****
Ronny G�rdh Atari Falcon030, 16/18/32/36 MHz
Hantverkaregatan 35A 16 Mb RAM, 540 Mb E-IDE, 1 Gb SCSI
S-371 35 KARLSKRONA BigTower, Blow-up Hard II,
Tel: +46 455-18278 15" KFC S-VGA, Cubase Audio
+46 455-395416 Calamus, Works ...
email: epkrgdh@kaepk.ericsson.se
http://www.lookup.com/Homepages/58297/home.html
****

4908. Re: Networking a PC and an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: mstacey@rdl.co.uk
Message-ID: <4b6oq6$3a9@tiger.rdl.co.uk>
Source record: 23377

enxkj@unix.ccc.nottingham.ac.uk (Keith Jackson) wrote:

>Hi,

>I've just had one of those accidents which always arrive when it's been
>months on end since you last did a backup to floppy - my mailer got
>screwed. Bink had started to do a run of some kind when the system must
>have crashed and the entire folder and its contents disappeared into the
>great bit-bucket in the sky. It's not terminal but it *will* be a pain to
>get everything back up to scratch. It's only when they've vanished you
>realise just how many text files are used as configs of one sort or
>another.

>I have a PC with a tape-streamer - not SCSI - which could be an ideal way
>of backing up stuff *if* I can connect them together. I haven't tried yet
>but Ghostlink appears to turn the PC into a slave whereas (I guess) I
>need a peer-to-peer network to backup between the two.

Ghostlink does indeed use the PC as a slave but would enable you to
achieve your goal by backing the files up onto the PC hard disk using
Ghost link and then afterwards using the PC tape streamer as normal to
back the files upto tape

4909. Re: Broken Falcon mother board?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJtpGw.Ex9@ridgecrest.ca.us>
Source record: 23378
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

pd@mole.bio.cam.ac.uk (Phil Davey) wrote:
>
>Help!
>
>A long time ago, I posted about the problems my falcon was having.
>Well, I have finally got round to getting it fixed and put into a tower
case.
>
>The symptoms
>
>At first, on booting, the display would be corrupted (various
multicolour pixels
>appearing all over the place). This got progressively worse and
eventually it
>would hang up.
>Then it died. Turning on the power would just make the PSU buzz and
nothing else.
>
>The diagnosis
>
>So, I thought I needed a new PSU. I have just had the old one checked by
our
>computing department and they say it's fine.
>This (presumably) means it is a more serious problem, probably on the
mother board
>itself.
>
>They did suggest removing all floppies and hard disks one at a time and
seeing
>if that made any difference.
>I will try this today, but I am not too hopeful.
>
>Does anyone know what may be wrong?
>
>Thanks for any help,
>Phil
>[E-mail pd@mole.bio.cam.ac.uk]
>

Have you just performed a clockpatch mod? A bad solder job
on the resistors that are patched will cause this problem.
R216, R217, R222.
Reseat the 4 GAL's located in sockets under the keyboard.

I have read that when connecting a PC type powersupply that sometimes it is necessary to change a capacitor on the reset switch. There is a lot of information concerning Falcon hardware in a file called chips172.zip. I don't remember where I found it, and it is in German, but somewhat understandable.

Mike

4910. Re: How to get 12 Mhz ST (was Re: Screen size detection)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951219094843.16870E-100000-100000@iris.amp.uni-hannover.de>
Source record: 23379

On Sun, 17 Dec 1995, Evan Langlois wrote:

: >> > > an old 520 ST+. This is possible by uprating the board clock to 12 MHz
: >> > > and giving to the ST video hardware new Vsync and Hsync signals.
: >> >
: >> > Could you supply details of the hardware modifications.
: >> >
: >> I'll try to dig them out. I did these things about three years ago.
: >> Meanwhile I noticed that not all SM124 can cope with a 48 MHz pixel rate.
: >> But a rule of thumb is : The older the better. So if you have a really
: >> old SM124 you might be lucky. Modern multiscan screens should do it
:
: I would also be VERY interested in this modification!! However, the question
: is ... will it work on an STe?? If you could make it work in an STe I'd
: pay money for the documentation and circuit diagrams!!
:
I have no idea, to be honest. Since Atari changed a lot when they
developed the STEs, it might not be possible, although I don't see any
real obstacle right now.
Speaking of acceleration, the modification is probably not worth the
effort with a Mega STE, because those have a quite good CPU cache, so
they are already twice as fast as normal 8 MHz STs. I don't think that
can be improved significantly this way.

: This would meam higher video rates, but would also mean a faster CPU and
: faster BLiTTER to compensate. I already have an AdSpeed - and it has
:
I don't know whether the blitter can cope with 12 MHz. From a dark corner
in my brain I remember that article saying that blitter must be switched
off, but I'm not sure though.

: >Does it work with the serial port modifications like RSVE?
:
: Or ST_ESCC .. which I'll be trying very soon.
:
It should. I'm about to do both of these as well, and I'll see.

: >> This system is most compatible (any program that runs with any external
: >> graphics card would run on this maschine; I tried MiNT with X-Window as
: >> a really hard compatibility test - it works !!!) and reliable (well, I
: >> had to replace the video chip about two years ago, but I do not think that
: >> was connected to this speedup.
:
: Excellent .. I normally use MiNT, but not X .. did X work with your 900x500
: screen .. or was it still 600x400?

:
That is what I meant. X properly asks the VDI for screen parameter
before installing it's own screen drivers. Thus X ran with 960 x 544.
Muuuuuuuuuch better than 640 x 400, which is sort of ridiculous for X.

: >> The idea was from a german magazine, I'll look for that article. If
: >> you're really interested, get a german dictionary ;-) and give me a fax
: >> number.
:
: Got any English docs on increasing the bus speed of an STe??
:
Nope. I'd have to write them myself, but I haven't got the time, and
secondly, I don't have a 1040 STE - and I won't do it with a Mega STE.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4911. Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-19 00:00:00 UTC
From: jlockwoo@pollux.usc.edu
Message-ID: <4b7pus$1lt@pollux.usc.edu>
Source record: 23380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello to everyone out there in Atariland... it's great to be back.

Please forgive me for the (basic?) questions. I've owned and used an ST for a number of years but only now has the following come up.

I have just inherited two 20mb Supra hard disks for the ST. Each one of the cases has a bridge board in it that has 8 glue chips on it and a SCSI connector at the end (which hooks onto a normal looking SCSI drive).

First of all: One of these disks is autobooting, another is not. What do I need to do to make the disk autoboot.

The disk that does autoboot has something screwy with the AUTO folder. It gets partway through and then reboots... which rereads the AUTO folder and reboots... you get the idea. Is there anything I can do or any keys I can hold down to suppress the execution of the AUTO folder (putting a floppy disk in does no good).

I have a disk from Supra that allows you to format the disks and do some _very_ basic maintanence. Are the disk adapters general enough that I could use some better software and it would interact correctly? Where could I get good software (which would let me set blocksize and so on)? Are there programs available that create "virtual drives" out of the harddisk to let programs that do direct block access run? There is a program called SUPBOOT.PRG which you are supposed to put in the AUTO folder of any disks you use to boot up when you want to use the harddisk. Is this generic or specific to the bridgeboard?

And finally, the reason for all of this: I have a few Quantum 105 and 210 meg drives. Would the electronics on the boards be able to handle these (the boards date from 1987)? What SCSI id does the drive need to be to be recognized? Is there any way in the universe to hook up more than one drive to the bus (I doubt it)?

Please either post here or email me and I will summarize.

Thanks in advance,

-James

* James Lockwood, Unix system programmer and network software developer *
* Administrator: USC Network Research lab, Infralab, and OS teaching lab. *
* Office: SAL 200B, USC email: lockwood@catarina.usc.edu *
* Phone: (213) 740-6569 "Real men use vi" *

4912. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: jlockwoo@pollux.usc.edu
Message-ID: <4baemo$nf4@pollux.usc.edu>
Source record: 23291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Claus Brod <clausb@bbn.hp.com> writes:

>Boot up the system without the hard disk, switch on the HD, start up a
>hard disk driver from floppy disk. There should be a small hard disk
>driver program on your Supra disks. If not, just use a copy of AHDI.

Thanks, I grabbed a copy of AHDI and it works. I see version 5.0 and
an upgrader for 6.0 => 6.1, is version 6.0 not freely available?

>> Where
>> could I get good software (which would let me set blocksize and so on)?

>You can use Atari's installation software, HDX (to be found on atari.archive.umich.edu),
>or you could use any of the commercial packages such as ICD's software.

I've been playing around with HDX with limited success. Does anyone have
some information on how the WINCAP file is put together (the comments in
it are somewhat cryptic). I entered in the correct parameters for my
Quantum 105, and received data errors. Can HDX deal with drives with more
than 1024 cylinders?

>I'm not sure what you mean by a "virtual drive". I assume SUPBOOT.PRG
>is the hard disk driver I was talking about above. I don't think it
>is too specific.

I meant programs that redirect all access to A: to, say, D:\GAMES. Useful
for software that expects to be run off of a floppy. I've found at least
one package now that does this.

-James

4913. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: jlockwoo@pollux.usc.edu
Message-ID: <4bafd3$njn@pollux.usc.edu>
Source record: 23292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gigxr01@nt.com (Gerry O'Rourke) writes:

>I don't really know what you mean about 'blocksize'. but if you are
>talking about virtual memory, you need at least a 68030 processor, sorry.
>If you are talking about programs swapping directly to disk, somebody did
>write a library of functions like this, but it requires you to 'add'these
>into your own programs. Won't work with anything else.

No, by blocksize I meant the logical blocksize that the filesystem uses.
I believe that Atari usually used 512 byte blocksizes, but could support
larger ones (allowing for larger partitions). From what I've heard, well
behaved programs didn't know the difference, but badly behaved ones
crashed.

>> And finally, the reason for all of this: I have a few Quantum 105 and 210
>> meg drives. Would the electronics on the boards be able to handle these
>> (the boards date from 1987)? What SCSI id does the drive need to be to be
>> recognized? Is there any way in the universe to hook up more than one
>> drive to the bus (I doubt it)?

>I still use a Supra adapter, with 8 devices on the bus.

Do you know which revision? My adapter is so old, it does not have an
on board clock. I believe it may be limited to the 20mb drives only.

>Supra software was good (in it's day) but is inferior now.
>You can't have partitions > 32 Mbytes (only 16 if your TOS <1.4), so the
>105 & 210 Meg drives will have to be divided into max 32 Mbyte chunks.

>Also, it does not have information on the newer SCSI drives, so you have
>to manually set format parameters yourself = need to know drive parameters
>to format properly. You should get the drive spec sheet or a program that
>can read these directly from the drive.

I have the data (from my Sun's /etc/format.dat) but I'm still trying to
get the WINCAP file to work properly.

Thanks.

-James

4914. Re: Falcon Resolutions.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4b9ub2$c6e@news.iesd.auc.dk>
Source record: 23293

In article <4b3qa3$mc0@cvhp99.gpt.co.uk>, B.I. Student <jonesnj@cvhp221.gpt.co.uk> writes:
> Hello everyone,
>
> I require some help on the topic of different display mode on the Falcon.
>
> My setup currenly consists of a TV. I have tried switching to different mode ie.
> 256 colours and True colour, but everytime I do this the system crashes and I have to turn the computer off and then on again to clear it, even a hard rebbot don't work!.
>
> I have no idea what to do as I have just got this computer second hand and the book > just says about switching modes. I would be greatefull if someone could point me in > the right direction as to what things should be set to what.etc..

Are you running NVDI v.3.01 ?

NVDI 3.01 has a bug regarding switching color-depth. v3.02 is ok though.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4915. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4b9uh3$c6e@news.iesd.auc.dk>
Source record: 23294

In article <4b3vh0$3t8@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> In <4aunpq$4ne@news.iesd.auc.dk> chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>
> >In article <4anqlb$464@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> >> Hello,
> >>
> >> Could some kind soul with MAUSnet access post or upload the schematics
> >> of the Falcon Clockpatch, which is a hot item on MAUS.sys.atari.f030
> >> and is supposed to cure the SCSI problems with accellerated or
> >> Blown-Up Falcons?
>
> >You don't need this document, since the manual for BlowUp FX-card decribes how
> >to make this clock-modification and you also get the needed parts with the
> >card.
>
> But I'm about to purchase a big SCSI HD, and since I have BlowUP (the
> screen enlarger, not the FX) I was told to expect some timing
> problems. Or am I missing something?

The screen-enlarger shouldn't cause any problems regarding SCSI-timing.

SCSI-timing is only a problem (on some Falcon's) when clocking the CPU to 40 Mhz.

32 and 36 Mhz CPU, usually runs fine on all Falcon's.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

4916. Undeletable file

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: deanr@nevada.edu
Message-ID: <4b9q73$elc_001@bighorn.accessnv.com>
Source record: 23295

You may need to run Cleanup ST, or Hard Disk Sentry to gat rid of the corrupted file structure...

Gunner

4917. Re: ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <819584274.25741@whatnext.demon.co.uk>
Source record: 23296

vdavis@worf.netins.net (Val Davis) wrote:

[] I just bought a great ATARI package for my kids that includes an
[] SLM604 Laser printer. The printer works and even has a few spare
[] toner drums....is there a way I can use this with a PC?

If you print a postscript file to disk using Windows, you can print it out on your kids system using Atari Ghostscript, which is available free via ftp and works extremely well... it can even use postscript ATM fonts from the PC to ensure compatiblity.

Either transfer the file across to the Atari using a pc compatible disk format or plug the comms/rs232 ports together and use terminal programs on both computers.

Ghostlink, also freely available, enables you to read the PC's Hard drive direct from within Ghostscript.

jason.

What Next! Media Services - design, artwork, typesetting & printing.
e-mail: jason@whatnext.demon.co.uk
Telephone: 0171 289 1364 (Outside U.K. +44 171 289 1364)

What Next! Media Services - design, artwork, typesetting & printing.
e-mail: jason@whatnext.demon.co.uk
Telephone: 0171 289 1364 (Outside U.K. +44 171 289 1364)

4918. Re: Broken Falcon mother board?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <4ba1bq$i35@gateway1.brisnet.org.au>
Source record: 23297
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Phil Davey (pd@mole.bio.cam.ac.uk) wrote:

: Help!

: A long time ago, I posted about the problems my falcon was having.
: Well, I have finally got round to getting it fixed and put into a tower case.

: The symptoms

: At first, on booting, the display would be corrupted (various multicolour pixels
: appearing all over the place). This got progressively worse and eventually it
: would hang up.
: Then it died. Turning on the power would just make the PSU buzz and nothing else.

: The diagnosis

: So, I thought I needed a new PSU. I have just had the old one checked by our
: computing department and they say it's fine.
: This (presumably) means it is a more serious problem, probably on the mother board
: itself.

: They did suggest removing all floppies and hard disks one at a time and seeing
: if that made any difference.
: I will try this today, but I am not too hopeful.

: Does anyone know what may be wrong?

: Thanks for any help,
: Phil
: [E-mail pd@mole.bio.cam.ac.uk]

The various pixels on the screen are an obvious memory fault. Whether that
means your RAM is faulty or the hardware that accesses it is another matter.

Pull all your RAM out. (carefully). Turn on the machine. Are the pixels still
there? If so, then you have an MMU or bus fault (possibly something else, but
those are the most likely. If they vanish, then one or more of the SIMMs you
took out are faulty.

D

4919. NSAUG newsletter exchange.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: ua558@freenet.Victoria.BC.CA
Message-ID: <1995Dec20.004051.12029@freenet.victoria.bc.ca>
Source record: 23381

Would the person from the Nova Scotia Atari Users Group who
e-mailed me regarding a newsletter exchange kindly e-mail me the
address of your group and I will mail the Garden City Atari
newsletter for November/December to start the exchange.

4920. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2012950949470001@47.85.0.99>
Source record: 23382
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4b7pus$1lt@pollux.usc.edu>, jlockwoo@pollux.usc.edu (James Lockwood) wrote:

> Hello to everyone out there in Atariland... it's great to be back.
>
> Please forgive me for the (basic?) questions. I've owned and used an
> ST for a number of years but only now has the following come up.
>
> I have just inherited two 20mb Supra hard disks for the ST. Each one of
> the cases has a bridge board in it that has 8 glue chips on it and a SCSI
> connector at the end (which hooks onto a normal looking SCSI drive).
>
> First of all: One of these disks is autobooting, another is not. What do
> I need to do to make the disk autoboot.
>

Assuming the disk can boot, then you need to run one the of Supra utilities (Suputil - I think) which enables/disables the autoboot.

> The disk that does autoboot has something screwy with the AUTO folder. It
> gets partway through and then reboots... which rereads the AUTO folder
> and reboots... you get the idea. Is there anything I can do or any keys
> I can hold down to suppress the execution of the AUTO folder (putting a
> floppy disk in does no good).
>
Yeah - Find the original Supra utilities disk & put it in the floppy.
Hold down the Control, Alt & Shift keys & power up (if you have TOS>=1.4 then only hold down the keys AFTER the drive LED comes on).

The ST should boot from the floppy, you may have to install a 'C' drive icon on the desktop,then you can edit the hard drive Auto folder.

> I have a disk from Supra that allows you to format the disks and do some
> _very_ basic maintanence. Are the disk adapters general enough that I
> could use some better software and it would interact correctly? Where
> could I get good software (which would let me set blocksize and so on)?
> Are there programs available that create "virtual drives" out of the
> harddisk to let programs that do direct block access run? There is a
> program called SUPBOOT.PRG which you are supposed to put in the AUTO folder
> of any disks you use to boot up when you want to use the harddisk. Is
> this generic or specific to the bridgeboard?
>

I now use AHDI (Atari's software), it works well enough.

I don't really know what you mean about 'blocksize'. but if you are
talking about virtual memory, you need at least a 68030 processor, sorry.
If you are talking about programs swapping directly to disk, somebody did
write a library of functions like this, but it requires you to 'add'these
into your own programs. Won't work with anything else.

> And finally, the reason for all of this: I have a few Quantum 105 and 210
> meg drives. Would the electronics on the boards be able to handle these
> (the boards date from 1987)? What SCSI id does the drive need to be to be
> recognized? Is there any way in the universe to hook up more than one
> drive to the bus (I doubt it)?

I still use a Supra adapter, with 8 devices on the bus.

Put your drive ID's in order 0->7. 0 is first, 1 is second, so the boot
device will be C, next partition (or drive) is D,etc...

Supra software was good (in it's day) but is inferior now.
You can't have partitions > 32 Mbytes (only 16 if your TOS <1.4), so the
105 & 210 Meg drives will have to be divided into max 32 Mbyte chunks.

Also, it does not have information on the newer SCSI drives, so you have
to manually set format parameters yourself = need to know drive parameters
to format properly. You should get the drive spec sheet or a program that
can read these directly from the drive.

The only problem I ever found was that the Real Time clock stopped working
when all drive id's were in use. Probably because Supra used the top id's
for clock functions.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4921. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4b937b$a1m@nyheter.chalmers.se>
Source record: 23383

In article <4b8uub$n8m@kaon.kuai.se>,
Daniel Hedberg <dhedberg@yin.kuai.se> wrote:
>Sander Stoks (sanders@sci.kun.nl) wrote:
>: But I'm about to purchase a big SCSI HD, and since I have BlowUP (the
>: screen enlarger, not the FX) I was told to expect some timing
>: problems. Or am I missing something?
>
>Timing problems? Nah, I also have Blow-Up (Hard I) and two rather big
>SCSI-II drives. I haven't noticed any "timing problems".

Then you're very lucky.

I had timing problems with the SCSI even before I bought BlowUP Hard II,
but with it the computer became almost useless.
In a decent colour res, programs that were loaded crashed about every
second time and you could never rely on getting back the same thing that
you saved.
In a 256 colour mode I could get dozens of errors per megabyte read/written.
(I wrote my own test program to check this.)

After having the clock patch modification done, I've never had any more
problems with the SCSI.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4922. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: Claus Brod <clausb@bbn.hp.com>
Message-ID: <30D7CF0F.4FB7@bbn.hp.com>
Source record: 23384
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

James Lockwood wrote:

> First of all: One of these disks is autobooting, another is not. What do
> I need to do to make the disk autoboot.

Install a hard disk booter and driver on it. This can be done using the
Supra utilities which came with the drive.

> The disk that does autoboot has something screwy with the AUTO folder. It
> gets partway through and then reboots... which rereads the AUTO folder
> and reboots... you get the idea. Is there anything I can do or any keys
> I can hold down to suppress the execution of the AUTO folder (putting a
> floppy disk in does no good).

Boot up the system without the hard disk, switch on the HD, start up a
hard disk driver from floppy disk. There should be a small hard disk
driver program on your Supra disks. If not, just use a copy of AHDI.

> I have a disk from Supra that allows you to format the disks and do some
> _very_ basic maintanence. Are the disk adapters general enough that I
> could use some better software and it would interact correctly?

Yes.

> Where
> could I get good software (which would let me set blocksize and so on)?

You can use Atari's installation software, HDX (to be found on atari.archive.umich.edu),
or you could use any of the commercial packages such as ICD's software.

> Are there programs available that create "virtual drives" out of the
> harddisk to let programs that do direct block access run? There is a
> program called SUPBOOT.PRG which you are supposed to put in the AUTO folder
> of any disks you use to boot up when you want to use the harddisk. Is
> this generic or specific to the bridgeboard?

I'm not sure what you mean by a "virtual drive". I assume SUPBOOT.PRG
is the hard disk driver I was talking about above. I don't think it
is too specific.

> And finally, the reason for all of this: I have a few Quantum 105 and 210
> meg drives. Would the electronics on the boards be able to handle these
> (the boards date from 1987)? What SCSI id does the drive need to be to be
> recognized? Is there any way in the universe to hook up more than one
> drive to the bus (I doubt it)?

There is a very good chance that your Quantum drives will work with the ACSI-to-SCSI host adapter that you have, but no guarantee. Connecting larger drives is usually more of a software issue, so make sure you have proper software and understand it somwhat before trying.

Depending on the host adapter, you can also connect more than one SCSI drive to it. With the early Supra gadgets, I'm not so confident that this will work. You will probably have to use SCSI ID 0 for your drive when connecting it to the Supra host adapter.

Using multiple (simple) host adapters, you can connect up to 8 SCSI drives to your Atari's DMA bus. A more recent host adapter will allow you to attach several SCSI drives to it.

--clausb@bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4923. Re: ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: deanr@nevada.edu
Message-ID: <4b7ap2$fm8_001@bighorn.accessnv.com>
Source record: 23385

>I just bought a great ATARI package for my kids that includes an SLM604
>Laser printer. The printer works and even has a few spare toner
>drums....is there a way I can use this with a PC?
>
>
Ther is no way to use your SLM printer on a PC, I am in the process of buying a Toad Chamelian (Pentium PC w/Gemulator) and they confirmed for me that the only way to use the SLM printers is to plug them into a real Atari. Bummer, I am bery happy with the speed and output of my SLM804, and with 32megs of RAM, who needs a laser with RAM onboard?

Bob

4924. Can't delete some files!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: David White <davidw@rd.bbc.co.uk>
Message-ID: <4b8kss$h1a@bbcnews.rd.bbc.co.uk>
Source record: 23386

Hello everyone.
I recently did a very silly thing, I accidently deleted all
my l*.ttp utilities from my hard disk from in tcshell. I rummaged
around in my various disk boxes and found the original archive I
got them from (fileutils-3.9) un-'zoo' ed them into a temporary
directory. I copied the offending files across and tried to delete
the rest. Unfortuneately some of the files refuse to delete, both
from my desktop (Thing) and tcshell (rm -rf). Any ideas anyone.

-David White

//standard disclaimer

4925. Running Defrag on a Minix partition

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2012951005530001@47.85.0.99>
Source record: 23387
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.programmer

I have a minixfs V2 filesystem (119 Mbytes) on drive P.
Recently, I decided to defrag the partition,first I ran fsck:-

```
# fsck
Usage : fsck device
Filesystem consistency checker. Copyright S.N. Henson 1992,1993,1994.
All Rights Reserved
Version 0.0 pre-alpha patchlevel 8
```

```
# fsck p:
Pass 1 Checking All Inodes
Pass 2 Reading Directories
Pass 3 Checking Connectivity
Checking Zone Bitmap
Zone Bitmap OK
Checking Inode Bitmap
Inode Bitmap OK
```

I backed up the data & then ran defrag2:-

```
# defrag2 -V
defrag emergency 0.3b alpha
CVS version version.h,v 1.4 1993/01/07 14:48:51 linux Exp
```

```
# defrag2 -r p:
defrag emergency 0.3b alpha
defrag2.ttp: bad s_zmap_blocks field in super-block
```

I don't realy undrstand what is wrong here. Do I need to e-run
fsck with one of the options to repair this?

Is this problem serious?. Should I worry ?

I am using FreMiNT 1.12.5
Driver is AHDI 5, Supra host adapter.
Machine is a 4 Mbyte STFM.

Here is some information on partition P:

```
# minit -t p:
Sector size 4096
Cluster size in sectors: 2
Cluster size in bytes: 8192
Root dir length 1
Fat size 1
Second Fat start 2
```

First data record 4
Flags 1
Total Clusters 14929
Logical lrecno error
Physical lrecno OK
XHDI not supported
Partition start: 240746
Unit number 6
ACSI bus: device 6.(Non-removable)
V1 filesystems can be at most 65535 blocks

Anybody have any ideas or previous experiences?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4926. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <4b8uub$n8m@kaon.kuai.se>
Source record: 23388

Sander Stoks (sanders@sci.kun.nl) wrote:
: But I'm about to purchase a big SCSI HD, and since I have BlowUP (the
: screen enlarger, not the FX) I was told to expect some timing
: problems. Or am I missing something?

Timing problems? Nah, I also have Blow-Up (Hard I) and two rather big
SCSI-II drives. I haven't noticed any "timing problems".

--
@ @
---oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
----
oOo oOo
U U

4927. Re: Networking a PC and an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: sobek@irit.fr
Message-ID: <SOBEK.95Dec20174215@curie.irit.fr>
Source record: 23389

Why not install NOS PPP on both the ST and PC? Then you have a mini
Internet connection between the two. Maybe there even exists a remote
dump facility for the ST; I would be interested in that one.

Cheers,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@irit.fr Addresses are ordered by importance.
ralph@irit.fr If all else fails, try:
newsmaster@irit.fr sobek@eclair.Berkeley.EDU
128, route de Narbonne / 31062 Toulouse Cedex / France
Telephone: (+33)-61-55-86-18 FAX: (+33)-61-55-62-58
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

4928. Cabling in a PTC1426 monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-20 00:00:00 UTC
From: gartmann@immunbio.mpg.de
Message-ID: <4b9tpi$m3a@n.ruf.uni-freiburg.de>
Source record: 23390
Cross-posted to: comp.sys.atari,comp.sys.atari.st.tech

Hello,

my Atari-TT monitor PTC1426 is out of order. It is completely dark although the green LED is on and from behind I can see the tube glooming. I brought the monitor to a computer shop and they told me they will repair it. But after a while the just said they can't do it because they need some special part (which one they didn't tell me) and this very piece is not available anymore. So I took the monitor back and had a look into it myself. I found a red cable coming out of the "screen-transformator" (I don't know the exact term in English :-( ) hanging around. Where should I fix the other end of this cable? On the little card just fixed at the tube there is no cable connected to "G2" that leads to pin 7 of the tube. What should I fix there? On the main card in the lower right corner there is "G2" twice. One cable leads to the card on the tube but the second one is hanging around. Again, where should it be fixed?

If you have such a monitor I would appreciate it if you could have a look into it.

Regards,
Christoph Gartmann

+---+
| Max-Planck-Institut fuer Phone : +49-761-5108-465 Fax: -221 |
| Immunbiologie PSI : PSI%(0262)45050160374::GARTMANN |
| Postfach 1169 Internet: gartmann@immunbio.mpg.de |
| D-79011 Freiburg, FRG |
+----------- Do you know MENUE, the user environment for OpenVMS? -----------+

4929. Re: ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <4bah9k$e28@news.chatlink.com>
Source record: 23298

Bob (deanr@nevada.edu) wrote:

: >I just bought a great ATARI package for my kids that includes an SLM604
: >Laser printer. The printer works and even has a few spare toner
: >drums....is there a way I can use this with a PC?
: >
: Ther is no way to use your SLM printer on a PC, I am in the process of buying
: a Toad Chamelian (Pentium PC w/Gemulator) and they confirmed for me that the
: only way to use the SLM printers is to plug them into a real Atari. Bummer, I
: am bery happy with the speed and output of my SLM804, and with 32megs of RAM,
: who needs a laser with RAM onboard?
: Bob

...(...AND Rod Replied...).. You do!

Best Regards, Rod
Rod MacDonald, Publisher | (503)476-0071 | stinformer@chatlink.com
ST Informer/ A&D Software |Fax (503)479-1825 | "Keep on Keepin' On"
909 NW Starlite Place |Order(800)800-2563 | GEnie : ST-INFORMER
Grants Pass, OR 97526 | MC/Visa/Discover | CompuServe: 75300,2514
Subscription/Software Prices at http://www.chatlink.com/~stinformer/

4930. Atari SM-124 screen to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: George <samurai@pixi.com>
Message-ID: <4batdp$d99@rigel.pixi.com>
Source record: 23299

I couldn't believe to my eyes when I tried to assemble my new system with a newly purchased Falcon 14/85 and a mono SM-124 monitor. The Falcon monitor port differs from my trusty black and white SM-124's connector!

What possessed these guys to invent a new monitor port? Sheeesh.

Anyone knows a cure, a cheap adapter or something? Thanks in advance. It has been six months since the Falcon is just sitting there because of this cable mismatch.

(If my three STF-1040's could talk, they'd laugh their asses off.)

George

4931. Gnu c++ setup problems

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: David White <davidw@rd.bbc.co.uk>
Message-ID: <4bbab3$acl@bbcnews.rd.bbc.co.uk>
Source record: 23300

Hello, people!
I have beren struggling for a while to set up
Gnu c++ on my falcon (MultiTOS, Outside and hard disk).
Is there a fools guide to setting up Gnu C on a TOS partition,
including a list of libraries and instructions on make files?
I would like to start C++ development on my machine ... I'm fed
up of programming for windoze at work! If there isn't any such
instructions file to make life a little easier, maybe someone
ought to consider putting their experience to some good use.
Also, does gnu c support some of the more recent C++
additions such as templates?

-David White

//standard disclaimer

4932. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2112950904410001@47.85.0.99>
Source record: 23301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4baemo$nf4@pollux.usc.edu>, jlockwoo@pollux.usc.edu (James Lockwood) wrote:

> Claus Brod <clausb@bbn.hp.com> writes:
>
> >Boot up the system without the hard disk, switch on the HD, start up a
> >hard disk driver from floppy disk. There should be a small hard disk
> >driver program on your Supra disks. If not, just use a copy of AHDI.
>
> Thanks, I grabbed a copy of AHDI and it works. I see version 5.0 and
> an upgrader for 6.0 => 6.1, is version 6.0 not freely available?
>

I never found version 6.0, the updates of 6.1 I found did not allow installation of a hard disk bootable driver (or am I making a mistake here).

> >> Where
> >> could I get good software (which would let me set blocksize and so on)?
>
> >You can use Atari's installation software, HDX (to be found on atari.archive.umich.edu),
> >or you could use any of the commercial packages such as ICD's software.

Unless you get ICD's PRO utilities, the ordinary ICD stuff will only work with an ICD adapter.

>
> I've been playing around with HDX with limited success. Does anyone have
> some information on how the WINCAP file is put together (the comments in
> it are somewhat cryptic). I entered in the correct parameters for my
> Quantum 105, and received data errors. Can HDX deal with drives with more
> than 1024 cylinders?
>
AFAIK, wincap was only needed for older 'MFM type' drive.
I always got the right results with any SCSI drive I formatted using AHDI.

> >I'm not sure what you mean by a "virtual drive". I assume SUPBOOT.PRG
> >is the hard disk driver I was talking about above. I don't think it
> >is too specific.
>
> I meant programs that redirect all access to A: to, say, D:\GAMES. Useful
> for software that expects to be run off of a floppy. I've found at least
> one package now that does this.
>

Yes, these are available, try atari.archive.umich.edu.
Sorry, I don't know which directory, try utilities for starters.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4933. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2112950916590001@47.85.0.99>
Source record: 23302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4bafd3$njn@pollux.usc.edu>, jlockwoo@pollux.usc.edu (James Lockwood) wrote:

> No, by blocksize I meant the logical blocksize that the filesystem uses.
> I believe that Atari usually used 512 byte blocksizes, but could support
> larger ones (allowing for larger partitions). From what I've heard, well
> behaved programs didn't know the difference, but badly behaved ones
> crashed.
>
I think you are talking about clusters here ?, yes you can use larger then 512 bytes. AFAIK the cluster size can be 1, 2 or 4 sectors (usually 2 under Atari Corp formatting software).

(Is there a FAQ for this somewhere?)

HDX should take of this when you partition the drive.
I have several 128 Mbyte partitions & one 246 Mbyte under TOS 1.4 using AHDI 5.

> >> And finally, the reason for all of this: I have a few Quantum 105 and 210
> >> meg drives. Would the electronics on the boards be able to handle these
> >> (the boards date from 1987)? What SCSI id does the drive need to be to be
> >> recognized? Is there any way in the universe to hook up more than one
> >> drive to the bus (I doubt it)?
>
> >I still use a Supra adapter, with 8 devices on the bus.
>
> Do you know which revision? My adapter is so old, it does not have an
> on board clock. I believe it may be limited to the 20mb drives only.

Mine has a clock, which used to 'eat' batteries, yours sounds like another version sold in or around the same time.
>

> I have the data (from my Sun's /etc/format.dat) but I'm still trying to
> get the WINCAP file to work properly.
>

Modern SCSI drives (& I am assuming your Quantum's are SCSI) should be able to do a low level format without needing the user to set drive parameters.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4934. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: jlockwoo@pollux.usc.edu
Message-ID: <4bbbm4$30u@pollux.usc.edu>
Source record: 23303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gigxr01@nt.com (Gerry O'Rourke) writes:

>In article <4bafd3$njn@pollux.usc.edu>, jlockwoo@pollux.usc.edu (James
>Lockwood) wrote:
>> Do you know which revision? My adapter is so old, it does not have an
>> on board clock. I believe it may be limited to the 20mb drives only.

>Mine has a clock, which used to 'eat' batteries, yours sounds like another
>version sold in or around the same time.
>>

>> I have the data (from my Sun's /etc/format.dat) but I'm still trying to
>> get the WINCAP file to work properly.
>>

>Modern SCSI drives (& I am assuming your Quantum's are SCSI) should be
>able to do a low level format without needing the user to set drive
>parameters.

Okay, here's the whole story at the present time.

I can get the 20mb disks (a Miniscribe and a Rodime) to interact with the host adapter fine (as long as I run the right driver like AHDI.PRG at bootup).

When I hook up a different drive (such as the Quantum 105 and 210) the results are varied. With a new copy of Supra's hard disk utility program I can format the drive successfully, with AHDI it says there are irrecoverable errors in critical sectors (my guess is that it fails on the first sectors it tries to access). Either way, I cannot access the drive.

The Supra utilities didn't come with instructions, I assume that the SUPBOOT program should be run from AUTO on a floppy to get TOS to recognize the hard disk.

I have had at least one response that the really old Supra host adapters (this was made in 1986, board id "30-0014-4") can't deal with any hard disks other than the original 20mb, and that Supra had a $50 upgrade policy for these adapters until a few years ago.

Can anyone confirm this? Should I give up? Is there an Atari hard disk FAQ out there somewhere?

-James

4935. DMC E-mail address ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <4bbcjp$prt@oravannahka.Helsinki.FI>
Source record: 23304

```
Hello,

I've got few problems with CALAMUS and need to contact
DMC (or whoever makes it today) in order to sort things out...

SO if you know their E-mail, please mail it to me !

Thank's and Merry X-mas

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...understanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...
```

4936. Re: ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: Claus Brod <clausb@bbn.hp.com>
Message-ID: <30D9470B.1ED3@bbn.hp.com>
Source record: 23305

Val Davis wrote:
>
> I just bought a great ATARI package for my kids that includes an SLM604
> Laser printer. The printer works and even has a few spare toner
> drums....is there a way I can use this with a PC?

I am not aware of any commercial product to do this. The German magazine
ST-Computer features an article this month which describes how to use
your Atari as a printer buffer, connected to a PC or Mac.

The problem with the SLM604 is that it uses Atari's proprietary DMA
bus which is close to SCSI, but not quite SCSI. Building some sort
of host adapter or connector to the PC would probably be more expensive
than just using an old Atari ST, so it doesn't make much sense.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4937. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: Claus Brod <clausb@bbn.hp.com>
Message-ID: <30D947A5.128B@bbn.hp.com>
Source record: 23306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gerry O'Rourke wrote:
> I think you are talking about clusters here ?, yes you can use larger then
> 512 bytes. AFAIK the cluster size can be 1, 2 or 4 sectors (usually 2
> under Atari Corp formatting software).

You should never choose a cluster size other than 2 sectors per cluster.
Anything else is simply not safe under most TOS versions.

What you can do is to increase the size of a logical sector (i.e. more
than the usual 512 bytes).

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4938. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: Claus Brod <clausb@bbn.hp.com>
Message-ID: <30D94888.1A06@bbn.hp.com>
Source record: 23307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

James Lockwood wrote:
> Thanks, I grabbed a copy of AHDI and it works. I see version 5.0 and
> an upgrader for 6.0 => 6.1, is version 6.0 not freely available?

It should be, but anyway, 5.0 is just fine for your needs. Didn't 6.0 just
add Falcon support? If so, you simply don't need it.

> I've been playing around with HDX with limited success. Does anyone have
> some information on how the WINCAP file is put together (the comments in
> it are somewhat cryptic). I entered in the correct parameters for my
> Quantum 105, and received data errors. Can HDX deal with drives with more
> than 1024 cylinders?

It should be perfectly able to do this. For "real" SCSI drives, you shouldn't
need to specify the drive characteristics. If memory serves me right,
there is a special "command" in the WINCAP file (was it "md=0"?)
which basically tells HDX to just format the drive without trying to
determine its characteristics first.

> I meant programs that redirect all access to A: to, say, D:\GAMES. Useful
> for software that expects to be run off of a floppy. I've found at least
> one package now that does this.

Interesting! Where did you find this?

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4939. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: Claus Brod <clausb@bbn.hp.com>
Message-ID: <30D950B8.3761@bbn.hp.com>
Source record: 23308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

James Lockwood wrote:
> When I hook up a different drive (such as the Quantum 105 and 210) the
> results are varied. With a new copy of Supra's hard disk utility program
> I can format the drive successfully, with AHDI it says there are
> irrecoverable errors in critical sectors (my guess is that it fails on
> the first sectors it tries to access). Either way, I cannot access the
> drive.

So you can format and partition the drive using the Supra software, but
if you start SUPBOOT, it still doesn't find the hard disk?

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

4940. Re: ST on a Mac ?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-2112951500190001@tempel.muc.de>
Source record: 23309

In article <4anqi7$m5c@newsbf02.news.aol.com>, singer8794@aol.com
(Singer8794) wrote:

>Is there any way to run programs from an Atari ST on my Mac Performa 575 ?
> How about reading text files ?

MagiCMac is the product that brings the whole ATARI OS environment to the Mac.
Look for a demo of MagiCMac.

Thomas

Thomas Tempelmann, Tuerkenstr. 31, D-80799 Muenchen, Germany.
E-mail: tt@muc.de (private), tempel@eWorld.com (business)
Phone: (++49) (89) 286590-90, Fax -89

4941. Janus Info Wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <4bcn9a$63v@news.pacifier.com>
Source record: 23310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am very interested in receiving more information on the Janus ST emulator for IBM PC's. I would especially like to hear from users who currently own and use JANUS personally. Benchmarks, compatibility, and just a general user "feel" would be greatly appreciated!

Also, if you could direct me to a few dealers who carry the Janus, I would be grateful!

Thanks,

Anthony Watson
awatson@pacifier.com

P.S. I have a "relatively" slow 486SX2/50 PC with 8 Meg RAM, and Windows 95. I already tried Gemulator 4.0x and my system was just too slow to operate it at any usable speed. I'm wondering if Janus will suffer this same problem?

4942. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30dad6884349276@discworld.oche.de>
Source record: 23311

Daniel Hedberg (dhedberg@yin.kuai.se) wrote:

DH>Timing problems? Nah, I also have Blow-Up (Hard I) and two rather big
DH>SCSI-II drives. I haven't noticed any "timing problems".

You're one of the rare exceptions, then. Many falcons have timing
problems on SCSI-bus or audio-DMA when they are shipped from Atari.
Enhancing the screen resolution or speeding up the CPU increases the
probability for such problems.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

4943. help on DMA to SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-21 00:00:00 UTC
From: zdigas@jagor.srce.hr
Message-ID: <4bcd54$pkj@bagan.srce.hr>
Source record: 23312

If anybody knows how to make SCSI interface or anything about it reply.
I would be gratefull on any help.


```
_________________________
/\ \
\_| Zvonimir Digas |
| zdigas@jagor.srce.hr |
| _____________________|_
\_/_____________________/
```

4944. Re: Accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: whylesc <whylesc@boat.bt.co.uk>
Message-ID: <4bdsqa$c0c@pheidippides.axion.bt.co.uk>
Source record: 23313

System Solutions still sell the T28 and T36 cards.

((:) |_ | |\|

4945. 3,5" IDE HDs on a Falcon030?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: Jan Ermatinger <jan.ermatinger@ubs.com>
Message-ID: <4bdugg-36m@svstch.ubs.ch>
Source record: 23314

Hi,

I still have a small (2,5") Conner 80MB in my Falcon. Is there a possibility to connect a 'normal' (3,5") HD to the Falcon. The Pin connector is smaller than this of a 3,5" HD. Are there some Pin specifications for the Falcon ?

How big could a HD be for a falcon?
What kind of drivers exist for big IDE-HD (500MB and more)

If you have some ideas e-mail me at:

jan.ermatinger@ubs.ch

you can write in german,englisch and french

4946. from 1st Word (or Steve) to Signum 4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: houtzage@let.rug.nl
Message-ID: <houtzage.11.30DAB0EE@let.rug.nl>
Source record: 23315

As a Steve and Signum user, I would like to know if there exists a programme that converts Steve (or 1st Word) files into Signum 4. In my Signum 2 days I used a very handy programme made (I think) by Georg Scheibler in Germany.Is there anything comparable for Signum 4 users?

Peter Houtzagers

Groningen, The Netherlands

4947. Problems connecting HD drive to Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: jules@cs.ruu.nl
Message-ID: <4bec7g$aqv@krant.cs.ruu.nl>
Source record: 23316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm experiencing some problems when trying to upgrade my Mega STe4 to a HD floppy drive. I've already done the following:

- installed a Sony MPF-520 HD drive
- replaced the WD1772 disk controller with an AJAX controller chip
- replaced the C301901-001 PAL with a revision -002
- insulated the center post of my Cxxxxxx-001 power supply (somebody told me this was necessary with the revision -001 supplies--it doesn't make any difference if I undo this modification
- flipped DIP switch #7

Unfortunately, I'm still experiencing the following problem:

- reading/writing/formatting DD disks works as it always did.
- reading HD disks sort of works but is terribly slow (at most 500 bytes/sec). The disk doesn't step its motor during this operation; it just appears to be sitting idly.
- writing/formatting HD disks doesn't work at all; the disk steps its motor across the entire disks for a couple of times, then reports failure.

I would be most grateful if anybody would have any suggestions as to what could be wrong and/or what I could do about it. Just in case: the motherboard is dated March 7, 1991.

Thanks in advance,

-- Jules

4948. HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: William Sharpe <u01whs@aberdeen.ac.uk>
Message-ID: <4beklm$90o@fs2.abdn.ac.uk>
Source record: 23317

I accidentally lost a file by dragging it to the trash icon. Is there any way a file can be brought back after this has been done?

4949. Re: Need help with old Supra harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2212952113590001@47.85.0.99>
Source record: 23318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4bbbm4$30u@pollux.usc.edu>, jlockwoo@pollux.usc.edu (James Lockwood) wrote:

> Okay, here's the whole story at the present time.
>
> I can get the 20mb disks (a Miniscribe and a Rodime) to interact with the
> host adapter fine (as long as I run the right driver like AHDI.PRG at
> bootup).
>
> When I hook up a different drive (such as the Quantum 105 and 210) the
> results are varied. With a new copy of Supra's hard disk utility program
> I can format the drive successfully, with AHDI it says there are
> irrecoverable errors in critical sectors (my guess is that it fails on
> the first sectors it tries to access). Either way, I cannot access the
> drive.

AFAIR, Supra's software does not automatically check for errors during formatting. SCSI drives will report errors, maybe the Supra software is ignoring them. For modern SCSI drives, I have found that AHDI gives better results than Supra software.

Is there some way you can try the drives on another machine (another Atari or MAC, or a PC with a SCSI adapter). This will confirm the drives are good.

Could this be a parity problem (guessing here!), because Supra's cannot handle parity?

> The Supra utilities didn't come with instructions, I assume that the
> SUPBOOT program should be run from AUTO on a floppy to get TOS to recognize
> the hard disk.

You can run it from the desktop also, but you have to install the drive icon manually.

Do you get a drive 'C' icon on the desktop when you boot from floppy?

>
> I have had at least one response that the really old Supra host adapters
> (this was made in 1986, board id "30-0014-4") can't deal with any hard
> disks other than the original 20mb, and that Supra had a $50 upgrade
> policy for these adapters until a few years ago.
>
> Can anyone confirm this? Should I give up? Is there an Atari hard disk
> FAQ out there somewhere?

Supra don't really support Atari's anymore, it might be hard to even get them to answer questions about the host adapters.

Since you have the software, it might be easier to buy a cheap host adapter. There was something called 'The Translator' on sale in the UK for about £40, just a bare bones adapter. There is also the ICD stuff & the 'Top Link II'.

There is a FAQ for hard drives, I suppose it could be on Umich.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4950. Re: DMC E-mail address ???

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30db14b85d939e6@sn.no>
Source record: 23319

```
>I've got few problems with CALAMUS and need to contact
>DMC (or whoever makes it today) in order to sort things out...
>
>SO if you know their E-mail, please mail it to me !
>
>Thank's and Merry X-mas

potechin@genie.geis.com

Hope that helps.
And merry Christmas to you too!

Hallvard
--
___
<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun ( Y )
[Okami 0.26 offliner] ()~*~()
URL launchpad: http://www.sn.no/~hallvart/ (_)-(_)
```

4951. Accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: tvshop@pavilion.co.uk
Message-ID: <4bd2um$i7a@s02.pavilion.co.uk>
Source record: 23320

Does anyone know whether it is still posible to get hold of any accelerator cards like the T-28,
and also what the basic specs of these 'clone' machines are. I am a music producer so speed and
OS are the only real concerns.

4952. Re: HELP!! (retrieve deleted files?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <30db14ba5d94be7@sn.no>
Source record: 23321

William Sharpe (u01whs@aberdeen.ac.uk) wrote:

>I accidentally lost a file by dragging it to the trash icon. Is there any
>way a file can be brought back after this has been done?

Oops!!!! If you haven't written to the harddisk/floppy disk after this
happened you can probably retrieve it with a "undelete" type program,
but as yet I haven't found any good ones.
The file isn't actually
deleted when you put it in the trashcan or whatever, but just marked
off in the file directory as "deleted" and the space it occupies is
available for use again. that's why I say if you haven't written to
the disk, because it might have become over-written.

For later though you might want to try out the "recoverable trashcan"
with associated CPX module, which simply moved the files over to a
"trashcan" folder, so if you change your mind you can get hold of it
again! And you can read/write to the disk as much as you want without
affecting the file(s).

Merry Christmas and a happy new year!

Hallvard
--

<SunOS Unix/Sun SPARCstation 20/Atari STe> {~-_-~}
Norway- land of the fjords and the midnight sun (Y)
[Okami 0.26 offliner] ()~*~()
URL launchpad: http://www.sn.no/~hallvart/ (_)-(_)

4953. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5-M1Nh6aDhB@ollom.prima.ruhr.de>
Source record: 23322

> The screen-enlarger shouldn't cause any problems regarding SCSI-timing.
>
> SCSI-timing is only a problem (on some Falcon's) when clocking the CPU to
> 40 Mhz.
>
> 32 and 36 Mhz CPU, usually runs fine on all Falcon's.
No, it does make pronblems, even that, if you have had bad luck like I
did. You can try by yourself like I did:
Copy your complete collection of (naked women) GIF and JPG Files to your
SCSI-Drive (or use a SCSI CD ROM) and use virtual memory on your SCSI
drive and use a very high resolution (like RGB 864x496xtrue color 50 Hz
Interlaced or VGA 800x600x256 in 60 hz with your screen-enhancer). Then
your should go and load these picture using GEMVIEW or any other
programme. If you have the SCSI-bug, I am sure you will get it WITHOUT
having higher CPU or BUS frequency. Corrupted pictures and screen and
heavy pauses on SCSI will be the results (At least on my machine).
The SCSI-error WILL occur even MORE heavy if you have a high bus-
frequency.

4954. ST Expantion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-22 00:00:00 UTC
From: ecunning@itek.net
Message-ID: <DJztwL.37M@itek.net>
Source record: 23323

Is there a hard ware hack to expand ram beyond 4meg on 520st?
--
Edward Cunningham
Virus checking initiated... completed. All viruses functioning normally.

4955. Geneva 4

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: dean@sterbbs.nl
Message-ID: <8087230371301@sterbbs.nl>
Source record: 23324

Hi In:Dwilga@Mtholyoke.Edu,
What are the latest versions of Geneva and Neodesk 4? How much are upgrades? I have my registered address in England but work in Holland (I move a lot). Is there a regular mailing list of products and upgrades available by e-mail?

Bye bye!
Dean

* SeM. 2.14f UNREG * Scripta e-Mail System

--
|[From]===|
| Worldgroup Information Services Europe, WISE: +31 (0)181 - 640035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4956. Re: Disk format

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhivg$cqq@maureen.teleport.com>
Source record: 23325

On Sun, 10 Dec 1995 22:13:15 GMT, erangrnt@actcom.co.il wrote:

>Hi,
>I would like to know how to save a MIDI file in an Atari computer using DOS
>format, to READ and USE that disk in an IBM PC compatible computer.
>Anyone know can I do this?

Simplest way is to format the disk on the PC; the Atari uses the same
file system. Or you can obtain one of the many IBM-compatible
formatters for the ST and use it. The only real difference between a
standard 720k floppy formatted on the ST and the IBM is a 4-byte
identifier in the boot sector. TOS version 2.05 and above format in
IBM compatible mode automatically, also.

4957. Re: Problems with LZH archives

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhivi$cqq@maureen.teleport.com>
Source record: 23326

On 15 Dec 95 18:37:38 GMT, novotnyp@ERE.UMontreal.CA (Novotny Pavel) wrote:

> I have had the same problem as Chris with LZH files. I have checked
> every possible variation and still I get CRC errors. I ftp in BINARY
> mode. The transfer from the main frame works perfectly for all zip and
> zoo files it is just these pesky LZH files which unfortunately are the
> binary files I most want. I have given up on them in fact. If anyone has
> any advice I would be most grateful. I don't think there is anything new
> to be said on the matter. Some people have no problems with corrupted LZH
> files any others do.

Make sure you're using the latest LHA.TTP to check the files - there are several flavors of LHarc and they are partially incompatible.

4958. Re: HS Modem 6

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhivj$cqq@maureen.teleport.com>
Source record: 23327

On 13 Dec 1995 20:50:51 GMT, michaelk@pacifier.com (Michael Kelsey)
wrote:

>
>where can I find this program: HS Modem 6
>

Either ftp to Hensa, or call Puddle City BBS or STarship BBS and
download it from one of us. STarship is 503-244-2870, download on the
first call (up to 100k per call)., access is free.

4959. Re: help on DMA to SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhm2n$ipp@maureen.teleport.com>
Source record: 23328

On 21 Dec 1995 19:39:16 GMT, zdigas@jagor.srce.hr (Paradajzko Krumpiroidni) wrote:

>If anybody knows how to make SCSI interface or anything about it reply.
>I would be gratefull on any help.

ICD has been making them for years. What seems to be the problem?

4960. Re: NVDI 3 help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhp6q$kkp@maureen.teleport.com>
Source record: 23329

On 11 Dec 1995 07:00:03 GMT, michaelk@pacifier.com (Michael Kelsey)
wrote:

>My C drive crashed so I reloaded all via DB3 and everything works
>except NVDI 3 won't load. Instead I get the message that zero off-
>screen drivers were found and that the mono screen driver could not
>be found..
>
>any one know what this means and what do i need to put where????

Reinstall NVDI. Something is mising and NVDI's install proggie will
ix it.

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4961. Re: ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhp6s$kkp@maureen.teleport.com>
Source record: 23330

On 20 Dec 1995 00:37:18 GMT, deanr@nevada.edu (Bob) wrote:

>
>>I just bought a great ATARI package for my kids that includes an SLM604
>>Laser printer. The printer works and even has a few spare toner
>>drums....is there a way I can use this with a PC?
>>
>>
>Ther is no way to use your SLM printer on a PC, I am in the process of buying
>a Toad Chamelian (Pentium PC w/Gemulator) and they confirmed for me that the
>only way to use the SLM printers is to plug them into a real Atari. Bummer, I
>am bery happy with the speed and output of my SLM804, and with 32megs of RAM,
>who needs a laser with RAM onboard?

Actually, there is a way to do it - but you can't get graphics output
unless you can write your own printer drivers.

Connect the Aatari's serial port to the Klone's com port and set up
the klone to print ot the com port. Start Freeze Dried Term or
another similar program on the ST and set it up to print all incoming
data; then you can simply "print" on the klone (albeit slowly, at
19200 BPS) and the ST will copy it to the SLM804.

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4962. Re: Bad Connections in STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhp6u$kkp@maureen.teleport.com>
Source record: 23331

On 15 Dec 1995 13:40:45 GMT, Jim Parsons <100430.47@CompuServe.COM>
wrote:

>I am having trouble getting my STe (1Meg) to perform reliably,
>the symptoms are, on switching on, the floppy drive
>does not start (there is definately power there). I have prodded
>around the connections and this seems to have cured the problem
>in the past, for a short time, then the same thing happens -
>Bombs on the screen, and won't re-boot. Is this a common fault?
>What connections might be responsible? The machine has not been
>used a great deal, but not under guarrantee. Thanks if you can
>help.
>
>If possible email me personally! 100430.47@compuserve.com
>Jim Parsons.

Jim,

The solution is simple but tedious (assuming you don't have a hairline
crack in the motherboard): carefully remove all socketed chips and
unplug all socketed cables, clean the terminals thoroughly with
extremely fine emory cloth and blow off (with compressed dry air) any
powder residue from the cloth, then put everything back together. The
problem is caused by a combination of oxidation and "thermal creep" (a
phenomenon that makes chips "wiggle" out of their sockets with the
constant expansion/contraction cycles of power on/power off
operations).

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4963. Re: Atari SM-124 screen to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhp70$kkp@maureen.teleport.com>
Source record: 23332

On 21 Dec 1995 06:04:41 GMT, George <samurai@pixi.com> wrote:

>I couldn't believe to my eyes when I tried to assemble my new system
>with a newly purchased Falcon 14/85 and a mono SM-124 monitor. The
>Falcon monitor port differs from my trusty black and white SM-124's
>connector!
>
>What possessed these guys to invent a new monitor port? Sheeesh.
>
>Anyone knows a cure, a cheap adapter or something? Thanks in advance. It
>has been six months since the Falcon is just sitting there because of
>this cable mismatch.
>
>(If my three STF-1040's could talk, they'd laugh their asses off.)

Call Toad Computers and buy an adapter block. It runs about $14.95
and SHOULD have been sold to you when you bought the Falcon.

If you think this is bad, try getting a Mac. The basic Mac doens't
include a keyboard or monitor at all...

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4964. Re: www115

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhp72$kkp@maureen.teleport.com>
Source record: 23333

On 15 Dec 1995 23:18:12 GMT, michaelk@pacifier.com (Michael Kelsey)
wrote:

>
>I haven't had any luck getting the URL to connect properly. When
>running
>it I get "resolving host" which can take well over a minite. Then when
>the site address comes up all I have is a blank page. In the stik config
>I have my DNS set as NAMESEVER 199.2.117.161 which is the correct IP. I
>have asked my sevice provider for help and one of the things he asked is
>what Gateway Address am I using.......
>
>My QUESTION IS is setting of the gateway address necessary for CAB/STIK
>& if so where do I set it since I haven't found any info relative to it
>in the manual......
>
>--
>pacifier.com - Vancouver's Public access Internet (206) 693-0325
>telnet or dial the above and type "new" at the prompt to register

Pacifier's Name Server has a problem, although they denied it when
confronted. Try one (or more) of the following DNS addresses instead:

149.174.213.5
149.174.211.5
156.151.6.20
166.37.17.11
204.70.128.1
199.182.120.202
199.182.120.203
199.3.12.2

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4965. Binhex

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <819752354_OASIS_@ping.be>
Source record: 23334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello there,

I wish you and yours a merry Christmas and a Happy New year.

I received today a mail wich contains a binhex4-file.
Can someone tells me if there exist a prg that converts binhex-files
to binaire files on a Atari.
Thanks on advance
Martin

--

****
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****

4966. WAV Player Program help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhsrt$ml9@maureen.teleport.com>
Source record: 23335

I have the source code in C (MWC, I think) for the WAVEPLAY.PRG application, and it works pretty well. However, I'd like to mess around a bit and wokr up something a little more TTP or GEMish (either way would be better). The problem is, I don't understand C well enough to figure out exactly what each part of the program does.

What I would like is someone who does know C well (Evan, are you out there?) to read the source (I'll email it), comment it heavily and in plain English, and send it back. In return, I'l be glad to have help beta-testing the results and listen to suggestions.

What I am aiming for is a program that runs in a window, doesn't screw up my screen display, and can have total screen output suppressed if required (since audio is not something I really need to read anyhow). I may end up with an accessory, a PRG, and a TTP.

Any volunteers?

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4967. Re: How to get 12 Mhz ST (was Re: Screen size detection)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: cptblade@teleport.com
Message-ID: <4bhss0$ml9@maureen.teleport.com>
Source record: 23336

On Fri, 15 Dec 1995 09:43:59 +0000, gigxr01@nt.com (Gerry O'Rourke)
wrote:

>In article
><Pine.A32.3.91.951214171049.14254B-100000@iris.amp.uni-hannover.de>, Peter
>Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>Hsync & Vsync come from the Glue chip, which normally runs @ 8 Mhz.
>Running @ 12 Mhz would mean a Hsync rate of around 47 Khz (too high for a SM124)
>& a Vsync of around 100Hz. Much better to feed new Sync signals to get the
>older refresh rates.
>>
>> The idea was from a german magazine, I'll look for that article. If
>> you're really interested, get a german dictionary ;-) and give me a fax
>> number.
>>
>I AM, I AM, I will.
>
>> Cheers Peter
>
>--
>Gerry O'Rourke
>Materials Engineering
>Northern Telecom (Ireland) Ltd
>E-mail gigxr01@nt.com

Gerry, your sig file seems to indicate that you are somewhat
hardware-oriented. If a modification that doesn't screw up everything
else could be made, if would be great if we could put in a plain VGA
sync rate (31.5kHz sweep rate, which is 2x the NTSC sweep rate we have
on the SC1224 and SM124). Then we could hook up the ubiquitous
generic VGA monitors and stop depending on "orphan" monitors...

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4968. Re: Falcon Clockpatch?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DK29MK.7By@ridgecrest.ca.us>
Source record: 23337

My Falcon also has SCSI problems with large files. I haven't noticed
it much after I installed the 7F08 clockpatch. Now I have
Expose installed and when saving a 12 meg FLC, two out of three
are wrote bad. When Apex is trying to save the file to a HD, I can see
the CD Rom light operate indicating that the Falcon is "lost".
I have tried the 74F04 mod before, and it did not work so well.
I will try it again with Expose and Apex. The IDE works great however.

Mike

4969. Re: ATARI SLM LASER PRINTER ON PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-23 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <819816836.3511@whatnext.demon.co.uk>
Source record: 23338

stinformer@chatlink.com (Rod McDonald) wrote:

[] I have heard of some people networking the Atari to a PC and then
[] trying to print using the Diablo Emulator to the Atari's parallel
[] port which re-routes the info to the DMA port of the Atari.

Has anybody actually found a Diablo driver for a PC, either $Windows
or DOS?

Also - the graphics part of the emulator is added on to the diablo
spec. for the Atari and it seems unlikely that a PC Diablo driver
would be capable of graphics....

Ghostscript could possibly be used instead of the Diablo emulator....
it can be set to read from 'stdin' which if i'm not mistaken could be
an rs232 port? Has anybody actually done this successfully and what
postscript PDF (Printer Description File) should be used?

jason.

What Next! Media Services - design, artwork, typesetting & printing.
e-mail: jason@whatnext.demon.co.uk
Telephone: 0171 289 1364 (Outside U.K. +44 171 289 1364)

4970. Re: Binhex

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-24 00:00:00 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <4biune$s32@mark.ucdavis.edu>
Source record: 23339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Byttebier (Martin.Byttebier@ping.be) wrote:
: I received today a mail wich contains a binhex4-file.
: Can someone tells me if there exist a prg that converts binhex-files
: to binaire files on a Atari.
: Thanks on advance

This was almost certainly sent to you by someone using Eudora. This has become a real problem for me. And I have found out from my System Administrator that it is a problem for people all over our campus, no matter what hardware they are using. Apparently Eudora for some platforms works differently than Eudora for other paltforms on this point, plus it depends how individual users have configured them. Anyway, for us the problem is even more serious as there is no Eudora for TOS. I wish I new exactly what the encoding scheme was, how it differs between Mac and Windows, etc. Actually, I wish the makers of Eudora hadn't chosen this apparently non-standard encoding scheme to use for INTERNET e-mail! Can you have the person who sent you the file re-send it UUEncoded? This would be easily un-encoded on your TOS machine, even using ESS Code.

--
....
: \|/ ____ \|/ : Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 :
: @~/ ,. \~@ : Prg. Assist. -- Intern. & Career Ctr. -- UC Davis :
: /_(__/)_\ :-- 271 Voorhies Hall -- http://128.120.110.171/ --:
: __U_/ Opinions are my own, who else would want them anyway?:
"""

4971. Re: Binhex

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-25 00:00:00 UTC
From: gartmann@immunbio.mpg.de
Message-ID: <4bn7e1$8hk@n.ruf.uni-freiburg.de>
Source record: 23241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4biune$s32@mark.ucdavis.edu>, szhays@dale.ucdavis.edu (Eric Hays) writes:
>Martin Byttebier (Martin.Byttebier@ping.be) wrote:
>: I received today a mail wich contains a binhex4-file.
>: Can someone tells me if there exist a prg that converts binhex-files
>: to binaire files on a Atari.
>: Thanks on advance
>
>This was almost certainly sent to you by someone using Eudora. This has
>become a real problem for me. And I have found out from my System
>Administrator that it is a problem for people all over our campus, no
>matter what hardware they are using. Apparently Eudora for some platforms
>works differently than Eudora for other paltforms on this point, plus it
>depends how individual users have configured them. Anyway, for us the
>problem is even more serious as there is no Eudora for TOS. I wish I new
>exactly what the encoding scheme was, how it differs between Mac and
>Windows, etc. Actually, I wish the makers of Eudora hadn't chosen this
>apparently non-standard encoding scheme to use for INTERNET e-mail!

BinHex is something very common on the Macintosh platform. I have a C-source
to decode BinHex and I have simple TTP on my TT to do it.

Regards,
Christoph Gartmann

+---+
| Max-Planck-Institut fuer Phone : +49-761-5108-465 Fax: -221 |
| Immunbiologie PSI : PSI%(0262)45050160374::GARTMANN |
| Postfach 1169 Internet: gartmann@immunbio.mpg.de |
| D-79011 Freiburg, FRG |
+----------- Do you know MENUE, the user environment for OpenVMS? -----------+

4972. Re: Binhex

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-25 00:00:00 UTC
From: Rich.Tietjens@f311.n105.z1.fidonet.org
Message-ID: <07c_9512252149@crystals.aloha.or.us>
Source record: 23242

szhays@dale.ucdavis.edu barked at All in COMP.SYS.ATARI.ST.TECH on 23 Dec 95:

s> Martin Byttebier (Martin.Byttebier@ping.be) wrote:
s> : I received today a mail wich contains a binhex4-file.
s> : Can someone tells me if there exist a prg that converts binhex-files
s> : to binaire files on a Atari.
s>
s> This was almost certainly sent to you by someone using Eudora. This
s> has become a real problem for me. And I have found out from my System
s> Administrator that it is a problem for people all over our campus, no
s> matter what hardware they are using. Apparently Eudora for some
s> platforms works differently than Eudora for other paltforms on this point,
s> plus it depends how individual users have configured them.

Actually, it's BinHex-64 encoding, and the solution is to get the sender to use MIME encoding instead - Eudora has that option. EssCode does (I think) decode standard MIME documents.

4973. Re: HELP!! (retrieve deleted files?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-25 00:00:00 UTC
From: Rich.Tietjens@f311.n105.z1.fidonet.org
Message-ID: <07d_9512252149@crystals.aloha.or.us>
Source record: 23243

hallvart@sn.no barked at All in COMP.SYS.ATARI.ST.TECH on 22 Dec 95:

>> I accidentally lost a file by dragging it to the trash icon. Is there
>> any way a file can be brought back after this has been done?
h>
h> Oops!!!! If you haven't written to the harddisk/floppy disk after this
h> happened you can probably retrieve it with a "undelete" type program,
h> but as yet I haven't found any good ones.

Diamond Edge does a great job. I beleive that TOS 2.05 also has an undelete command, but it has been so long since I bothered with the Atari desktop (I use Teradesk), that I don't really recall.

4974. Re: Binhex

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-25 00:00:00 UTC
From: gerdw@wa.caeci.ol.ni.schule.de
Message-ID: <FLZLBAUUUP@wa.caeci.ol.ni.schule.de>
Source record: 23340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

I had the same problems with Binhex and ATARI. After a long search I found a Programm for Atari called Binhex 1.0. But this doesn't work together with Binhex 4.0.
Therefore we chose a software wghich works without problems between the three platforms IBM-PC, ATARI and MAC. This is the software uuencode/decode.
If you use Eudora it is important that you have this beginning line:

Description:

BEGIN-------cut here-------CUT HERE-------PART 01

Otherwise Eudora don't recognize the uuencoded file.

I searched a long time for Binhex 4.0 (ATARI Version) and I can say that this version doesn't exist.

You can help yourself with Binhex 4.0 for IBM-PC. The exchange between Mac and IBM-PC works without any problems. Afterwards you can load the file in the ATARI.

Or use UUENCODE/DECODE.

If you are interested I can send you UUENCODED the Binhex1.0 for ATARI. But, how I wrote before, it doesn't work together with Version 4.0. But perhaps youi find someone who is able to update this old 1.0 Version. If you find someone, I will be very interested to get this new version.

Shall I send you Binhex 1.0 for ATARI?

Gerd

--
Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
Tel/Fax +49/4221/83544. Please Phone Before Fax.

4975. Datalite 2 - tech. info needed urgently to recover after corruption

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-26 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <4bprmr$f46@status.gen.nz>
Source record: 23244

I have recently been using Datalite 2 on my TT030, to compress a 128 MB partition.

All went smoothly for a few weeks, until now.

I was using Calamus SL, and I wanted to save a 9 MB document. After choosing save, the system crashed with about 10 bombs. I rebooted, but as Datalite 2 loaded, the following error message appeared:
"Drives unaccessible due to illegal or unreadable structures. (C)ont"
I pressed C to continue, and all seemed to go fine. Having reached the desktop, I looked at the root directory of drive F (F being the partition I saved the document to). Unfortunately, the only files in the root directory are as follows:
DATALITE.2
LOGILEX.001
LOGILEX.002
LOGILEX.003
...
LOGILEX.127

This seems to be similar to what you get when accessing a datalited partition when datalite is not running.

I had contacted HiSoft some time ago, asking them for technical details of how Datalite 2 works, so that I would be better able to recover data in the event of a Datalite filesystem becoming corrupt. HiSoft told me to contact LogiLex in Germany. I asked HiSoft for the email address of LogiLex, and they have never replied. This was a few weeks ago.

Now it has happened, a datalite filesystem has become corrupt, and I need to know some details about Datalite 2 so that I can recover the data. Since HiSoft are very unhelpful in this regard, I am hoping that someone else may be able to help me.

If anybody has any details of how Datalite 2 alters the filesystem structure, please get back to me. I would like to know of any structures Datalite 2 uses, where they are, what they are for, any existing structures Datalite alters, any details on the compression used, or any other details that may be of any help at all. I would also like to hear from anyone who has had a similar experience to me.

Thanks for any information.

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

4976. Re: HELP!! (retrieve deleted files?)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-26 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <4bpqjl$1ee@sirius.cs.pdx.edu>
Source record: 23245

In article <30db14ba5d94be7@sn.no>, Hallvard Tangeraas <hallvart@sn.no> wrote:
>For later though you might want to try out the "recoverable trashcan"
>with associated CPX module, which simply moved the files over to a
>"trashcan" folder, so if you change your mind you can get hold of it
>again! And you can read/write to the disk as much as you want without
>affecting the file(s).

A Mac-like trashcan for the ST! Wow! I've never seen this program!
Where is it?

---Alex Chamberlain
chambera@cs.pdx.edu

4977. 040/GFX cards for the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-26 00:00:00 UTC
From: rtellez@filabres.ualm.es
Message-ID: <4bparl$ig8@erika.cica.es>
Source record: 23246

Hi all and Merry Xmas!!!

I'm new at news ;-), so please accept my apologices if I make any mistakes.

I'm spanish and own a Falcon: 14Mb RAM, PowerUP 32MHz, BlowUP030 Hard II, Tower case, FPU, internal SCSI HD 540Mb, external SyQuest 270Mb, Sony 15" Multiscan.

Living in Spain is frustranting for a spainsh user, as you know nothing about what's happening in the Atari scene. Can anyone tell me what 040/030 cards are NOW available for the Falcon or a being plannes for a near future?
What graphics cards are available?
Which ones could I install in my Falcon?
Where exactly could I get one and how much do they cost?

What Atari clones are available? I know about the Medusa and the Eagle, but what kind of computer is the Hades?

If I bought Magic 4, could I use it with Thing 1.0 onwards using longfile-names? I'm tired of that annoying 8.3 files!!! What more did I need for this?

Thanx very much for your help! I'm specially interested in updating my Falcon with new cards but I don't know where to ask or where to buy them from :((

Again, Merry Xmas and a Happy New Year!!
God Save TOS-Computers!!!!

4978. What HD with adscsi+?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-26 00:00:00 UTC
From: dandee@gatecoms.gatecom.com
Message-ID: <4bpqet$jp8@www.gatecom.com>
Source record: 23247

Will any scsi hard drive mech work with the ICD adscsi+? I have a Toadfile that has an almost full 55 meg Seagate in it. I'd like to know if I can pull it out and replace it with an IBM 330 meg scsi drive that's available to me. Words of wisdom anybody?

4979. Re: How to get 12 Mhz ST (was Re: Screen size detection)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951227115007.14994H-100000@iris.amp.uni-hannover.de>
Source record: 23248

On Sat, 23 Dec 1995, Rich At Work wrote:

> else could be made, if would be great if we could put in a plain VGA
> sync rate (31.5kHz sweep rate, which is 2x the NTSC sweep rate we have
> on the SC1224 and SM124). Then we could hook up the ubiquitous
> generic VGA monitors and stop depending on "orphan" monitors...
>
Something's wrong here. An ordinary ST with an ordinary SM124 already
sweeps faster than 30 kHz. And I cannot see any connection from ST
"high-res" sweep rate to NTSC or PAL or anything else.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4980. bus clock speed up for falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-27 00:00:00 UTC
From: Oliver@ollom.prima.ruhr.de
Message-ID: <5-f7CgRLDhB@ollom.prima.ruhr.de>
Source record: 23249

Does anybody have an explanation about how to speed up bus-frequency of a Falcon to 18 and 20 Mhz?

4981. HELP: Sick Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-27 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.951227210542.27550B-100000@student.canberra.edu.au>
Source record: 23250

Hi,

My Falcon was acting up recently (not reading NVRAM settings on bootup) and now does not boot up at all. The power led comes on, the fan comes on, but there is just a black screen and no bootup sequence, not even a floppy bootsector test. It has 'died' three times now in the last week, and I have managed to resurrect it so far. I have taken it to a technician, who could not find any fault with the power supply or any loose connections, etc. Unfortunately, there are no atari dealers or repair centres here. :(

Does anyoneone have an idea what could be causing this problem?

BTW: It started playing up when I bought a C64 & a PC about a week back. Could it be that my Falcon is offended??? :)

Yiannis

4982. Re: ST Expantion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <820109247.2617@grasper.demon.co.uk>
Source record: 23251

On Fri, 22 Dec 1995 15:05:07 GMT ,Twas none other than Edward Cunningham who did state ....

> Is there a hard ware hack to expand ram beyond 4meg on 520st?

There is a board available (from Marpet ...marpet@cix.compulink.co.uk IIRC) which can take us to 12meg... for ST only not e

--
---- Atari Falcon030(32) Linux68K site ----
Graham Irvine : graham@grasper.demon.co.uk

4983. Re: Binhex

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <4bth5h$ljh@mark.ucdavis.edu>
Source record: 23252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Christoph Gartmann (gartmann@immunbio.mpg.de) wrote:
: BinHex is something very common on the Macintosh platform. I have a C-source
: to decode BinHex and I have simple TTP on my TT to do it.

If you have a TTP to decode Bin-Hex 4.0 could you please upload it to one
of the ftp sites, or e-mail a uuencoded copy of it to me (assuming it is
freely distibutable)?

Still doesn't appease my anger at the Eudora people assuming everybody is
conversant with a MACINTOSH file standard. Why don't I just start
mailing all of my friends PageStream files? Because they wouldnt be able
to use them!

--
....
: \|/ ____ \|/ : Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 :
: @~/ ,. \~@ : Prg. Assist. -- Intern. & Career Ctr. -- UC Davis :
: /_(__/)_\ :-- 271 Voorhies Hall -- http://128.120.110.171/ --:
: __U_/ Opinions are my own, who else would want them anyway?:
"""

4984. Re: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: avikar@actcom.co.il
Message-ID: <DKA2yM.GHH@actcom.co.il>
Source record: 23253

looking desperetly for modem\fax prg.for st1040 14,400 vt100

graphic prg's
acc's
neodesk 4
archives
protext - last version
gem fonts
and more
please HELP!!!

THANKS

4985. Re: 040/GFX cards for the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951228141408.11486C-100000@iris.amp.uni-hannover.de>
Source record: 23254

On 26 Dec 1995 rtellez@filabres.ualm.es wrote:

>
> If I bought Magic 4, could I use it with Thing 1.0 onwards using longfile-
> names? I'm tired of that annoying 8.3 files!!! What more did I need for this?
>
With MagiC you'd still have to wait, because there is no extented
filesystem ready for use yet. Some people supposedly are working on it,
but nobody knows when they'll release it.
You can try a good filesystem immediately by installing MiNT (a very good
supplement to any ROM-TOS, easily installed) and running Minix.XFS on top
of it. You'll have your normal TOS filesystems, and, additionally, Minix
filesystems (on disk, on HD, ...) can be worked on. So you can give it a
try by converting a floppy disk to Minix FS, before committing your hard
disk. Many Atari owner completely abandoned TOS FS and only use Minix FS
these days.

You're new on News. If you've got ftp as well, you can get software like
the above mentioned from many ftp servers around the world. Most german
sites have an Atari area (try ftp.uni-giessen.de or ftp.uni-kl.de), a few
good sites are located in UK (like hensa or phoenix.doc.ic.ac.uk), and -
probably the largest - in US/Michigan atari.archive.umich.edu
Use "anonymous" as login name and your email-adress as password.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4986. Re: ST Expantion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951228142753.11486D-100000@iris.amp.uni-hannover.de>
Source record: 23255

On Thu, 28 Dec 1995, Graham Irvine wrote:

> On Fri, 22 Dec 1995 15:05:07 GMT ,Twas none other than Edward Cunningham who did state
....
>
> > Is there a hard ware hack to expand ram beyond 4meg on 520st?
>
> There is a board available (from Marpet ...marpet@cix.compulink.co.uk IIRC) which can
take
> us to 12meg... for ST only not e
>
Have you got any details how this has been achieved ? Is all the RAM
accessible by the screen and DMA ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4987. Re: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951228143030.11486E-100000@iris.amp.uni-hannover.de>
Source record: 23256

```
On Thu, 28 Dec 1995 avikar@actcom.co.il wrote:

> looking desperetly for modem\fax prg.for st1040 14,400 vt100
>
Try CoNnect, an excellent shareware terminal, by Wolfgang Wander
archie says :
iris:[130]$ archie -s conn246

Host ftp.uni-erlangen.de

Location: /pub/atari/tools/telecomm
FILE -rw-r--r-- 215706 Mar 7 1994 conn246u.lzh

Host nic.funet.fi

Location: /pub/atari/comm
FILE -r--r--r-- 338686 Mar 4 1994 conn246e.lzh

Host micros.hensa.ac.uk

Location: /micros/atari/tos/n/n173
FILE -rw-r--r-- 338686 Jun 21 1994 conn246_e.lzh
FILE -rw-r--r-- 215706 Jun 21 1994 conn246up.lzh

Cheers Peter

------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
------------------------------------------------------------------------
```

4988. Serial troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: <>
Message-ID: <carlk.820179124@gargoyle>
Source record: 23257

Boy, I thought the Falcon would surely fix the ST serial troubles, but apparently not. I hooked my wife's Falcon up to a serial port on my box so she could do e-mail and such. Problem is that all four of the comm programs I've found get overrun if she hits an arrow key and they get one to several characters behind. What does everyone else do to fix this?

Thanks for any help an/or pointers you can give.

carlk@syscon-intl.com
ckreider@skyenet.net
--

4989. Hard Disk files GONE!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: p_keller@conan.ids.net
Message-ID: <4buojj$be6@paperboy.ids.net>
Source record: 23258
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Or something- I had the hard drive turned off when I was using Storm,
but turned it back on before I exited the program. For some reason, the
only thing which was left in the C: drive was the 'cli' directory, with
nothing in it. I got some undelete programs, but I'm not really sure what's
appropriate here. Would it be the same as dragging a file to the trash icon?
Also, I tried to install drive F: but
it won't recognize it, tells me it's not there! Do you know of any
specific programs which are better than others to use? HELP!

The odd thing about this is that I didn't access drive C (or F) at all. Is
there some reason why turning the hard drive on and off would do this?
--
- Peter Keller -
p_keller@conan.ids.net

4990. Re: HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: rtellez@filabres.ualm.es
Message-ID: <4buk7s$d2s@erika.cica.es>
Source record: 23259

William Sharpe (u01whs@aberdeen.ac.uk) wrote:
: I accidentally lost a file by dragging it to the trash icon. Is there any
: way a file can be brought back after this has been done?

Yes, as long as you hadn't write again to the disk!!

You must do the following:
* Run a disk monitor, such as the one found in Harlekin, or Knife ST, or Monomon, or whatever you want.
* Select that disk, and find on it the deleted file. It will have the fist letter of its name as the code E5 (if I'm not wrong) and the rest of it will be intact.
* To recover it, you only have to select a new letter for the fist character, and ta daa!! your file is there again. (Don't forget to write back the changes!!)

I hope it helps.

Ramiro
rtellez@ualm.es
ALF on IRC (Almeria Life Form)

4991. WAV Player Program help

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <b0f_9512290105@flight.org>
Source record: 23260

> What I am aiming for is a program that runs in a window, doesn't screw
> up my screen display, and can have total screen output suppressed if
> required (since audio is not something I really need to read anyhow).
> I may end up with an accessory, a PRG, and a TTP.
>
> Any volunteers?

I was thinking about writing one of these from scratch. Unfortunatly I
don't have a clue how to write a sound play routine...

---
* Kivi (unregistered) 1.41 *
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4992. FS: hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4bt798$51s@express.ior.com>
Source record: 23261

I need space for new hardware! And $$$'s to upgrade exhisting
hardware! So the unneeded equipment has to go! Not to mention,
I could use the room.... It's getting crowded in here!

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen. And I've seen a many!
Asking $250 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $75 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

$300 for the package, and you pay shipping ... Plus I'll throw in
at your discretion (for FREE!) :

* Magazines *

(10) Current Notes Magazines

* Chips *

PAL chip. Came out of the Mega Ste, still works! (Replaced it, even
thought I didn't need to. Didn't know that at the time. So I have a spare
here) And this one will support the high density drive!
Number is: C301901-002.

Floppy Drive Controller Chip. Still works! Just upgraded to the AJAX chip, so I don't need this one! The number is: WD1772-PH

Tos 2.05. Works great. Just upgraded the Mega STe to TOS 2.06! TOS 2.05 will work in any STe!

* Joysticks *

(6) Misc Joysticks

*** Prices are Negotiable *** Prices are Negotiable ***
SO MAKE AN OFFER!

If you have any questions, or your interested in one of the items listed above, PLEASE Email me!

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128.

Thanks for your time!

Dan Brown

4993. FS: HD Setup!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-28 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4bt7e2$51s@express.ior.com>
Source record: 23262

F O R S A L E

P L U G N' P L A Y
H A R D D R I V E S E T U P !

50mb Seagate hard drive
44mb Syquest removable hard drive with (see below)
(5) 44mb Syquest carts
AdSCSI Plus host adapter
DMA cable and software
Case, fan, and power supply

All Fully cabled and ready to go! It's a Plug N' Play situation!

The Seagate and/or Syquest can easily be replaced with a larger drive.
Power switches on back and front for convience.

I cannot swear to it, but from the looks of it, a manual, and how
nicely it was all put together, I would say this setup was put together
by TOAD Computers.

Asking Price: $300 + Shipping

*** Price is Negotiable *** Price is Negotiable ***
SO MAKE AN OFFER!

If you have any questions, or your interested in the item listed above,
PLEASE Email me!

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128.

Thanks for your time!

Dan Brown

4994. Re: HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <820219382_OASIS_@swampdog.demon.co.uk>
Source record: 23263

In article <4buk7s$d2s@erika.cica.es>
rtellez@filabres.ualm.es () said:-

>William Sharpe (u01whs@aberdeen.ac.uk) wrote:
>: I accidentally lost a file by dragging it to the trash icon. Is there any
>: way a file can be brought back after this has been done?
>
>Yes, as long as you hadn't write again to the disk!!
>
>You must do the following:
>* Run a disk monitor, such as the one found in Harlekin, or Knife ST, or
>Monomon, or whatever you want.
>* Select that disk, and find on it the deleted file. It will have the fist
>letter of its name as the code E5 (if I'm not wrong) and the rest of it
>will be intact.
>* To recover it, you only have to select a new letter for the fist character,
>and ta daa!! your file is there again. (Don't forget to write back the
>changes!!)

This will retrieve the filename and its length but not the assigned
clusters. Knife ST for instance, comes with an undel TTP utility. Give
the deleted filename as the argument and it will try to retrieve both
the file and its clusters.

Btw, I don't know if it updates the TOS disk buffers afterward. If it
succeeds, reboot.

--

Guy Harrison

guy@swampdog.demon.co.uk

4995. Re: HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951229125725.19921E-100000@iris.amp.uni-hannover.de>
Source record: 23264

On 28 Dec 1995 rtellez@filabres.ualm.es wrote:

> William Sharpe (u01whs@aberdeen.ac.uk) wrote:
> : I accidentally lost a file by dragging it to the trash icon. Is there any
> : way a file can be brought back after this has been done?
>
> Yes, as long as you hadn't write again to the disk!!
>
> You must do the following:
> * Run a disk monitor, such as the one found in Harlekin, or Knife ST, or
> Monomon, or whatever you want.
> * Select that disk, and find on it the deleted file. It will have the fist
> letter of its name as the code E5 (if I'm not wrong) and the rest of it
> will be intact.
> * To recover it, you only have to select a new letter for the fist character,
> and ta daa!! your file is there again. (Don't forget to write back the
> changes!!)
>
> I hope it helps.
>
Probably not, 'cos it's wrong. It works for files that are shorter than
one single cluster (one kilobyte in general). If the file was longer than
that you additionally have to reconstruct the cluster pointer chain in
the FAT, an awkward task to do it manually. There exist programs to do
that, assuming a generally applied stategy of TOS allocating clusters.
There are two cases when even this fails :

1. The assumption on the mentioned strategy was wrong. This may occur with
newer TOS versions or things like MagiC.
2. Even older files than the deleted one have been erased recently, and
the gap on the disk has not been filled up (by new files).

In both cases you'd end up with a file that is as long as the deleted
one, but will contain rubble.
So if the data is important enough, and you've avoided writing to the
disk meanwhile, you may give it a try; but check carefully whether the
contents of the file make any sense. It's not enough to just check the
beginning of the file, as it is perfectly possibles that the first few
kilobytes are alright but the rest is nonsense !!! So you see : Success
is far from garanteed.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4996. Re: Hard Disk files GONE!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951229131316.19921F-100000@iris.amp.uni-hannover.de>
Source record: 23265
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 28 Dec 1995, Peter Keller wrote:

> Or something- I had the hard drive turned off when I was using Storm,
>
Very bad thing to do ...

> but turned it back on before I exited the program. For some reason, the
>
This is even worse !

> only thing which was left in the C: drive was the 'cli' directory, with
> nothing in it. I got some undelete programs, but I'm not really sure what's
> appropriate here. Would it be the same as dragging a file to the trash icon?
>
Undelete programs are probably not appropriate here.

> it won't recognize it, tells me it's not there! Do you know of any
> specific programs which are better than others to use? HELP!
>
Unfortunately not. I would grap a _good_ book on TOS harddisk formats,
and a good disk editor, and look whats gone wrong. Be very careful if you
never used a disk editor before. I guess it'd be a rather time consuming
task even for experts.

> The odd thing about this is that I didn't access drive C (or F) at all. Is
> there some reason why turning the hard drive on and off would do this?
> --
Of course, as there is no physical distinction between drives c and f, if
both are on the same hard disk unit.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4997. Re: Serial troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951229131946.19921G-100000@iris.amp.uni-hannover.de>
Source record: 23266

On Thu, 28 Dec 1995 carlk@.MISSING-HOST-NAME. wrote:

>
> Boy, I thought the Falcon would surely fix the ST serial troubles,
> but apparently not. I hooked my wife's Falcon up to a serial port
> on my box so she could do e-mail and such. Problem is that all four
> of the comm programs I've found get overrun if she hits an arrow key
> and they get one to several characters behind. What does everyone
> else do to fix this?
>
Even the falcon got flaws in its OS serial functions. Well, what do you
expect, after all they're from Atari !

Try HSMODEM 6, as this will fix at least the OS problems. I remember the
docs saying something specific for the falcon. Look for the file
HSMODA06.XXX, where XXX stands for either ZIP or LZH.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4998. Re: Serial troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: <>
Message-ID: <carlk.820261630@gargoyle>
Source record: 23267

carlk@ (Carl Kreider) writes:

>Boy, I thought the Falcon would surely fix the ST serial troubles,
>but apparently not. I hooked my wife's Falcon up to a serial port
>on my box so she could do e-mail and such. Problem is that all four
>of the comm programs I've found get overrun if she hits an arrow key
>and they get one to several characters behind. What does everyone
>else do to fix this?

>Thanks for any help an/or pointers you can give.

The plot thickens. A reboot seems to have cured the problem with
getting behind. Am I crazy???

Also I tried the hsmodem package off umich and had no luck. Trying
to load either driv.prg or scc.prg caused the Falcon to hang after
loading that one. Any ideas on this?

Carl Kreider
carlk@syscon-intl.com -- 71076.76@compuserve.com
The opinions expressed herein, unless otherwise stated, are mine only.

4999. Re: ST Expantion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2912952024580001@47.85.0.99>
Source record: 23268

In article
<Pine.A32.3.91.951228142753.11486D-100000@iris.amp.uni-hannover.de>, Peter
Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

> On Thu, 28 Dec 1995, Graham Irvine wrote:
>
> > On Fri, 22 Dec 1995 15:05:07 GMT ,Twas none other than Edward
Cunningham who did state ....
> >
> > > Is there a hard ware hack to expand ram beyond 4meg on 520st?
> >
> > There is a board available (from Marpet ...marpet@cix.compulink.co.uk
IIRC) which can take
> > us to 12meg... for ST only not e
> >
> Have you got any details how this has been achieved ? Is all the RAM
> accessible by the screen and DMA ?

AFAIK the screen cannot be located in this memory area & it is not
directly DMA accessable.

There was a review is one of the UK magazines last year, but it was more
of a preview & not in any way indepth. It used SIMM's, & AFAIK, was only
availabe for the STE (& you needed to have 4 meg already installed & TOS
2.06 to work).

I think it behaved like TT 'Fastram' in that you had to set bits in the
program headers to get them to use this memory. I don't know if it was any
faster than main memory.

I remember somebody posting about a German board that allowed full DMA &
screen access to extra memory,sorry I don't have his name, but somebody
else might remember.

I spoke with a guy called Ted Rossin about his interface that he developed
which allowed memory accesses above the 4 meg limit. He had stuck a DSP in
his ST long before the Falcon was around.

Ted appears to have departed the Atari scene, so hopefully he won't mind
me passing along what he done.

Basically, Ted found that the DTACK (should be a '_____' over DTACK
because it's active low) pin on the ST is open collector, so that you can
hang extra hardware off the bus, AS LONG AS IT CAN HANDLE DTACK. Failure
to do so gets a bus error.

This extra hardware needs an address decoder (Ted had done this) for DSP.

Ted did'nt see why it also can't be done for memory.

As he saw it, all that needs to be done is to decode a range of addresses,
add some logic to handle the DTACK, & some more logic (or a memory
controller chip)
to handle the DRAM refresh.

I have seen posters mention memory drivers, but I have not yet figured out
why this would be needed (unless it is to correct some problem in the ST,
or to allow GEM to manage this new memory correctly).

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

5000. 38400 mod but what comms prog to use

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <4c1v0b$5ud@preeda.internex.net.au>
Source record: 23269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just successfully completed the Atari World mod to my serial port
and......it WORKS :-)

I don't have a comms program that supports a port speed of 38,400 :-(

What can I use?

Thanks, Julian.
--

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(| julian@connexus.apana.org.au |) |)

5001. Re: Serial troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: Paul Civati <paul@xciv.org>
Message-ID: <820280448snz@xciv.org>
Source record: 23270

In article <Pine.A32.3.91.951229131946.19921G-100000@iris.amp.uni-hannover.de>
perot@pallas.amp.uni-hannover.de "Peter Rottengatter" writes:

> > Boy, I thought the Falcon would surely fix the ST serial troubles,
> > but apparently not. I hooked my wife's Falcon up to a serial port
> >
> Even the falcon got flaws in its OS serial functions. Well, what do you
> expect, after all they're from Atari !

The Atari serial port problems are due to a h/w design bug AIUI, they were
put too low down in the interrupt list or something and therefore don't get
serviced often enough, hence the RTS/CTS flow control problems. The s/w
patches are just that, patches, you can't fix it without redesigning that
bit of the h/w, which would break things even more.

Well, that's how I understand the situation..

-Paul-

--
Paul Civati home: paul@xciv.org, paul@xciv.demon.co.uk
FYI it's 'sivarty' ;-) play: http://www.xciv.org/, http://www.domino.org/
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

5002. Re: Hard Disk files GONE!

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: deanr@nevada.edu
Message-ID: <4c0m2t$k10_001@bighorn.accessnv.com>
Source record: 23271
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <4buojj$be6@paperboy.ids.net>,
p_keller@conan.ids.net (Peter Keller) wrote:

>The odd thing about this is that I didn't access drive C (or F) at all. Is
>there some reason why turning the hard drive on and off would do this?
As you may have figured out by now, it is not a good idea to power up or down your hand drive while the ST is runing. You have trashed your FAT (file allocation table) at best, if not your hard drive partition information. If you run Diemond Edge, Cleanup, or Hard Disk Sentry on the drive, you may be able to restore your data. If not, I hope you have a recent backup. Your only alternative is to repartition the hard drive and start over (here is where owning Diamond Back and using it regularly becomes worth the $$$ invested).

Good luck!

Bob

5003. Re: Binhex

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-29 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <4c099a$nv9@gateway1.brisnet.org.au>
Source record: 23272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Eric Hays (szhays@dale.ucdavis.edu) wrote:
: Martin Byttebier (Martin.Byttebier@ping.be) wrote:
: : I received today a mail wich contains a binhex4-file.
: : Can someone tells me if there exist a prg that converts binhex-files
: : to binaire files on a Atari.
: : Thanks on advance

: This was almost certainly sent to you by someone using Eudora. This has
: become a real problem for me. And I have found out from my System
: Administrator that it is a problem for people all over our campus, no
: matter what hardware they are using. Apparently Eudora for some platforms
: works differently than Eudora for other paltforms on this point, plus it
: depends how individual users have configured them. Anyway, for us the
: problem is even more serious as there is no Eudora for TOS. I wish I new
: exactly what the encoding scheme was, how it differs between Mac and
: Windows, etc. Actually, I wish the makers of Eudora hadn't chosen this
: apparently non-standard encoding scheme to use for INTERNET e-mail! Can
: you have the person who sent you the file re-send it UUEncoded? This
: would be easily un-encoded on your TOS machine, even using ESS Code.

In Eudora, under 'toggles' (just below the config item in the menus),
you'll find that there are two options for encoding attachments: Binhex, and
MIME. Binhex (alas) is the default, while MIME is the standard.

D

5004. Re: 38400 mod but what comms prog to use

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-30 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <4c2h3u$i01@preeda.internex.net.au>
Source record: 23273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

: I don't have a comms program that supports a port speed of 38,400 :-(

ummm....try pidgeon! 8-)

--


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johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

5005. Downloading pictures from web sites

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-30 00:00:00 UTC
From: smooth1@panix.com
Message-ID: <4c2rbc$jrb@panix2.panix.com>
Source record: 23274

Can anyone tell me if there is a way to download files so I can check them out with my off-line browser? If so how do you do it. Thanx in advance for any help you can give me.
--
Drop in some time. (http://www.panix.com/~smooth1) I'll be glad to see ya.
Being all that he can be... Without joining the army! The Smooth One.:>

5006. Re: ST Expantion

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951230143303.15757C-100000-100000@iris.amp.uni-hannover.de>
Source record: 23275

On Fri, 29 Dec 1995, Gerry O'Rourke wrote:

:>
:> I spoke with a guy called Ted Rossin about his interface that he developed
:> which allowed memory accesses above the 4 meg limit. He had stuck a DSP in
:> his ST long before the Falcon was around.
:>
:> Ted appears to have departed the Atari scene, so hopefully he won't mind
:> me passing along what he done. :>
:> Basically, Ted found that the DTACK (should be a '_____' over DTACK
:> because it's active low) pin on the ST is open collector, so that you can
:> hang extra hardware off the bus, AS LONG AS IT CAN HANDLE DTACK. Failure
:> to do so gets a bus error. :>
Yepp, the original hardware is one of the few things Atari did properly.
The DTACK thing is documented, and I already added a second MFP, for
instance, this way.

:> This extra hardware needs an address decoder (Ted had done this) for DSP.
:>
:> Ted did'nt see why it also can't be done for memory.
:>
:> As he saw it, all that needs to be done is to decode a range of addresses,
:> add some logic to handle the DTACK, & some more logic (or a memory
:> controller chip)
:> to handle the DRAM refresh.
:>
True, this is the generic way to build RAM banks, but this way the RAM
will not be accessible by screen and DMA.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

5007. Downloading ST files with a Mac...HELP !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: Patrick O'Melia <omeli002@maroon.tc.umn.edu>
Message-ID: <DKFIM3.LFy@news.cis.umn.edu>
Source record: 23276

I'd like to be able to download some sofftware/utility that will enable my Atari 1040STe CPU to recognize my external Mega File 30 Hard Drive. The Atari HD use to have a system on it that booted successfully a week ago, then i deleted a file called SHDRIVER.SYS.(whoops) and now i'm trying to revive the HD and am having problems. Help !

I am formatting a floppy (for transfer to Atari) on a Mac then downlodaing Atari utilities from an Archive with a Mac. I format the disk for DOS. Sometimes, on the Mac side, i can use Stuffit Expander 3.5.2 or ZipIt 1.3.4 (for .arc or .zip files) to extract the Atari files. However none of the porgrams are running...sometimes i get TOS ERROR #35.

On the Atari side i'm trying to use a basic "starter pack" for extracting various archived Atari files .zoo,.lzh,.arc,.zip, e.c.t... The utility is called starter.tos. It contains several different archivers. even when tranferring directly from the Mac to the Atari and then using one off these archivers i still cannot solve my problem.

I have no luck in getting some kind of Atari Utility to run and allow my HD to be recognized upon startup... Any help or suggestions would be appreciated.

Thanks !!!

5008. (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: Patrick O'Melia <omeli002@maroon.tc.umn.edu>
Message-ID: <DKFIq0.LKI@news.cis.umn.edu>
Source record: 23277

[No readable article body recovered]

5009. Need Help: Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4c4srt$8fs@express.ior.com>
Source record: 23278

I have an HP C2247 1.05 gig hard drive mech. I need to know if it will work on an Atari or not. If you have one working, or simply have an HP brand hard drive working on an atari - Please let me know!

Email would be best to reply to: danbrown@on-ramp.ior.com

PLEASE! I need a fast reply..... Thanks!

Dan Brown

5010. Downloading ST files from Mac....HELP !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: Patrick O'Melia <omeli002@maroon.tc.umn.edu>
Message-ID: <DKFKCw.n3K@news.cis.umn.edu>
Source record: 23279

I'd like to be able to download some software/utility that will enable my 1040STe CPU to recognize my external Mega File 30 Hard Drive upon startup. The HD use to have a system on it that booted successfully until i deleted a file called SHDRIVER.SYS.(whoops), and now i'm trying to revive the HD and I'm having problems.

I am formatted a floppy on the Mac side (using DOS as the type of format), then downloaded files from an Atari Archive with my Mac and Netscape. Sometimes, on the Mac side, i can use Stuffit Expander 3.5.2 or ZipIt 1.3.4 for .arc or .zip files. I can extract them on the Mac then put them on a the disk for transfer to the Atari.However i cannot get the apps to run on the Atari. Sometimes i get TOS ERROR #35...

On the Atari side i'm trying to use a basic "starter pak" for extracting various archived Atari files .zoo,.lzh,.arc,.zip, e.t.c. It's called starter.tos and contains several archivers.This is not working for me either. I transfer the files directly from the Atari Archive to the Mac and then to the Atari and cannot xtract the files...HELP !...

I have no luck in getting some kind of Atari ST Utility to run and allow my HD to be recognized on startup. Any Help or suggestions would be greatly appreciated.

Thanks !!!

5011. f

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: "Patrick<omeli002@maroon.tc.umn.edu>" <omeli002@maroon.tc.umn.edu>
Message-ID: <DKFKq3.DG@news.cis.umn.edu>
Source record: 23280

[No readable article body recovered]

5012. Help downloading ST files with Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: omeli002@maroon.tc.umn.edu
Message-ID: <omeli002-3012952224090001@dialup-13-a-133.gw.umn.edu>
Source record: 23281

I'd like to be able to download some utility that will enable my 1040STe CPU to recognize my external, Mega File 30, hard drive.The HD use to have a system on it that booted successfully until i deleted a file called SHDRIVER.SYS, and now i'm trying to revive the HD and am having problems.

I am DOS formatting a floppy on my Mac then downlodaing files from an Atari Archive with the Mac and Netscape.Sometimes, on the Mac side, i can use Stuffit Expander 3.5.2 or ZipIt 1.3.4 for .arc or .zip files.I can extract the files on the Mac side then transfer to Atari. Only the programs are not running. Sometimes i get TOS error #35...?

On the Atari side i'm trying to use a basic "starter pak" for extracting various archived Atari files .zoo,.lzh,.arc,.zip,
e.t.c. The app. is called starter.tos and contains several archivers...
I'm still unable to extract any files....HELP !

I'd like to be able to have my HD show up as an icon when i start up...so i can use it. Any thoughts,help,suggestions, whatever... would be greatly appreciated !

Thanks !!!

5013. Re: Downloading ST files with a Mac...HELP !

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951231125708.10498A-100000@iris.amp.uni-hannover.de>
Source record: 23282

On Sun, 31 Dec 1995, Patrick O'Melia wrote:

> I'd like to be able to download some sofftware/utility that will enable
> my Atari 1040STe CPU to recognize my external Mega File 30 Hard Drive.
> The Atari HD use to have a system on it that booted successfully a week
> ago, then i deleted a file called SHDRIVER.SYS.(whoops) and now i'm
> trying to revive the HD and am having problems. Help !
>
If that's all what happened to your hard disk, it should be very easy to get rid of the problem. Together with your hard disk you should have got a disk (labeled "Hard Disk Utilities" or something similar). Normally its got a hard disk driver in its auto folder. So put this disk into the floppy drive, switch on your hard disk, a minute later your computer, and it should run the driver from floppy and recognize the hard disk. You may have to put a "drive c" icon on your desktop. In that case click on one of the floppy icons and select the appropriate entry from the "extra" menu (duno what's it called, mine is german !), type "C" (capital "C" !) and - here we go : You should be able to access your drive c. Open the floppy disk auto folder and copy the driver (its probably called AHDI.PRG) to your drive c. Now rename it to SHDRIVER.SYS and reboot. Everything should be as it was before you deleted the driver.

Hope that helps Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

5014. Re: Need Help: Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1995-12-31 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DKGyvt.JwL@cix.compulink.co.uk>
Source record: 23283

In message <4c4srt$8fs@express.ior.com>, danbrown@ior.com said:

>I have an HP C2247 1.05 gig hard drive mech. I need to know if it will
>work on an Atari or not. If you have one working, or simply have an HP
>brand hard drive working on an atari - Please let me know!

I have used an HP C3325A with my Falcon. I partitioned it using
HDDriver.

ATB Barry wilsontjb@cix.compulink.co.uk